

Bark Versus Bite

A Living Tal'Dorei module for 5th to 10th level Players

Optimized for five 6th level Players

Written by Phil Cole,

Play tested and perfected by the Critter Community

Adventure Background:

Rosie has gotten word from her friend Barktholomew of unnatural creatures being spread by an evil Wizard. She wants the party to investigate and assist him in his troubles. He's a valuable ally and a protector of the region.

Adventure Overview:

- **Gilmore's Glorious Goods** (*15 Minutes*) This is the amount of time assumed for players to buy potions and scrolls from the story award A Friend in Need. Each player may use this feature either before or after the module but not both.
- **Part: 1 OH! Henry** (*45 Minutes*) Rosie gets word from a local denizen of the forest that a friend of hers needs help. She can't get away from the city though, and that's where the party comes in.
- **Part 2: Into the Woods** (*90 Minutes*) The party meets a familiar Treant and gets the basics on the Wizard who has been conducting vile experiments and harming the local wildlife. When they get near the forest the danger becomes obvious.
- **Part 3: Sinister Overtones** (*90 Minutes*) It's up to the party to track down the source of these monstrous creatures and put an end to them. In the process they learn a little more about The Whispered One and encounter one of the Remnants.

Adventure Hook

Rumor has it that Dyson Brant's plan to build his Staff of Fire moves forward. He is seeking the components to build this wonderous magical focus—and word on the street it is that he will pay handsomely for help in acquiring those components.

Any player with proficiency in **History** may roll it at DC15. Guidance and the help action are allowed but must be called before the roll. Also, if a player has the Sage Background they may use the feature **Researcher** and bypass the roll for an automatic success. On a success they have heard that Dyson is offering 10,000gp for a suitable staff core and another 15,000 for a large and clear ruby.

Gilmore's Glorious Goods: A Friend in Need

Give the players time to access Gilmore's: *15 Minutes*—This gives Players a window both before and after the game to use his services at the table. If the players have the Story Award: A Friend in Need, they are able to purchase the following items at Gilmore's Glorious Goods before setting off on their adventure:

- First Level Spell Scroll 100gp (arcane only) *
- Second Level Spell Scroll 250gp (arcane only)
- Third Level Spell Scroll 500gp (arcane only)
- Scroll of Inflict Wounds First Level 100gp (*Limit one, only purchasable by Cleric*)
- Scroll of Healing Spirit Second Level 250gp (*Limit one, only purchasable by Druid*)
- Scroll of Heat Metal Second Level 250gp (*Limit one, purchasable by Druid*)

- Scroll of Spirit Guardians 500gp (*Limit one, only purchasable by Cleric*)
- Potion of Healing 50gp (*Limit one per Player*)
- Potion of Greater Healing 500gp (*Limit one per Player*)
- Potion of Heroism 500gp
- Potion of Haste 1000gp (*Limit one per Player*)

***Acolyte Background:** You may purchase a single first level Non-Healing spell without paying its gold cost. If there is a component cost you must pay it yourself.

Part 1

OH! Henry.

The party is living a regular day in Emon when a snail riding a spectral hand floats up to them. It does not appear to be hostile, but it is absolutely heading in the party's direction.

Any player with **Arcana** may roll it at DC10. On a success they realize it is a snail riding on a Mage Hand. Any player with the Mage Hand cantrip recognizes it without a roll. Any player that has completed *1-7 Toltis Academy* may roll either **History** or **Perception**, DC12. On a success they realize the creature approaching them it is the same Snail who was pictured wearing Academy alumni robes with a Mage Hand on a painting inside the Academy.

As the Snail approaches the party, they can see that there is also a letter in the fingers of the Mage Hand (only slightly slimy). When he reaches the players, he softly bumps the letter against any character that seems to be non-aggressive.

