

CCC-SAC-03



# They're Good Adventurers, Brent



Your party has been tasked with guarding a supply caravan headed over the Dragonspire Mountains to the Citadel of the Raven. While there must have been some concern great enough to warrant sending adventurers of your caliber, the journey has been uneventful and borderline boring. When nearing the end of your journey, you stumble upon the most sacred of Faerun's beasts... a dog! She seems lost and needs your assistance - a task fit for the good adventurers that you are.

A Two-Hour Adventure for Tier 1 Characters. Optimized for APL 3.



# Credits

**Lead Designer:** Kelly Samuelson

**Designer:** Kelly Samuelson

**Editing:** Colleen Samuelson, Luke Brunner

**D&D Adventurers League Guildmaster:** Chris Lindsay

**Art:** Kelly Samuelson

**Map Designer:** Alain “Alke” Pham

**D&D Adventurers League Wizards Team:** Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

**D&D Adventurers League Administrators:** Alan Patrick, Amy Lynn Dzura, Travis Woodall, Claire Hoffman, Greg Marks, Ma’at Crook, LaTia Bryant

**Playtesters:** Alain “Alke” Pham, Maurice Jones, Damian Schanz, Tom “Puck” Blackmon, Sam Robertson, Nick H., Richard Adams,

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# Adventure Primer

This adventure is designed for **three to seven 1st - 4th-level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in the Dragonspire Mountains north of Phlan.

## Background

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The **DRAGONSPIRE MOUNTAINS** were rumored to be the home to many dragons in the Moonsea region. While this previously was true, it has not been for some time. Traveling parties trekked along the Stojanow River from Phlan to the Citadel of the Raven without fear. Until recently...

In the past tenday, there have been reports of attacks on caravans leaving no survivors. Fires have been lit in the forests and many travellers are hiring guards to accompany them on their journeys. The adventuring party has been hired to serve as guards for a particularly wealthy caravan.

The unrest is due to a **red dragon wyrmling** in the area named **TORCH**. Torch is hunting down the druid who killed his mother 50 years ago.

The druid, an elf named **DELL**, is tortured by memories of war and fighting and has chosen to live out a life of non-violence. As an archdruid, Dell spends the majority of her days wild-shaped into the most loving of animals – a dog! Her dear friend, a wizard named Leonardo, chooses to watch over her and has made an engraved tag for her to wear in case she gets lost or needs assistance.

While Dell wishes to avoid Torch and refuses to fight him, Torch has been kidnapping Dell's forest friends in an effort to root her out.

## Overview

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The adventure's story is spread over **three parts** and takes approximately **two hours** to play. The adventure begins with a Call to Action scene.

- **Call to Action: Hello Doggo** The party is several days into guarding a caravan from Phlan. It has been peaceful and borderline boring when a dog arrives seeking help.
- **Part 1: The Dragon's Lair.** Dell, in dog form, leads the party to a nearby cave system. The party will have to avoid traps while exploring the lair of Torch to recover a group of woodland creatures the dragon has kidnapped. This is **Story Objective A**.
- **Part 2: Rescue Dog.** Once rescued, the party is confronted by Torch. Torch is there to kill Dell, their sweet and innocent dog companion. Torch quickly turns on the party and they must defeat him to survive. This is **Story Objective B**.
- **Conclusion: We're Off to See the Wizard.** The party returns to the caravan and is rewarded for their assistance to Dell.

## Adventure Hooks

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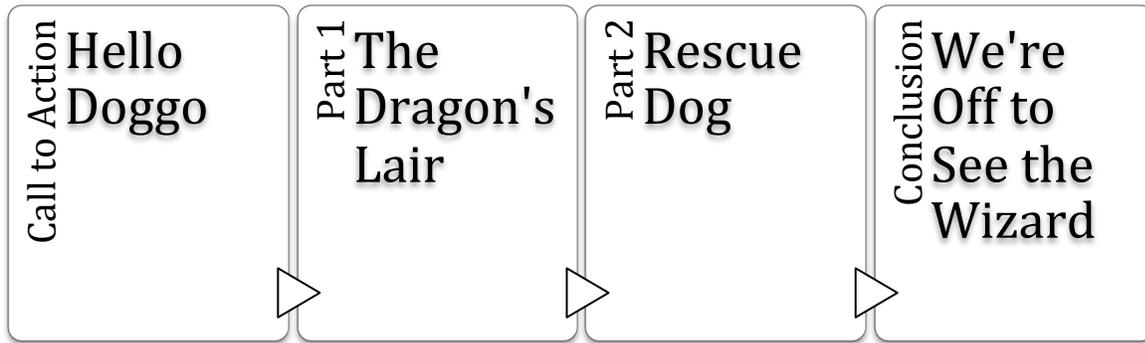
The adventurers have responded to a poster in Phlan looking for caravan guards.

**Adventuring for Profit.** The players are new to adventuring and are happy to have the opportunity to make some money and gain some experience. Caravan duty is a pretty typical task given to newer adventurers.

**Protection Needed.** Characters with the backgrounds in battle or survival (such as soldier, veteran, outlander or gladiator) have been personally approached by the leader of this caravan due to their reputation.

**For the Guild** Characters with connections to local merchants may have a personal stake in making sure this particular caravan makes it safely – they could have goods being transported for their guild.

# Adventure Flowchart



# Hello Doggo! (Call to Action)

*Estimated Duration:* 15 minutes

## Setting Information

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The party is travelling along the River Stojanow, north of Phlan and towards the base of the Dragonspire Mountains. The road is fairly well worn by years of travel, but surrounded by heavily forested areas. Due to the threats in the area, they are travelling during the daytime.

## Call to Action

The party will meet Dell, in dog form, who begs for their help.

## Area Information

The road ascending the Dragonspire Mountains is mostly forested. The Stojanow River is close by and provides the area with a lush and green landscape. It happens to be a warm and sunny day on their route, and birds are singing softly in the trees.

## A Dog in the Road

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It's the third and most uneventful day of travel with the caravan. It's been a particularly boring morning as your employers ramble on about tax code of merchant guilds. Up the road, you see a beast both familiar to you, and of legend – a dog! She has fluffy golden hair and floppy ears. She is panting from running to greet your party and her feet are tapping constantly on the ground.

## Creature Information

Dell is an **archdruid** who is wildshaped into the form of a dog (**mastiff**). She has the appearance of a large and fluffy Golden Retriever.

Choosing a life of non-violence, she will not use her spells or abilities while with the party unless it is absolutely dire. Dell uses all kinds of canine behavior to communicate that she needs the party to help her. She will excitedly try to get them to follow her. If a party member makes a DC 12 Wisdom (Insight) check, it reveals that the dog is in need of assistance and wants the party to follow. If they succeed on their Insight check with higher than a DC 16, they can tell Dell is more than meets the eye, but well intentioned.

If any character looks for a tag or a collar, they will find an engraved gold tag that reads the following:

*Dell the Dog*

*Please assist and return to Leonardo  
Wizard tower, North Dragonspire Mountains*

*Reward*

Dell will lead the party into the woods. If they try to capture her, she will escape and run off. She can be easily tracked as she is trying to lead the party to the location of her friends in Torch's lair.

If any of their caravan employers are asked, they suggest the party investigate. Dogs such as this are quite esteemed and trusted creatures, and this may warn of impending danger. The caravan will wait for the party's return.

## Retrievers of Gold

- Golden Retrievers are a famous breed of dog throughout the Moonsea region. Legends tell of adventurers teaming up with this adorable breed due to their uncanny ability to sniff out and find gold in hidden caches.

# Part 1: The Dragon's Lair

*Estimated Duration:* 45 minutes

Dell will lead the party to a cave entrance on the side of the mountains. Heat can be felt emanating from the cave's entrance. Dell will urge the party forward and accompany them, but she stays near the back, about 10 feet behind the party.

## Setting Information

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As they travel through this section, they should find hints that they are in the lair of a red dragon. This is the lair built by Torch's mother before Dell and her adventuring party killed Torch's mother. While its power has lessened, it is still a perilous place. The party will encounter many traps as they search for Dell's woodland friends.

## Story Objective A

The party needs to explore the lair and locate the group of woodland creatures, freeing them from their cages and taking them to safety outside the lair.

## Area Information

Torch's lair is set in caverns with volcanic activity.

**Weather.** The area is warm – such that spending a long time in the area would be difficult for many adventurers.

**Visibility.** There are steam vents throughout the caverns that limit visibility beyond 20 feet.

**Lighting.** The caves are dimly lit from holes in the cave ceiling that reach to the surface.

**Area Effects.** The cavern is filled with steam vents and hot water dripping from the ceiling. The entirety of the cave has bubbling **geysers of hot water** that the characters can encounter during their journey. The party should encounter these geysers after every few minutes of exploration. They make an audible sound before erupting, which can be heard with a Passive Perception of 10 or higher. If the party is not cautious, they erupt causing 1d6 fire damage or half as much if a creature succeeds on a DC 12 Dexterity saving throw.

A map of the lair can be found in Appendix A.

## Creature Information

As an **archdruid**, Dell has the ability to remain in her wildshape form for up to 9 hours, unless she is dropped to zero hit points.

**What Do They Know?** Dell knows that her friends are inside the caverns, but she isn't sure where or what obstacles are in the way.

**What do They Want?** Dell intends to stay at the rear of the party and keep up the guise that she is merely a regular dog. Dell will provide emergency healing if needed, but generally her stance of non-conflict prevents her from interacting unless there is no other choice. Dell can cast **cure wounds** while in her wildshape form, requiring her to perform the verbal and somatic components, which she does by using her paws and barking.