Any player with a **Passive Insight** of 13 or higher realizes this Snail is intelligent and likely cast the Mage Hand he's using as conveyance. The Snail is watching two different party members with an eye stalk each. When the letter is taken from the hand it begins to float away in the direction of Abdar's Promenade. If the players attempt to talk to him or act like they can't understand what he wants from them, the Snail will then speak. He has the following information to give if the players RP favorably with him. If threatened he will teleport out.

RP Points for Henry the Snail

- He knows the following languages and can converse in any of them. Common, Elvish, Draconic, Sylvan.
- Henry uses his eye stalks to accentuate his intelligence. Use his eyes narrowing and looking at different people as the conversation moves forward to convey his emotions.
- If they ask Henry how he is able to talk: "Beats me. One day I just became really aware of my surroundings and started asking questions."
- If they ask him about his abilities/magic: "I'm a sorcerer, of course! My buddy Barktholomew helped me figure out what I was capable of. Since then I've dedicated myself to furthering my magic and helping to defend our forest. I even went to school! Graduated too! Top of my class."
- If they ask him about the letter: "Sometimes I come into the city to meet my friend Rosie. She likes to use me to deliver messages sometimes. Calls it 'snail mail.' She's the one who wanted me to bring you that letter." (He has not opened the letter and does not know anything about its contents, however.)
- If they relay the contents of Rosie's letter to Henry, or ask him where he is going when he leaves them, he has the following pieces of information to relay:
 - "I'm on my way out of Emon. Gotta go keep tabs on that evil lady in the forest."
 - "Barktholomew told me not to attack her because she's too dangerous. She's turning regular animals into monstrous creatures with teeth and an awful noise. I've never heard anything like it in any of my years."
 - "If you're gonna take her on I have a tip or two. First, you should know she's a Vampire. Second she's an escapee of Thordak's attack on the Black Bastille."
 - "Pretty sure she's missing an eye." (*If pressed on this he remembers it's the left one.*)

When they finish talking, he wishes them well and tells them he needs to get back to his duties. He recasts Mage Hand and begins floating off.

Rosie's Letter

Hey, how do you guys like my friend Henry? Awesome little slug, ain't he?

Anywho, got a job you might be interested in. Heard that Dyson Brant fella you like to chum around with is looking for some good wood. (HA!) And yes—I know you're all buddy-buddy with him. Don't ask how. Just remember Rosie sees alllllllllllll.

My friend Barktholomew might be able to help you out with that—and he could prolly use your help clearing some nasty bitch out of the woods too. Hit him up and see if you can help each other out. You scratch Barky's back and he can scratch yours, ya know? Only—don't actually, ya know, scratch him. I don't think he'd like that.

Go do some good and make that bank. We'll talk again soon.

~ R

The party is still in the city after Henry leaves. Where they are specifically does not matter as they have a chance to shop.

If players want a few minutes to ply an in-game trade, you can give them 15-20 minutes depending on the time left in this part. Ask for an in-game explanation of what they're doing. Examples include but are not limited to; gaming set proficiency, artisan's tools, brewing, anything the character has the ability to make and sell that's on their character sheet. Each player's reward should not exceed 15g and the option given to all players equally. If a player does something that takes multiple hours each other person will have that time to account for as well. This module isn't on a timeframe so there's no penalty for it.

Part 2

Into the Woods

The party follows Rosie's directions to Barktholomew's clearing just outside Emon.

Any player who has run *1-2 Blood on the Shoreline* recognizes the clearing as the one they previously met the treant in. He is standing in his usual spot. When you know what to look for, he stands out among the other nearby trees at the edge of the clearing. Bright leaves in colors contrast to the current season of early autumn and a different shade of bark mark the Treant, who sits eyeing the party's approach.

Barktholomew recognizes anyone he's interacted with favorably in the past as they walk up. He speaks slowly as a general rule.