## A. Steam Vents

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Chamber A is filled with steam vents. Steam from this room floods the entrance and much of the caves, limiting visibility. Staying in this room for more than 30 seconds causes 1d4 fire damage to adventurers without fire resistance. This room is a dead end.

## B. Bath House

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Chamber B has a 15-foot pool of boiling water in the West corner. Water flows into the chamber from a spring in the rocks. Touching the hot water causes 1d4 fire damage to any characters without fire resistance. A small number of silver coins can be seen at the bottom of the pool of water.

## C. Store Room

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The entrance to this room has a **pit trap**. Finding this trap requires a DC 13 Intelligence (Investigation) or Wisdom (Perception) check. The pit trap is 10 ft. wide and covers the width of

the chamber. If a creature walks into the trap, the spikes cause 2d6 piercing damage, or half as much if they can succeed on a DC 13 Dexterity saving throw. Escaping the pit requires a DC 12 Strength check, which can be made with advantage if other members of the party are assisting.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** Reduce the damage for falling in the trap to 1d6 piercing damage.
- **Strong or Very Strong:** Increase the damage of the pit to 3d6 for appropriately leveled characters.

Chamber C is littered with half filled crates and barrels. If the party investigates, they can find spoiled food rations, and various supplies and goods, such as blankets and tarps. Investigating the room and succeeding on a DC 12 Intelligence (Investigation) check reveals that some of the goods are being used as makeshift bedding for small humanoids. Two **goblins** have been sleeping here, but are currently guarding the captives in chamber F.

### Treasure

The party can find a number of small trinkets mixed in with the crates if they spend enough time here.

## D. Choking Steam

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Chamber D is set up to stop intruders from advancing to the far cavern where captives are being held. Both passages are constantly filled with thick, hot steam from vents in the walls. Unless a creature holds their breath in this area, they begin suffocating upon entering.

This area has a higher concentration of **geysers of hot water**. The geysers in this room erupt every round. While they are still audible, the steam makes it difficult to see where they are located. Characters must succeed on a DC 12 Dexterity Saving throw to avoid the spray of hot water, taking 1d6 fire damage on a failed save.

The center stone is a shard of the elemental plane of fire. The stone pulsates with light and heat, as the boundary between the material and elemental planes are thinner here. The light can

be seen through the steam from the entrance of this room. Touching this rock deals 1d4 fire damage.

## E. Sleeping Chambers

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Area E serves as the sleeping chambers for Torch, the **red dragon wyrmling**. Luckily, the dragon is out of his lair when the adventurers arrive. A flowing river of lava that is 10 feet wide crosses the entrance to this chamber. The party can discern, using a DC 12 Wisdom (Perception or Survival) check that a section to the right is only 5 feet wide and may be easier to jump over. If the entire party fails this check, allow any members who are able to cross the lava to make the check again from the other side with advantage. When jumping, your strength determines your jump distance. When making a long jump using at least 10 feet of movement prior to the jump, you can jump a distance equal to your Strength score.

Once over the lava, the room is filled with rocks and has foliage and makeshift bedding strewn about. Making appropriate skill checks of DC 15 or higher reveal a nest that likely contains a medium creature. There are scorch marks and melted rock on many of the walls. If the characters search the room, they find the skeletal remains of a humanoid are melted into the rock in the North wall of the room.

The southeast wall of the room hides a **secret door**. A DC 15 Intelligence (Investigation) or Wisdom (Perception) check reveals a section of rock that can be pushed to the side. A DC 15 Strength (Athletics) check is required to move the rock. This check can be done as a group, with one character making the check with advantage.

## F1. The Stone Door

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The entrance to this chamber is a locked stone door with a metal handle, inlaid with gems that glow faintly of magic. In order to open the door, players must solve the code on the door to unlock it. When a creature touches each gem, it lights up. Touching it again can also turn off each gem.

There are symbols carved into the stone doorway representing the different elements, Earth, Water, Air and Fire (from left to right). If a player succeeds on a DC 12 Intelligence (Arcana, Religion, Nature or History) check, they recognize that the triangle with the point facing up represents the element of Fire. Entering the upward facing triangle pattern representing fire into the gems on the door unlocks the door and allows the handle to be turned safely.

If an incorrect pattern is entered into the door, the door will not unlock and any creature that attempts to turn the handle will sustain 1d4 fire damage, as the metal handle sears their hand.

## F2. Captives Quarters

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Chamber F is the largest chamber. It is being guarded by two goblins and a hobgoblin that are there to keep Dell's woodland creature friends from escaping. They are having a tense conversation that can be easily heard upon approaching the room, and while trying to get the door to this chamber unlocked. The creatures are discussing (in common) whether to betray Torch and leave their posts, even though Torch is threatening their families.

### Area Information

In the back corner, a number of cages can be seen. The cages contain Dell's friends, a pair of foxes, and a young moose. They all look scared and dirty, but are otherwise healthy and unharmed. The foxes use the statistics of **mastiffs**, while young moose uses the statistics of a **riding horse**.

### Creature Information

Two **goblins** and a **hobgoblin** are sitting within the entrance of the room. They are arguing with

each other about whether they should stay and keep the job they've been given, or flee and hope that Torch doesn't hunt them down.

#### **What do they want?**

Torch has intimidated them into working for him, but they would rather return to their clan. While they are afraid of disobeying the wyrmling, they can easily be backed down by a bigger threat.

**What do they know?** The trio has been tasked with guarding this room and making sure nobody breaks out the prisoners. Torch is out scouring the forest, but they don't know who he's looking for. They know that the keys to the cages are hanging on a wall nearby.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak or Very Weak:** remove the hobgoblin
- **Strong or Very Strong:** add another hobgoblin

### Playing the Pillars

Here are some suggestions for this encounter:

**Combat.** The goblins generally want to escape conflict, but will fight viciously until they can see a way out. The hobgoblin has more pride about her fighting skills and may fight to the death unless convinced otherwise.

**Exploration.** The cages have an AC of 8 and 12 hit points. There are 3 cages holding the creatures that can be destroyed or unlocked to set them free.

**Social.** If the characters attempt to intimidate or persuade the goblinoids to help them, they can be convinced to flee with DC 11 Charisma based check. If the characters succeed on a DC 15 or higher, the goblinoids will even show them the location of the keys.

## G. Treasure Horde

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Chamber G is hidden behind the secret door in Torch's sleeping chambers. It is filled with meager remnants of what used to be large piles of gold.

### Treasure

Looking through the room reveals a *Potion of Fire Resistance* buried under a couple rocks. Additionally, a small amount of gold is leftover from when the lair was home to Torch's parents.

## Concluding Part 1

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Once the creatures are freed, the party is able to guide Dell and her woodland friends out of the cave system, successfully navigating around traps they encountered on the way in.

The rescued woodland creatures opt to stay near the party after leaving the cave for protection. They act scared and timid. If any of the party attempts to console or befriend them,

the animals will become fond of them if a character succeeds on a DC 10 Wisdom (Animal Handling) check. Award advantage on this check for good roleplaying.

The party has time to take a short rest after 10 minutes of travel away from the cave. When they finish the rest or if they choose not to rest, move onto Part 2 while they are at this location.

# Part 2: Rescue Dog

*Estimated Duration:* 45 minutes

The characters and the freed prisoners are able to escape the cave system without running into the dragon, Torch. However, after a 10 minute journey further up the road, they hear a tremendous roar coming from the caverns behind them.

## Setting Information

The path from the caverns back to the road and waiting caravan is lightly forested. Many trees are nearby, but they are not dense. The surrounding forest is well-lit and easy terrain to navigate.

## Story Objective B

The party must save Dell from Torch's attack.

## Battle in the Forest

A tremendous roar echoes from the woods behind you. It seems that the inhabitant of the lair has discovered his prisoners are gone. It won't be long before the party is found and has to defend itself.

## Area Information

When Torch catches up the party, they are still in the woods. There are trees and several small bushes in the area that can be used for cover.

## Creature Information

The approaching enemy is a **red dragon wyrmling** named Torch. Torch is accompanied by **two hobgoblins** that are working for him. The hobgoblins may enter the fight from a hidden position at the edge of the forest.

Upon hearing the roar in the woods, Dell (the **archdruid** in **mastiff** form) will hide in some brush away from the fight with any of the woodland creatures that are still with the party. If at any point the party appears to be losing the fight, Dell will cast **mass cure wounds** from her hiding spot. Dell tries to avoid taking damage or losing her wildshape form. She will use her

second wildshape to change back into the form of a mastiff if her wildshape form is dropped.

## Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Torch is unable to use his fire breath ability on the party.
- **Weak:** Torch only uses his fire breath ability once at the start of combat and focuses on the strongest looking party members.
- **Strong:** Increase Torch's hit points to 90 and add a third hobgoblin.
- **Very Strong:** Increase Torch's hit points to 110 and add 2 more hobgoblins.

**What Do They Want?** Torch lost his mother at the hands of Dell and her adventuring party. With this loss, he chose to take up this revenge scheme and has been preparing to confront the party that killed his mother. The party's obvious involvement with Dell makes them targets and Torch attacks immediately.

## Playing the Pillars

Here are some suggestions for this encounter:

**Combat.** Torch will begin by using his fire breath on the strongest looking members of the party. Torch is largely unaware of the power of spellcasters and focuses on players who look tough. The hobgoblins may hide at the edge of the woods and shoot from a distance.