Talking Points for Barktholomew

- “Well met small ones. It seems you've grown in a short time. Reminds me of a tree I once knew long before when the world was less full and there was more life to go around. Our forest was vibrant and green and it was...” *(he will continue on like this slowly until someone gets him back on track)*
- “I am aware of this Vecna and I believe this Wizard to be an agent of his.
- “Foul creatures are being created from innocent denizens of the forest. This is an abomination that must be stopped.”
- “It is my job to protect the Torian Forest and those who dwell in it.”
- “This all started about a week ago. I saw the first monster and tried to track it. Meanwhile more of them were starting to pop up. That's when I got close enough to realize it was a deer once and not something from another plane. Now there are many and going in alone to confront the wizard would be too dangerous.”
- “Rosie said to hire adventurers. I was against it at first but knowing it's you makes me much happier. We have done well together so far, and I see no reason not to trust you here.”
- “Moving around alone will be difficult. Your presence will attract attention which helps me locate the wizard. When I find her I will come to you and we can fight her together.”
- “I do not know what to offer you for your help. I do not carry money.”

Hopefully the players have learned of the staff core bounty by Dyson and ask for something like that. Failing that he's willing to offer “Anything the forest could provide”. He also offers the party a Healing Potion each. As he distributes them, he chuckles:

“I know adventurers like these. Rosie said you consume these like water. How do your roots not thicken with all that magic and chemicals? I'll never understand your kind and its strange ways. Good luck and good hunting small ones.”

With that he goes off into the forest and quickly disappears to the east.

About thirty seconds go by. On a **Passive Perception** 15 or higher, movement is heard from the north. If a player does not make this, they will then make a **Perception** skill check, DC14. On a success they do not have the surprise condition.

An amorphous mass of mouths and teeth slinks out from the forest. The noise it emits is unnerving and isn't anything coherent. It's almost like the white noise of madness, pressing down on your thoughts.

Adjusting the Encounter

Very Weak:
Enhanced Moulder

Weak:
Gibbering Moulder

Average:
1 Enhanced Moulder and 1
Gibbering Moulder

Strong:
2 Enhanced Moulders

Very Strong
2 Enhanced Moulders and
2 Gibbering Moulders

As the party begins to make their way through the forest it is noticeably eerie. The sounds are distorted and faint. Even the air itself has a faint metallic tang to it.

Any player proficient in **Nature** or **Survival** may roll it at DC14. On a success they pick up the trail of an Ettin. They would know it's a somewhat common native of this region. If they choose to track it they must make another **Survival** skill check DC15. If they succeed it takes about an hour to catch up to the Ettin's current location.

When the party arrives the stench of the clearing hits well before the sight.

Discarded parts of carcasses and rot fill the air as you stumble upon a grisly scene. Death fills the air and makes talking difficult as you hear two voices arguing at each other about what to eat for lunch.

Neither one is listening to the other.

They're basically just trying to out shout the other. If the party does nothing to make their presence known or otherwise provoke them they could attempt a **Group Stealth**. If more than half the party succeeds on a DC15 Stealth, the Ettin has the surprised condition when initiative begins.

Once it sees the party both heads stop arguing and focus on the party. All party strengths face the Ettin. At the bottom of the first round any Gibbering or Enhanced Moulders for stronger parties appear from among the trees (entering the combat on Initiative Zero), masked in the shouting but now babbling incoherently. The Ettin does not seem to notice or care. Everything focuses on the party.

In the aftermath the players make an **Investigation** skill check, DC14. They may use Guidance and the Help action if

Very Weak:
Ettin
Weak:
Ettin and 1 Gibbering Moulder

Average:
1 Enhanced Moulder and
Ettin

Strong:
Ettin, Enhanced Moulder and 1
Gibbering Moulder

Very Strong
Ettin, 2 Enhanced Moulders, and
1 Gibbering Moulder

they call it before any roll is made.

On a **success** they find:

- 1 Potion of Greater Healing
- 1 Potion of Hill Giant Strength
- 1 Scroll of Fly
- 1500gp.