**Exploration.** The forest location allows characters to use terrain to their advantage. They could use skills to climb trees or hide in the foliage.

**Social.** If the characters try to talk with Torch, he will explain the situation in pieces between attacks. Torch is not likely to give up or flee while Dell is alive. The hobgoblins, however, are willing to surrender to the party if they think Torch can be defeated. They are there under threat of harm and have no allegiance to the dragon.

## Treasure

Torch had been carrying a *Potion of Animal Friendship* to lure Dell's friends into his cavern, which the party may take.

# Conclusion: We're Off to See the Wizard

**Estimated Duration:** 15 minutes

By the time the party returns to the caravan, they find their employers and the wizard, Leonardo, who is waiting for Dell.

## Setting Information

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The caravan is waiting anxiously on the road, with wagons circled. They've heard the roar of the dragon and hope to see the adventurers return to protect them soon. They are also accompanied by a powerful mage, who is looking for his dog, Dell.

## Creature Information

The wizard, Leonardo, is an old friend of Dell's and was the only person she trusted when she left her life of adventuring.

**What Do They Know?** Leonardo shares that Dell has fought dragons, demigods and Thayans for longer than most adventurers. She saw many lives lost for no reason and vowed to leave the conflict of adventuring behind her.

**What do They Want?** Leonardo is happy to see Dell and the woodland creatures returned unharmed. He is caretaker to the archdruid and her friends at his tower in the mountains.

## Treasure

In exchange for saving Dell, Leonardo gifts the party with an *Immovable Rod*. See appendix D for a full description.

## Animal Companions

If members of the party have earned the trust of the woodland creatures rescued from Torch's clutches, the creatures may feel a bond with party members. Leonardo is willing to allow party members to adopt the animals for a small fee. The foxes use the statistics of mastiffs and can be adopted for 25 gp each. The young moose uses the statistics of a riding horse and can be adopted for 75 gp.

These companions follow the rules for purchasable mounts and other animals in the equipment section of the Player's Handbook.

# Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

## Character Rewards

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The characters earn the following rewards:

### Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

### Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

### Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix D**:

- *Potion of Fire Resistance*
- *Potion of Animal Friendship*
- *Immovable Rod*

## Dungeon Master Rewards

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For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

# Dramatis Personae

The following NPCs feature prominently in this adventure.

**Dell (DEL).** Old elven archdruid.

- **What They Want:** Dell wants to live her life in peace and free of the conflict of society.
- **All Dog, All the Time:** Dell is not likely to leave her wildshape form willingly. She's happy to embrace the simplicity of living in a beloved creature's form.

**Torch (TOR ch).** Angry red dragon wyrmling.

- **What They Want:** Pure and simple, Torch wants revenge.
- **Devastation in the Dragonspire Mountains:** Torch is the cause behind all the havoc being reported and missing caravans.

**Leonardo (Lee OH nar DOH).** Kind elven wizard who lives in the forest.

- **What They Want:** Leonardo unconditionally supports his druid friend. She has saved his life more than once and he's willing to protect her and put up with her non-conflict dog life choices.

# Creature Statistics

## Archdruid (Dell)

*Medium Humanoid (any race), any alignment*

**Armor Class** 16 (Hide Armor, Shield)

**Hit Points** 132 (24d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

**Saving Throws** INT +5, WIS +9

**Skills** Medicine +9, Nature +5, Perception +9

**Senses** Passive Perception 19

**Languages** Druidic plus any two languages

**Challenge** 12 (8,400 XP)

**Spellcasting.** The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, poison spray, produce flame*

1<sup>st</sup> level (4 slots): *cure wounds, entangle, fairie fire, speak with animals*

2<sup>nd</sup> level (3 slots): *animal messenger, beast sense, hold person*

3<sup>rd</sup> level (3 slots): *conjure animals, meld into stone, water breathing*

4<sup>th</sup> level (3 slots): *dominate beast, locate creature, stonewall, wall of fire*

5<sup>th</sup> level (3 slots): *commune with nature, mass cure wounds, tree stride*

6<sup>th</sup> level (1 slot): *heal, heroes' feast, sunbeam*

7<sup>th</sup> level (1 slot): *fire storm*

8<sup>th</sup> level (1 slot): *animal shapes*

9<sup>th</sup> level (1 slot): *foresight*

### Actions

**Scimitar.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Change Shape (2/day).** The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to

9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

### Stat Block Modifications

This creature has the following modifications:

- Dell is a wood elf.
- In addition to druidic, Dell speaks Elvish and Sylvan.

## Goblin

Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (Leather Armor, Shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

**Skills** Stealth +6

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 +2) piercing damage.

## Hobgoblin

Medium humanoid (goblinoid), lawful evil

**Armor Class** 18 (Chain Mail, Shield)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

**Senses** Darkvision 60ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 1/2 (100) XP

**Martial Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

### Actions

**Longsword.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 +1) slashing damage or 6 (1d10 +1) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 +1) piercing damage.

### Description

Hobgoblins are large goblinoids with dark orange or red-orange skin. A hobgoblin measures virtue by physical strength and martial prowess, caring about nothing except skill and cunning in battle.

## Mastiff

Medium beast, unaligned

**Armor Class** 12

**Hit Points** 5 (1d8 + 1)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** Passive Perception 13

**Challenge** 1/8 (25 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

## Stat Block Modifications

This creature has the following modifications:

- While Dell is wildshaped into mastiff form, she retains her wisdom, intelligence and charisma scores – as well as her ability to speak and other game statistics.
- See the Archdruid statblock for a full description.

## Red Dragon Wyrmling (Torch)

*Medium dragon, chaotic evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft., climb 30 ft., fly 60ft.

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STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

---

**Saving Throws** DEX +2, CON +5, CHA +4

**Skills** Perception +4, Stealth +2

**Damage Immunities** Fire

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

**Languages** Draconic

**Challenge** 4 (1,100 XP)

### Actions

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**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

**Fire Breath (Recharge 5-6).** The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

## Riding Horse

*Large Beast, unaligned*

**Armor Class** 10

**Hit Points** 13 (2d10 + 2)

**Speed** 60 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

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**Senses** Passive Perception 10

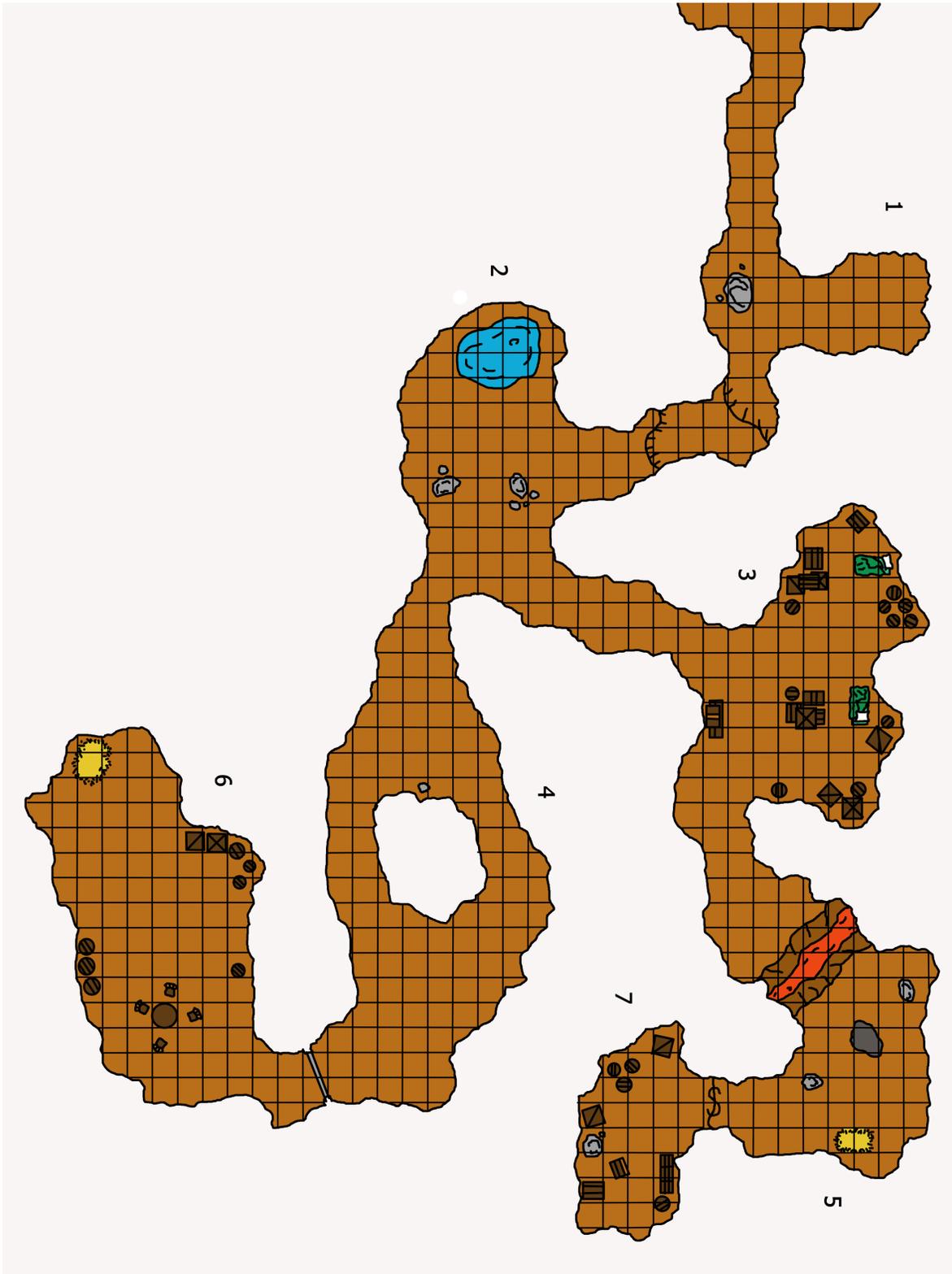
**Challenge** 1/4 (50 XP)