On a **failure** they find:

- 1 Potion of Greater Healing
- 1500gp.

They can attempt a short rest here if they want to. When that has been resolved, move on to part 3.

Part 3 Sinister Overtones

Adjusting the Encounter

Very Weak:

2 Gibbering Mouthers

Weak:

1 Enhanced Mouter and 1
Gibbering Mouter

Average:

1 Enhanced Mouter and 2
Gibbering Mouthers

Strong:

2 Enhanced Mouthers and 2
Gibbering Mouthers

Very Strong

4 Enhanced Mouthers

Any player with Passive Perception 14 or greater hears battle to their north east. They can attempt to move towards the sounds as they distort and echo around the party. A single person may make a **Survival** skill check DC13. Guidance and the Help action may not be used, but if a player has the Outlander background this skill check may be made with advantage. This represents the group moving through the terrain in ways that make cutting time easier to accomplish.

On a **success** they manage to avoid one of the groups of Mouthers.

On a **failure** they encounter two groups of mutated forest creatures and their insane cries. The second group follows immediately after the first combat. Reroll for new initiative.

When the first combat ends, the party notices there's a haze in the air that's not normal. Light seems to reflect in odd ways and distances become harder to line up. It's easy to hear a low pitched hum as you move towards the largest amount of sounds.

After the second combat has ended give the party one round to compose themselves and then move forward.

Waves of disorientation and uneasiness emit from the forest around you. Your vision begins to blur slightly when you're snapped out of it by the booming bellow of a familiar voice.

You shake the sleep away and realize Barktholomew is 50 feet away from you busily tearing chunks out of one of the mouthers. In one giant moment of realization the wall of repressed sound is gone, replaced by a chittering incoherent multi tune mess of sound.

Rushing back to your nostrils is the smell of death, hanging on the air like its own awful flavor. Then you register the screaming.

It sure is awfully dark out for the middle of the day.

This is when the party enters initiative.

The party sees themselves at the bottom of a twenty-foot valley. The forest slopes up at a 45-degree angle on the left side and near straight up on the right. Moving to the left counts as difficult terrain. The bottom of the valley is a 20 ft wide corridor that extends 80 feet before opening naturally.

The party is surrounded by 2 Gibbering Mouthers in front of them within melee. An Enhanced Mouter is 15 feet behind them. The wizard Ixrattu Khar if visible is 30 feet behind the Enhanced Mouter. She is just under six feet tall with red skin and horns that curl behind her ears. Her eyes dart across the party with maniacal precision. Her clothes look as if she had just escaped the Bastille and put no effort into a change of clothes. The party rolls a group **Perception** DC14. On a success they do not have the surprised condition. On a failure they do.

While this is occurring, Barktholomew is in the background using his slam attacks on the reinforcements that are trying to make their way down the smaller incline towards the party. He does not join the initiative of the combat but fights within visual distance. * Consider him 70 feet away at the closest.

RP for Ixrattu Khar during combat (*use one per round at a time you think is correct*)

- “It’s been too long since I’ve had adventurers to play with. The Bastille was sooooo boring.”
- “Tell Thordak he has my thanks when you see him in the afterlife.”
- “Nothing will stop the return of my Master!”

*If the fight looks like it's going poorly for the party you can have Barktholomew engage and start throwing rocks. It's more important that they win and have fun, we just don't want him to begin combat with the party unless they classify as Very Weak.

When Ixrattu Khar goes down the regional effects end and the forest begins shifting back to normal. The scent of death dissipates and is quickly gone. The sun breaks through the canopy and the Quen’pillar (autumn) chill is present on the air. If the party wants to, they may roll an **Investigation** DC 13. This roll may have guidance and the help action, but only if applied before any roll is made.

On a **success** they find:

- 1000gp
- 300gp diamond
- 1 Potion of Healing
- 1 Potion of Invisibility
- 1 Scroll of Scorching Ray
- 1 Scroll of Fireball
- Mantle of Spell Resistance
- Spellbook

On a **failure** they find:

- 1000gp

Adjusting the Encounter

Very Weak:

Ixrattu Khar and Barktholomew starts combat with the party.

Weak:

Ixrattu Khar

Average:

Ixrattu Khar, 1 Enhanced Mouter

Strong:

Ixrattu Khar (with Greater Invisibility pre-cast), 1 Enhanced Mouter

Very Strong

Ixrattu Khar (with Greater Invisibility pre-cast), 2 Enhanced Mouter

- Mantle of Spell Resistance
- Spellbook

RP for Barktholomew

- “Well fought small ones! Trust in you is well placed indeed!”
- “I spent some time considering a suitable reward for your help. After seeing you perform so heroically, I decided to give you both the items I had come upon.”
- “The first is a core of a longtime friend of mine. He passed not too long ago, and I was able to recover this.” *(He hands it to the party. This ironwood core is 250lbs, seven feet tall and 2 inches in diameter.)* “Its best described as unwieldy. Hopefully Mr. Brant does great things with it.”
- “This next one is a bit unusual but a byproduct of having ironwood I suppose. As a breastplate it does have magic to it but no plus. If you were to shape into an animal this armor resizes to compensate. If you grow a size it will as well. Most people won't be able to make much use of it but for the ones that can it is a one of a kind thing.”
- “You shall have to bring the core to Dyson yourselves. Though the worst has passed there is much work to be done here. Responsibilities keep me here for the foreseeable future.”
- “Damage has been dealt that needs to be healed. I have rounds to make and many issues to see to. Good travels young ones. Hopefully our paths cross in better days.”

With that he bids the party farewell and heads deeper into the forest.

The party may make their way to Brant Shipping if they have the staff core. If the party has Sending, they can make their success known ahead of time. Events have led to it already being late. If the party is just arriving unannounced Brant Shipping is closed for the day. Neither Dyson nor Claire live in the building so knocking or yelling won't accomplish much.

If the party uses a Sending, Dyson meets them at his office and conducts the transaction inside. Move on to his RP Points. Otherwise follow the paths below.

The party can either attempt to make their way to Gilmore's or they can get a room for the night.

If they decide to hit an inn:

Check and see if someone has the Entertainer or Charlatan Background. If so, they can attempt to use their feature Back by Popular Demand or False Identity to mimic it. They may make a performance skill check DC 15. On a success the entire party's stay and meals are comped. On a failure only the performer's is comped. If a Player used the Charlatan feature and failed they do not get their stay comped. Players may use gaming sets they are proficient in and or other appropriate backgrounds or story features. Gains from these activities may not exceed 15gp per person.

In the morning they wake up without incident and head towards Brant Shipping. Move on to Dyson Brant's RP points

If they decide to head towards Gilmore's:

It's late by the time the party walks through the door. Evening has turned into night and it's about eighth bell. Sherri is making her rounds when the group arrives and welcomes them. Her deep purple robes flow about her as she glides towards the group. She takes immediate notice of the hard to hide pole of Ironwood and kind of steps around it and whoever is holding it while approaching them.

RP points for Sherri

- “Fair to assume you want to send a message to Mr. Brant concerning his staff core bounty. We have just the scroll you'll need in stock. Sending scrolls are 500gp. Will you be paying gold or gems?”

If the players want to attempt a Persuasion, they need an RP reason why Sherri would discount this message. She is aware of the fact that this happening tonight does not change any timetable or circumstance.

Roll an opposing insight at +8 versus a single player's **Persuasion**. No Guidance or help action may be used to influence this roll. If the player succeeds Sherri is willing to drop the price to 400gp just this once as a thank you for the party's help to the city. On a failure the price is set at 500gp.

If the players send the message move on to Dyson Brant's RP points.

If they balk at the price and go back to the inn, do that first and then move on to the RP points anyways.

Brant Shipping

Your party makes a sort of grating scraping noise while moving through the street unceremoniously dragging the large piece of ironwood. If moving together it's been at half speed the entire time.

Should someone have the Urchin background it would be a normal amount of time instead. The party is not attacked while moving through the city it is purely for reference purposes.

When they arrive at Brant Shipping, they see Dyson, wrapped in his familiar grey cloak. He cuts a strong figure leaning against the wall of his office. His doublet catching the occasional small snowflake in an early snow on this chilly autumn morning. Scanning the street around him the party does not get too close before making eye contact with Dyson. His shoulders relax visibly at the sight of the large piece of ironwood.

Dyson beckons the party inside and lets them trail into his office. He has a literal backpack full of platinum ready to hand over to the party. It totals out to 10,000gp worth which is the cost of the bounty.

If the players take issue with it not being gold he does have two backpacks full of gp he can hand them that will total out to 10,000gp. When payment is fully resolved he motions for the party to sit down on the available seats and couches and begins to pace back and forth behind his desk. He continues to do so the entire time he is talking to the party.

RP Notes for Dyson Brant

- “Should have started a pool, I had a feeling you guys would be the first to bring me a staff piece. When you get your mind to something nothing gets in your way. I'm a big fan of that about you.”
- “We won't be using this entire thing obviously, but waste not want not I say. Never know if we might need something else made from this in the future. Materials like this don't come around every day you know.”
- “Thankfully my time in the Arcana Pansophical has been well spent. Their excellent record keeping has allowed me to make leaps where I would otherwise have made steps. Partnering with them has been beneficial to us both.”
- “So, we have a bit of a good news and bad news situation. If you're interested there's work to be done.”

- Good News is there's a lead on a Ruby large enough to function as the staff's focus. Bad news is where it is now and what it's surrounded by.”
- “I'll have more news on that part soon but for now I'll set the price on the Ruby's bounty at 14,000gp payable in platinum. No doubt there will be danger and that's why I set the price so high. Obviously, the number of people you bring affects the share price but do make sure to come back alive. Finding friends is recommended.”

With that he bids the party good day and ushers them out of the office. They hear the sounds of the door closing and locking behind them and have a brand-new day ahead of them with full pockets and freedom.

Experience Summary

- **Social:** If the party roleplayed their characters and interacted well with each other and had a good time award 1500XP
- **Exploration:** If the party acquired the staff core from Barktholomew and sold it to Dyson award the party 1500XP
- **Combat:** If Ixrattu Khar was defeated award the party 4000 XP

Magic Item Rewards:

Mantle of Spell Resistance

Rare wondrous item.

- Requires attunement. You have advantage on saving throws against spells while you wear this cloak. This blue cloak has grey trim. In its center is a clasp with an insignia seemingly made of stone. It is a ring that extends into a four-pronged hand like object.

Ironwood Breastplate

Rare wondrous item.

- Requires attunement. When worn by a Druid this armor automatically resizes when the Wild Shape or any spell with a similar feature is used. Ironwood Breastplate does not disappear or fall off unless the user decides to do so. This beautifully carved breastplate has a forest scene lined with gold filigree. It catches and reflects light while appearing almost fluid.

Handing out magic items: If the players can decide between themselves and no one has any objections, this method of handing out items is allowed. If not, the first step is to ask players for their item counts. If multiple people have the same count you may check their logs to confirm. The person with the lowest item count gets the item. If 2 or more people are tied, they roll a d20 and the highest roll gets the item. The person receiving the magic item can determine the type of weapon and it must be logged immediately

GM Rewards: XP 3500, 10 Off Hours, 1 Honor, 500gp

Enemy/Ally Stat Blocks

Barktholomew

Huge Plant, Chaotic Good

AC 16, HP: 138, Speed 30ft

Str 23(+6), Dex 8(-1), Con 21(+5), Int 12(+1), Wis 16(+3), Cha 12(+1)

Damage Resistance: bludgeoning, piercing

Damage Vulnerability: fire

Senses: Passive Perception 13

Languages: Common, Druidic, Elvish, Sylvan

Siege Monster: Barktholomew deals double damage to objects and structures

Multiattack: Barktholomew makes 2 slam attacks

Slam: Melee Weapon Attack: +10 to hit, reach 5ft, 16 damage (critical 24)

Rock: Ranged Weapon Attack: +10 to hit range 60/180ft 28 damage (critical 42)

Gibbering Moulder

Medium aberration, neutral

AC 9, HP 67, Speed 10ft, Swim 10ft

Str 10(+0), Dex 8(-1), Con 16(+3), Int 3(-4), Wis 10(+0), Cha 6(-2)

Condition Immunities: prone

Senses: Darkvision 60ft, passive perception 10

Aberrant Ground: The ground in a 10ft radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength Saving Throw or have its speed reduced to 0 until the start of its next turn.

Gibbering: The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20ft of the moulder and can hear the gibbering must succeed on a DC 10 wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to a 4 the creature does nothing. On a 5 or a 6 the creature takes no action or bonus action and uses its movement to run a randomly determined direction. On a 7 or an 8 the creature makes a melee attack against a randomly determined creature within its reach or does nothing if there are no targets.

Actions:

Multiattack: The gibbering moulder makes one bite attack, and if it can uses its Blinding Spittle.

Bites: Melee Weapon attack: +2 to hit, reach 5ft, 17 piercing damage (Critical 25). If the target is Medium or smaller it must succeed on a DC 10 Strength Saving Throw or be knocked prone. If the target is killed by this damage it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6): The moulder spits a chemical glob at a point it can see within 15ft of it. The glob explodes in a blinding flash of light on impact. Each creature within 5ft of the flash must succeed on a DC 13 Dexterity Saving Throw or be blinded until the moulder's next turn.

Enhanced Moulder

Large aberration, neutral

AC 14, HP 97, Speed 15ft, Swim 15ft

Str 10(+0), Dex 8(-1), Con 16(+3), Int 3(-4), Wis 10(+0), Cha 6(-2)

Condition Immunities: prone

Senses: Darkvision 60ft, passive perception 10

Aberrant Ground: The ground in a 10ft radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 12 Strength Saving Throw or have its speed reduced to 0 until the start of its next turn.

Gibbering: The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20ft of the moulder and can hear the gibbering must succeed on a DC 12 wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to a 4 the creature does nothing. On a 5 or a 6 the creature takes no action or bonus action and uses its movement to run a randomly determined direction. On a 7 or an 8 the creature makes a melee attack against a randomly determined creature within its reach or does nothing if there are no targets.

Actions:

Multiattack: The gibbering moulder makes two bite attacks, and if it can uses its Blinding Spittle.

Bites: Melee Weapon attack: +7 to hit, reach 5ft, 20 piercing damage (Critical 30). If the target is Medium or smaller it must succeed on a DC 10 Strength Saving Throw or be knocked prone. If the target is killed by this damage it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6): The moulder spits a chemical glob at a point it can see within 15ft of it. The glob explodes in a blinding flash of light on impact. Each creature within 5ft of the flash must succeed on a DC 14 Dexterity Saving Throw or be blinded until the moulder's next turn.

Ettn

Large Giant, chaotic evil

AC 12, HP 85, Speed 40ft

Str 21 (+5), Dex 8 (-1), Con 17 (+3), Int 6(-2), Wis 10(+0), Cha 8(1)

Skills: Perception +4

Senses: Darkvision 60ft, Passive Perception 14

Languages: Giant, Orc

Two Heads: The ettn has advantage on Wisdom Perception checks and on saving throws vs being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful: When one of the ettn's heads is asleep the other is awake.

Actions:

Multiattack: The ettn makes two attacks, one with its battleaxe and one with its morningstar

Battleaxe: Melee Weapon Attack, +7 to hit, reach 5ft, damage 14 (critical 21)

Morningstar: Melee Weapon Attack +7 to hit, reach 5ft, damage 14 (critical 21)

Ixrattu Khar, Tiefling Vampire Cultist of the Whispered One (Remnant of Vecna)

Medium human female, chaotic evil

AC 11 (Mage Armor 14, or 19 with Shield), HP 100, Speed 30ft

Str 10 (+0), Dex 12(+1), Con 12(+1), Int 18(+4), Wis 12(+1), Cha 8(-1)

Saving Throws: Int +6, Wis +4

Resistances: necrotic, bludgeoning, piercing and slashing from non magical weapons. Spell Saving Throws (Advantage)

Skills: Arcana +6, History +6

Languages: Common, Draconic, Infernal, Elvish

Legendary Resistance: 3/day If the Vampire fails a saving throw she may choose to succeed instead.

Regeneration: The Vampire regains 20hp at the start of each of her turns if she has at least 1hp and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water this trait does not function at the start of her next turn.

Spellcasting: Ixrattu Khar is a 9th level spellcaster. Her spellcasting ability is INT. Her spell save DC is 15 and has +7 to hit with spell attacks. The Cultist Wizard has the following spells prepared.

Cantrips (At Will) Firebolt, Toll the Dead, Mage Hand, Light

1st Level (4 Slots): Mage Armor, Shield, Sleep, Thunderwave

2nd Level (3 Slots): Misty Step, Shatter

3rd Level (3 Slots): Counterspell, Fireball, Fly

4th Level (3 Slots): Greater Invisibility, Banishment

5th Level (1 Slot): Cone of Cold

Ixrattu Khar has a spellbook on her with all these spells in it. It is to be considered loot for the party. She is also wearing a Mantle of Spell Resistance and is attuned to it. In addition consider the Mage Armor spell already active before the party interacts with her in any way. Other spells may be active depending on the difficulty adjustments.

Multiattack (Vampire form only). The Vampire makes two attacks, only one of which can be a bite.

Unarmed Strike: Melee Weapon Attack, +9 to hit, reach 5ft damage 8 (critical 12). Instead of dealing damage the Vampire can grapple the target (Strength check DC 18 to escape)

Bite (Bat or Vampire form only) +9 to hit, reach 5ft, one willing creature or one that is grappled by the Vampire, incapacitated or restrained. Damage 17 (10 is necrotic), Critical 25 (15 is necrotic) The target's HP is reduced by the necrotic dealt and the Vampire gains that much back. If the target dies and is buried in the ground they rise the next night as a Vampire Spawn.

Charm: The Vampire targets one humanoid it can see within 30ft of it. If the target can see the Vampire they must succeed on a DC 14 Wisdom save or be charmed by the Vampire. The charmed target treats the Vampire as a trusted friend. It takes the Vampire's suggestions in the most positive way and is a willing target for the bite attack. Each time the Vampire or it's companions do anything harmful to the target they may repeat their Wisdom save, ending the effect on a success. Otherwise the effect lasts for 24 hours or until the Vampire is destroyed.

Legendary Actions: These are all taken up maintaining the Ritual that is affecting the region. Do not use them in combat. For the same reason the Misty Escape feature and Children of the Night also do not function.

We value the feedback of our players and GM's. Your input is intended to have an impact on the story moving forward. While this part is not required, we do encourage it. Send responses to livingtaldorei@gmail.com

Questionnaire

1. Did the party learn about the staff core bounty yes/no?
2. Did the party figure out Henry and treat him with respect yes/no?
3. Did the party make an attempt to announce their presence and draw attention yes/no?
4. Did the party bring down the Cultist Wizard yes/no?
5. Did any cool stories happen? This is your chance to tell us something awesome your group did. Please keep it to less than 500 words.