### Actions

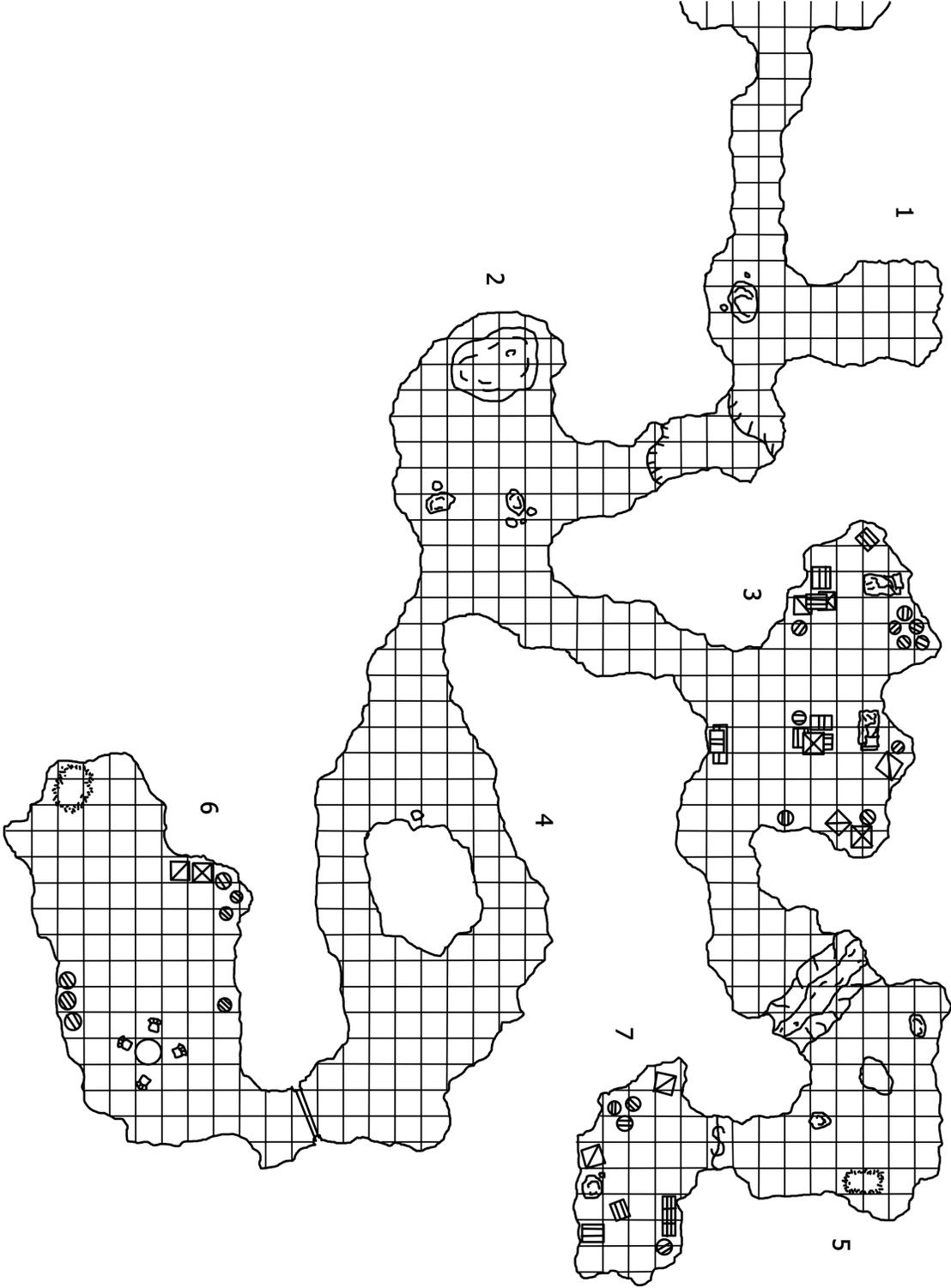
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**Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (2d4 + 3) bludgeoning damage.

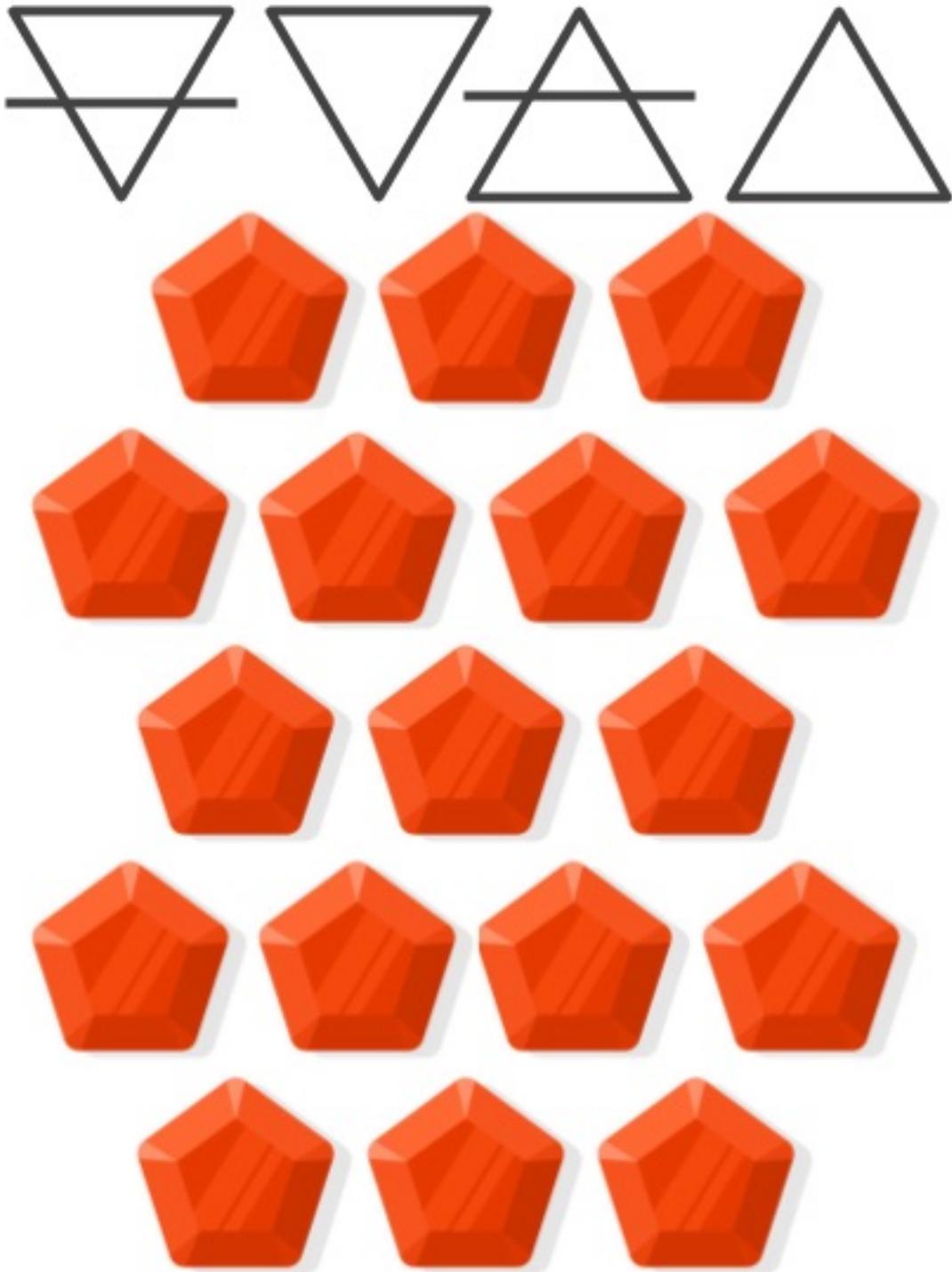
# Appendix A: Torch's Lair Map



# Appendix B: Torch's Lair Map (printer friendly)



# Appendix C: Elemental Gems Door



# Appendix D: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

## Immovable Rod

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*Wondrous Item, Uncommon*

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success. This item is found in the *Dungeon Master's Guide*.

## Potion of Fire Resistance

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*Potion, Uncommon*

When you drink this potion, you gain resistance to fire damage for 1 hour. This item is found in the *Dungeon Master's Guide*.

## Potion of Animal Friendship

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*Potion, Uncommon*

When you drink this potion, you can cast the Animal Friendship spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair. This item is found in the *Dungeon Master's Guide*.

# Appendix E: Dungeon Master Tips

To DM an adventure, you **must** have 3 to 7 players—each with their own character within the adventure’s level range (see Adventure Primer). Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

## New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

## Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself of while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat. Familiar yourself with the adventure’s appendices and handouts.
- Gather any resources you’d like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic

items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

## Adjusting This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

### Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong