

Scar Sickness

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

Optimized for five 8th level Players

Written by Steve Maher and Phil Cole

Play tested and perfected by the Critter Community

Adventure Background

With the Scar calmed and the City of Emon once again rebuilding after an attack, there are still many unresolved issues. Toltis Academy was damaged during the fighting and one of its own has fallen ill. The fires started by the Scar gone berserk have damaged the Toltis library. Of what remains there are no books with information about the sickness. A hermit in the north, known for his knowledge of forgotten medicine, might be the key. Can the party help find the cure for the Scar Sickness before it's too late?

Adventure Overview

- **Sherri's Still Glorious Goods:** Assume 15 minutes before and/or after the session for players to make use of Sherri's. A player can use those services before or after a module but not both.
- **Part One: Down with the Sickness** (*30 minutes*) The characters will learn that one of the city's academy teachers, Merrick, has fallen ill from a strange sickness after the recent activity of the scar. Lachlan, a fellow teacher, will ask them to seek an expert in lore for answers. The journey begins as he sends the party north to his sister, Larissa, in Fort Daxio.
- **Part Two: Forest of Fun** (*75 minutes*) The characters will travel along the mountainside until they reach a marker and then turn into the forest. Assaulted by illusions during their trip the party will meet a small deterrent of a trap before reaching the home of the hermit. Once there they will need to assist him with a troll problem to gain his aid. (And possibly complete a secret mission)
- **Part Three: Mean and Green** (*90 minutes*) Being asked to deal with a dragon threat for Grindlewin the hermit gnome, the characters head deeper into the forest. Following signs of nature warping from the dragon's presence there are traps along the way. Once arriving at their destination, the party has to deal with the troll vanguard before the dragon makes his entrance.
- **Part Four: Return to Senders** (*30 minutes*) Arriving back at Grindlewin's home, hopefully with news that the dragon is no longer a threat, he gives the party a book to bring back with the necessary information to make a cure for Merrick. He is glad he made new friends with a new looming threat of another dragon possibly coming to the area now on the wind. (And also, very glad to be reunited with his prized figurine "Lumpy".) The party then travels back, via Fort Daxio, to Emon where Lachlan is waiting.

Adventure Hook

Lachlan reaches out to the groups via their individual factions or through personal correspondence. Their deeds in the city make the group known to most of the movers and shakers of the city. Anyone from the Arcana Pansophical is getting extra pressure to take the mission. Rare knowledge is in short supply these days. Violations of the Truths are a logical next step should the hermit's lore fall into the wrong hands. The Pansophical would prefer good relations with the Hermit and are hopeful the party can make that happen.

Sherri's Still Glorious Goods

Give the players time to access Sherri's: 15 Minutes –This gives Players a window both before and after the game to use her services at the table. If the players have the Story Award: A Friend in Need, they can purchase the following items at Sherri's Still 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 or Ranger)
- Scroll of Dispel Magic Third Level 500gp (Limit one per player)
- Potion of Healing 50gp (Limit one per player)
- Potion of Greater Healing 500gp (Limit one per player)
- Potion of Water Breathing (Limit one per player)
- Potion of Heroism 500gp (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 material component cost, you must pay it yourself.

Part 1

Down with the Sickness

A new day has come in Emon, and with it a sense of resilience surges within the city walls. Heroes once again having saved the city, the factions within are doing their part in the rebuilding effort. As the adventure begins the party has been summoned to the Toltis Academy by Lachlan, a wizard and teacher at the academy who now has his hands very busy, to help his old friend Merrick. With the sun bright above, the party arrives on the doorstep of the building to meet Lachlan, who is waiting outside for them. He is currently directing other wizards in the effort to rebuild one of the main walls when the party arrives. Lachlan, wasting no time, directs the wizards to keep up their work as he moves to greet the characters. His cloak and robes are full of dust and dirt from the work, and with a few pats he brushes the debris from himself, clearing his throat to speak.

“Hello friends, I humbly thank you for answering my call. I wouldn't ask if it were anything other than dire circumstances... but Merrick has taken very ill. No medicine we've tried has been of any use. A seer was brought in to help identify the mysterious illness. After some time, she concluded that it was the Scar that's affected him. His affinity to fire magic combined with his magical blood, and his proximity to the scar when it went to full swing seems to be the cause. Yet another side effect of Thordak's influence I suppose. Its infecting him and we fear it may progress too far to save him. I know of an old hermit in a remote location who is renowned for his books and knowledge in medicine and magic... My hope is that he can point us in a direction we can follow.”

Lachlan looks over the characters momentarily to gauge their responses to the information before continuing.

“The hermit lives in a dangerous area. Adventurers seem to have greater luck than the average person in making the hard seem capable of being done. So, I ask you all to travel to the North and seek the hermit. Gain his trust and find the answer we seek. Please save my friend Merrick.”

RP Points for Lachlan

- The hermit is rumored to be quite a strange librarian. Not much is known about him and nobody I know has ever gained access to his home or knowledge.
- The hermit supposedly has defenses set up around his home, so be careful when traveling. Giant folk live in the North near that area. They have not caused problems yet... That being said, giants are often aggressive. Caution should be foremost in dealing with them.
- I can send you most of the way once you're ready via teleportation circle. You will arrive in Fort Daxio in the North. From there the rest of the way is up to you but it should not be far. My twin sister will be waiting for you on the other side. Her name is Larissa.
- The hermit's home is just Southeast of Fort Daxio, in the forest valley within Othendin Pass. (He shows the party a map and points out their target area. He also provides anyone who can try to

copy the map, parchment and ink and a quill to do so.)

- I can pay you 500 gold pieces each. Toltis Academy was hit hard in the recent attack, and funding is short.
- I would go myself, but I am needed here to keep the Academy running in Merrick's absence.

When the party has shopped and bought the appropriate provisions, Lachlan will teleport the party to Fort Daxio, to an awaiting friend who will point the way out and answer questions about the region.

“In a flash of light and chants the party disappears and then reappears within a stone room. Banners depicting familiar symbols line the walls, the Arms of Emon. The runes on the floor slowly stop flowing. Standing before you is a woman in the robes of a wizard, clutching a staff of pure white wood, adorned with three large pearls at the top. She offers a welcoming smile before speaking...”

RP Points for Larissa

- The hermit lives in the forested area just southeast of the Fort's southern gate. His house is in a tree there, as he is a forest gnome.
- If you follow the tree line along the mountain, until you see a rock formation that looks like a dragon's head poking up from the ground. From there the party should head south into the forest.
- I know a person who met the hermit once. The word is that the hermit is a wizard and that his name is Grindlewin Spindleberry.
- Trolls and Ogres have been seen recently in that area of the forest, so be on the lookout for them as well.
- I have spoken to the quartermaster of the Fort, if any of you need last minute provisions. (They can buy any item in the basic equipment area of the players handbook here at the Fort.)
- *The Pansophical would really like it if Grindlewin would share some of his knowledge with them or even join their ranks in any way, even as an allied consultant they could call upon. You would make the guild very happy if you could convince Grindlewin to aid us.
(*Secret mission only for members of the Arcana Pansophical)

Larissa lets the party shop if needed and meets them by the gate when they are ready. She mentions to the guards that the party will return once they have completed their task. The guards at the gate nod to her and open the gates for the characters to leave.

With that she turns and goes back inside, the gates closing behind the party as they leave Eastward to find what they seek. Still early in the day, the breeze blows the scent of forest across their noses as they follow the mountainside. The occasional sounds of nature can be heard here and there. The time passes quietly while walking, the even ground making the trip a pleasant one.

Part 2

Forest of Fun

Walking along the side of the mountain for two hours goes peacefully for the players, and they come upon a large pale formation of rocks. From a distance or close, its unmistakable that it looks quite like the head of a dragon. Give the party a pause to consider their options, but when they get close/pass by it on their way to go into the forest, the rock formation animates and speaks out "Turn back, your path is doomed!" After that it quiets down and comes to rest.

At this point the party has a few options.

All the following skill checks can be done with **Aid** and **Guidance Cantrip** if they think to discuss it ahead of the rolls being made. If the check is already called and someone fails, they may not apply either benefit after the fact. We allow teamwork as a plan, but not an afterthought.

If someone is scouting ahead alone neither Aid nor Guidance can be used. If the party is grouped up together and actively searching together then they could in theory apply both to every roll. As the GM it's up to **you** to pay attention to their positioning and tactics to figure out which skills they trigger before the trap, if any at all. Feel free to call for a marching order ahead of time so you can be aware of the party's positioning.

Any player who is proficient may make an **Investigation** skill check at DC 15. On a success they see arcane markings on the rock. On a failure it looks like a Red Dragon head.

If a player decides to make an **Arcana** skill check it is at DC 16. A success reveals the dragon head is an illusion cast using a Major Image glyph. If the player gets 20 or higher, they realize the spell was up cast to 6th level and is permanent unless dispelled. On a failure they realize the Dragon Head isn't dangerous.

Anyone who chooses to cast **Detect Magic** will reveal illusion magic lingering in the area and specifically around the Dragon's Head.

As they make their way southeast, strange noises are the next thing that come along. Any player with a **Passive Insight** of 16 or higher realizes the sounds aren't connected to anything. Everyone else hears whispers on the winds. (Any detect magic spells running or used will all detect heavy illusion magic in the area.)

Any player who is scouting ahead may make a **Survival** skill check at DC 15. A success will reveal small sized footprints in this area. A failure reveals nothing.

If the footprints are found any player who is proficient may roll a **Nature** skill check at DC 15. A success will reveal the footprints to be gnomish. A failure reveals they belong to a small sized humanoid.

It's likely the party is on high alert at this point. If anyone is actively checking their surroundings while ahead of the group, they may roll a **Perception** skill at check DC 18. On a success they spot what looks like an obscured patch of leaves in the middle of the path and seems suspect. On a failure...not so much.

If anyone has a **Passive Perception** of 19 or higher, they notice an illusion is mostly covering a net trap. Everyone else however must make a **Dexterity** Saving Throw DC 14. On a failure they are caught in the net and launched 30ft into the air. On a success they avoid getting caught in the net and remain on the ground. If anyone has Detect Magic running, they make this Saving Throw at advantage.

The net trap is nonlethal and deals 0 damage.

It does cover the entirety of the path and trigger the save from everyone if it was not noticed ahead of

time. If it was noticed the net trap can be triggered and the wasps will engage everyone on the ground. Everyone that rolls Perception and fails is pulled 30 feet up into the air and is at the bottom most layer of the tree's canopy. At this point the illusion fades.

Climbing the tree is easy enough. Any player may make an **Athletics** or **Acrobatics** skill check at DC 14. On a success they reach the people bundled up in the net and can use a dagger or anything sharp to open the net. On a failure they fall and take 4 damage. Help action and the Guidance cantrip may be used but they must be called before any roll is made. Without a means to slow the fall or some other smart method (climbing gear, ropes in general), whoever is in the net when its cut falls the 30 feet, taking 12 damage and landing prone.

The real surprise is the giant wasp nest hidden in the tree branches above. Once a player reaches the branch to be able to cut the characters in the net down, they hear the buzzing of the wasps. At this point it's up to you if the players get the chance to remove their comrades or not before initiative is rolled.

The buzz gives them away, so there is no surprise. If nobody cut the rope from the tree and they use a different method, the wasps will react to the sound of people hitting the ground and attack as soon as the characters land from exiting the net.

Some Giant Wasps appear from the canopy of the tree to attack the party.

The wasps will attack anyone in the tree or net first, swarming them with as many attacks as possible. If half are killed the rest will retreat into the safety of the tree and the party exits initiative.

This encounter is not meant to be lethal. It's intended as a deterrent. Grindlewin keeps the wasps and tends to them so they guard his net trap. He knows the wasp venom paralyzes victims and he can then deal with them. He is good aligned and therefore doesn't want deaths on his conscience. Of course, he prays nobody is terribly allergic to stings.

If the entire party is knocked out...

Grindlewin finds them quickly and stabilizes whoever needs it. He will ask the party to come back to his home and apologize for the wasps, explaining that he could use some help dealing with a small problem. He is sure they can come to a deal, as trolls have been harassing him. Continue with Grindlewin guiding and change the treehouse combat with trolls to being ambushed on a forest path.

Once the party has dealt with giant wasps so long as someone remained conscious they can regroup and continue deeper into the forest in search of Grindlewin's home. Shortly after the encounter with the net and wasps, the party can hear loud, deep voices speaking in an almost growled voice.

Adjusting the Encounter

Very Weak

10 Giant Wasps

Weak

15 Giant Wasps

Average

20 Giant Wasps

Strong

25 Giant Wasps

Very Strong

30 Giant Wasps

“Come down small meat! New forest master want you come at once!”

This is followed by the sound of rustling leaves and creaking wood. A second, much less deep voice answers back in giant,

“You tell that green sack of garbage Grindlewin Spindleberry answers to NOBODY, and I am warning you to leave me be!”

When entering the clearing the characters see a slightly smaller than normal sized treehouse perched up in some branches about 40ft up. The house is extravagant and large for its gnomish size but affixed to a strong and old tree. Any player who is proficient in **Arcana** recognizes that magic played a part in construction of the tree house. The large tree pierces straight up through the center of the miniature mansion. It’s an impressive sight and bears further investigation, but your attention is being drawn to the group of trolls. They are currently shaking the tree and yelling up at a forest gnome. The gnome is dressed in forest colored robes and clings to a banister on the porch of his home as it rocks back and forth. Anyone with a background in construction can tell the house won’t take a lot of this shaking before becoming unstable, even with the magic helping. The gnome sees the party and anyone with **Passive Insight** of 12 or more can tell by the look on his face he could use some help.

Without a thought, he blurts out,

“You’ll be sorry now, here come my saviors...”

The trolls stop shaking the tree and turn to the party, snarling in harsh common,

“Master will be mad if we not bring small meat. You go or we bring you as offering for our master. Offering to EAT!”

Unless the group runs away immediately, the trolls don’t really wait for the party to answer and move to enter combat. If the party attempts to hurt Grindlewin in any way, he will cast fly and leave.

Should the party decide not to intervene give the players one fair warning that his name matches who they’re here for.

After combat ends if no one is on or able to get to the treehouse the gnome unfurls a rope ladder down to the party. Although it is a bit on the small side, medium creatures can climb it without needing a roll. The house, and its doorways are made for small creatures... Luckily its extra space being lavish to someone his size makes it possible for a medium creature to enter and be semi comfortable. Inside the decor is lovely, and there are many, many books everywhere in seemingly no order at all. A small, locked cabinet contains many wonderfully sculpted figurines, all meticulously labeled.

Adjusting the Encounter

Very Weak

2 Trolls

Weak

3 Trolls

Average

4 Trolls

Strong

5 Trolls

Very Strong

6 Trolls

“So, I suppose this is where I ask what brings you into my neck of the woods?”

His eyes scan each of the party before he turns to grab a tiny tea pot and a tiny serving tray with little cups on it. He pours tea for everyone, puts the pot down and walks to a pantry to gather some bread and nuts and fruit. Sitting along with the characters he turns his attention fully on them awaiting answers.

Let the party speak to him as they would. Grindlewin is mostly quiet, taking them all in, and assessing their stories. He will stop to ask questions where he feels he needs them. Who exactly sent them and why? How did they know where his house was? Who is this sick man to them? Those kinds of things. If asked he will introduce himself as Grindlewin the Grand, Illusion wizard extraordinaire and collector of lost lore. He will offhandedly mention that he 'dabbles' in alchemy, potion making, and medicine as well. When hearing about Merrick being sick, he seems sad.

RP Points for Grindlewin

- A green dragon recently took up residence here in the woods, it has rallied the trolls in the area to work for it.
- It guards a small hoard of gold that it began collecting from nearby passersby and by sending its trolls to kidnap and rob people.
- The dragon wants me to work for it. If I don't work for the dragon, he wants tribute to live within its forest or has threatened to continue to harass me either till i give in, die, or join them.
- I can provide all the books I have that reference elemental sickness to you in exchange for dealing with the young dragon.
- Toxilian lives in a small swampy area south of his here. The trolls have resigned to settling around it. Seems like some ogres joined them as well.
- Why I don't fight them myself? I am only one gnome! Though I'm an accomplished wizard, I was never a fighter. I have a FEW self-defense spells, but nothing very threatening. My passion is illusion and quite honestly, I don't normally get into a lot of forest fights. The sheer numbers would overwhelm me. It's not as if I'm an entire party of people...huh.
- *If you don't mind a bit of side work... recently, I dropped my prized figurine in the woods. Soon as I realized, I doubled back to get it. When I got there, trolls had picked it up and were talking about bringing it to Toxilian, the dragon.
- Should you happen to recover my figurine I would be willing to discuss things with the Pansophical. If that doesn't matter to anyone here, I'd be willing to offer 15,000gp and a choice of one of two different figurines. I have a special bond with Lumpy and he only answers to me anyways.
- If you and your friends like you can take an hour to rest up and get yourselves ready. I'll keep a look out for ya! (The party may take a short rest here)
- When you get back just call to me. I'll lower the ladder and let you up. Till then I'll be keeping guard here. I can't let my books sit unwatched for too long. Never know when more of Toxilian's

minions may show up!

Part 3

Mean and Green

The party begins their walk south from the treehouse towards Toxilian's territory. As they get closer the woods get noticeably thicker, greener, and somewhat darker. Anyone with **Passive Perception** 14 or higher notices there is less light filtering down from above. Anyone who has the **Arcana** skill proficiency there are telltale signs of a green dragon nearby. In addition, they would also know that Dragons are known to warp the landscape around where they lair themselves, and the older and stronger the dragon, the more the land warps. The smell of swampy land begins to fill the nostrils, letting the party know it must be close.

Tracking the trolls can be achieved with a **Survival** skill check at DC 17. Help and Guidance can be used but they must be decided and called before any roll is made. Do not allow them to be used after someone rolls and fails. On a success the party can track the footprints and you may run the upcoming trap as written. On a failure the party will miss the upcoming Log Trap and every player must roll both their Dexterity saving throws at Disadvantage.

There is a very well-hidden trap on both sides of the 10-foot-wide walking path. They are somewhat naturally disguised by the heavy growth caused by the dragon. Vines are used to form the trap instead of rope, further hiding the trap from view as it blends in with the foliage. Any player with a **Passive Perception** of 18 or higher sees the trap and may make both **Dexterity** Saving throws at Advantage. Everyone rolls two **Dexterity** saving throws at DC 18. On a success they take 8 Bludgeoning and 8 Piercing damage from EACH separate log trap. On a failure they take 16 Bludgeoning and 16 Piercing damage from EACH separate log trap.

Soon the party sees a few large sized huts, of poor craftsmanship before them. The smell of old rotted meat and swamp is an assault on any refined noses. Although not fully repellent, it is unpleasant at the least. About a hundred feet beyond the huts is a small, somewhat shallow looking pool of swampy, brackish water. The trolls do not take kindly to guests or visitors and immediately attack in the name of their new lord and master.

After each combat ends give the party 1 round to do whatever they want, but don't break initiative. If the party is still nearly full on resources, use a second wave one difficulty weaker. (For Very Weak use the same configuration.)

If a second wave is used, allow another single healing/prep round before moving on.

Do not use a third wave.

Adjusting the Encounter

Very Weak

2 Trolls, 1 Ogre

Weak

2 Trolls, 2 Ogre

Average

3 Trolls, 2 Ogre

Strong

4 Trolls, 3 Ogre no more than two within 20 ft of each other.

Very Strong

5 Trolls, 4 Ogre and they are spread out circling the party

On initiative zero a large Green Dragon bursts up from the murky water and lands on the shoreline about 50 feet from the party. A gut-wrenching roar echoes through the trees around them, birds flying off at the sound. It growls its words at the party.

“You trespass here and kill MY subjects! You show me great disrespect! I, Toxilian will show you what it is to cross someone as mighty as ME, Fools!”

Basic tactic suggestions when fighting the PC’s with a Dragon

You may choose to have the dragon begin the fight in the air. Don’t forget to reroll the recharge on the Breath if you have used it.

At some point the dragon should attempt to engage the party with his bite and claw attacks. Preferably after he’s taken a few hits in the air.

When combat ends the party is free to explore and search the area, though the threats aren’t entirely dealt with. Any player may make an **Investigation** skill check DC 15. Help and Guidance may be used but only before any dice are rolled.

On a success they find:
2000gp covered in muck and filth.
Potion of Heroism

On a failure they find:
2000gp covered in muck and filth.

Remind the party the pool of water is there. Any player may make a single choice of **Investigation**, **Arcana**, **Survival**, or **Nature** skill checks all at DC 15. Since they are not in combat, they may assist each other if they want but the information is all going to lead to the same place...check the pool for treasure.

With a successful **Investigation** or **Survival**, they realize things have been dragged into the pool of water.

With a successful **Arcana** they realize Green Dragons are wily and wouldn’t keep their treasure out in the open.

With a successful **Nature** they realize Green Dragons are known to use underwater entrances and sometimes vegetation to cover their lairs.

The water looks green and is extremely thick and near impossible to see through a film of algae. It is about 15' deep once inside; from the shore nobody can tell its depth. Before entering the water, any player may make a **Survival** or **Nature** skill check at DC 15.

On a success they realize the water seems brackish and is likely toxic. On a failure they think it seems safe. Should anyone enter the water to search they will need to make an **Investigate** or **Perception** skill check

Adjusting the Encounter

Very Weak
Toxilian

Weak
Toxilian and 1 Troll

Average
Toxilian and 2 Trolls

Strong
Add 72HP and 1 more Troll

Very Strong
Toxilian with extra HP and 5 Trolls

at Disadvantage within the water to search for treasure. Each check takes one minute of air.

(Failed checks will produce bones or pieces of broken equipment, but don't tell the Player that they are holding junk. If they ask what they have found, they either need to surface or make another immediate check to discern they are holding bones or junk)

At this point the person in the water will need to make a **Constitution** saving throw vs Poison. On a failure they take 10 poison damage from the poisonous water. On a success they take 5 poison damage. Each time a player searches or attempts to figure out if they are holding junk without surfacing, they must make another saving throw and it counts as one minute submerged. A player can hold their breath for a number of minutes equal to their Constitution modifier. (If a player has a 16 Constitution their modifier is +3 and they may stay under water for 3 minutes which equals 3 skill checks.)

If a player is under water beyond that point they begin drowning. Should this happen at any point in recovering the treasure begin initiative. The drowning person will make a **Constitution** saving throw DC 18 on their initiative to start each turn. On their first turn they count as conscious but must succeed to remain conscious. On a failure they go unconscious and take a failed death saving throw and 10 poison damage at the start of each turn until they are recovered from the water. At three failed death saving throws the drowning player dies. On a success they take 20 poison damage as they choke in the tainted water.

When someone has located the treasure, they may use 1 minute of time to drag what they found ashore. If a player surfaces and goes back the whole process begins again. Once the loot has been recovered the party realizes the haul produced a chest. Any single player may attempt an **Investigation** skill check at DC 16 to check for traps. Any assistance must be called before dice are rolled. On a success they realize there is a needle trap set in the lock mechanism. On a failure it looks like the lock is just a little rusty. Only give one opportunity to search the chest for traps. If they fail whoever opens the chest takes the trap. If they succeed and realize the chest is trapped a player may roll **Thieves Tools** at DC 17. On a success the trap is disarmed. On a failure the player making the roll takes 10 poison damage and has the Poisoned condition for an hour.

In the chest they find:

10,000gp

Potion of Invulnerability

2 Potion of Greater Healing

Spell Scroll of Revivify

Ring of Evasion

(If the secret mission was accepted there is a carved figurine of an elephant made of ivory. The name "Lumpy" is carved on the bottom.)

Under no circumstances may the party keep Lumpy. If at the end of the module it was not handed back to Grindlewin it turns to dust. It may not be taken as loot as it is a Very Rare and Tier 2 players may not own items above Rare. Any player that still refuses to relinquish the item is considered retired until Lumpy is removed from their character sheet. No experience, gold or items may be earned from this module for said player and no new modules may be played with a retired character.

The trip back to meet Grindlewin is quiet, and with Toxilian gone the forest is seeming less dense than before, allowing easier travel through at a faster pace. Anyone with a **Passive Insight** of 14 or more realizes that animals are already beginning to return.

Part 4

Return to Spindleberry Manor

The party arrives once again at Grindlewin's treehouse. When they arrive, he is sitting on his porch in a small rocking chair reading a book and having a smoke of his pipe. His two ferrets curled up by his feet and his cat familiar Willow peering down off the side of the porch is the first to notice the party. She alerts Grindlewin to the party arriving and with a wave of his hand the rope ladder unfurls, and the party can again ascend the ladder to his home. He closes his book, sets the pipe down on a small table which has a sculpture of a hand that holds his pipe when not in use. He welcomes everyone back to his home and shows everyone inside.

RP Points for Grindlewin Spindleberry

- I hope you all have some good news for me. I assume you do since you're alive.

Let the players tell their story in their own words. At this point he starts look at the party hopefully.

- Hopefully you found my Elephant figurine? (If so, read the next bullet point. If not skip the next two)
- Thank you ever so much! I was worried I'd lost him forever. He won't answer anyone's call but mine even if you attempted to attune to the figurine. Good thing you didn't try to steal it right?
- In return for bringing Lumpy back home I can offer you a choice between Frankie Fly and Mickey Mastiff. Both have their uses and either one would serve your party well on future adventures.
- I'm glad you've dealt with Toxilian. Sounds like he's the start of a larger invasion though. Maybe aligning with the Pansophical isn't such a crazy idea after all.
- Well then, a deal is certainly a deal. I went through my supply and located a book that should be of assistance. Thanks to the whole kerfuffle with Thordak there's been renewed interest in the effects of the elemental plane as it relates to bleeding influence into Exandria. The Ashari are especially fervent with their research.
- I wish for your boss's speedy recovery, though with these types of things I fear your journey is just beginning. Gathering items for a cure is almost guaranteed to be necessary.
- You're welcome to return here any time so long as you come as a friend. Good luck and safe travels!

He smiles and wishes the party well assuming they are taking the info back to Fort Daxio. The return trip is uneventful, and Larissa is happy to see the characters when they return. She will talk and listen if the characters wish but is prepared to send them back as soon as they are ready. Lachlan is eagerly waiting at the Academy when the characters reappear there.

“Oh excellent! You've returned! Hopefully with good news?”

RP Points for Lachlan

- The book is much appreciated. I was unaware such a tome even existed. For it to be so comprehensive is better than I could have hoped for!
- Obviously, you've earned your payment in full. It will take me a day or two to figure out what the next steps must be. If you're interested, I'll have more work for you soon.
- Ok so let me see (as he begins thumbing through the book) AH HA! Even marked the page for me too! This Spindleberry fellow is much nicer than most hermits I've ever heard of.
- I assume this means you were able to convince Grindlewin to join our cause?
- Excellent! With him on our side things are looking up!
- Well that's all I have for today. I have your payment here and I must say you've earned every copper. Safe travels until we meet next.

With that Lachlan begins walking away from the party and talking to himself while reading the book. He waves towards the party and looks up just long enough to watch them exit the Academy. As the door shuts behind the party anyone with a Passive Perception of 16 or higher hears something being muttered about "What's an Ice Flower supposed to be?"

Adventure Rewards

Experience Summary

- Combat For defeating the Dragon award the party 3000XP
- Social For returning the Mammoth figuring to Grindlewin award 2500XP
- Exploration For successfully recovering the dragons hoard in the pool award 2500XP

Award 1 Honor and 10 Off Hours

* +1 additional Honor for completion of secret mission to any members of the Arcana Pansophical

GM Rewards: 4000XP, 10 Off Hours, 1 Renown, 5000gp

Magic Item Rewards

Ring of Evasion

Wonderous item, rare, requires attunement

This platinum banded ring is adorned with 3 black pearls. When a charge is used from the ring, one of the pearls turns white. At dawn the ring recharges, and some or all pearls turn black.

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

Figurine of Wondrous Power

Wonderous item, rare, requires attunement

Frankie Fly is carved from a small piece of ebony and has great detail in the wings and head. The figurine sports an exotic looking saddle on the flay's back. The name "Frankie" is carved into the saddle.

Ebony Fly: This ebony statuette is carved in the likeness of a horsefly. It can become a giant fly for up to 12 hours and can be ridden as a mount. Once it has been used or killed, it can't be used again until 2 days have passed.

OR

Mickey Mastiff is shaped from a shiny piece of Onyx, and seems to depict a muscled dog, with a smiling dog mouth. The collar of the dog is engraved with the name "Mickey".

Onyx Dog: This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has dark vision out to a range of 60 feet and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

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

NPC Appendix

Merrick Blackwood- Merrick is a noble of Westruun, but never uses it as an excuse to feel above others. Instead, he applies the lessons he was fortunate enough to learn in his privileged youth to those who would not have the opportunity he did. Learning fencing and growing into his father's armor, he eventually developed his magical ability, which drew him to adventuring life. His bloodline for his sorcery is gold draconic, and as such his skin has a golden sheen that adds to the charisma of his demeanor. Straightforward and honest is how he speaks and acts. Potions of longevity among some things have extended his life and appearing mid 20's he is around 80. He is using his new youth to reinvigorate his love of teaching others.

Lachlan and Larissa LaMonte- Lachlan (Pronounced Locklin) and Larissa LeMonte come from a long line of hard studied wizards. Born twins, with Lachlan being older by a few minutes, they grew up studying together. Lachlan works at the Toltis Academy in Emon as a teacher of conjuration magic. He is often a bit grumpy about being overlooked. Larissa is bright eyed and keen of intellect. She is fair and kind, honest, and an accomplished abjurer. She is currently in the employ of the Council of Emon.

Grindlewin Spindleberry- A forest gnome hermit, Grindlewin has long been collecting tomes and books of all kinds. An illusionist at heart, he uses his casting to keep people away from his home. He prides himself on his collection of forgotten lore and his collection of figurines. Friendly enough if you can find him, and then get him to talk to you. He keeps small pets, a few of which are 2 ferrets (Oz and Lim) and a cat familiar (Willow). Willow has a habit of staring at those she imagined could be thieves and doesn't let that person out of her sight until they leave.

Enemy Stat Blocks

Giant Wasp

Medium beast, unaligned

AC 12, HP 13, Speed 10ft., fly 50 ft.

STR 10 (+0) DEX 14 (+2) CON 10 (+0) INT 1 (-5) WIS 10 (+0) CHA 3 (-3)

Passive Perception 10

Actions:

Sting: Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Troll

Large giant, chaotic evil

AC 15, HP 84, Speed 30ft.

STR 18 (+4), DEX 13 (+1), CON 20 (+5), INT 7 (-2), WIS 9 (-1), CHA 7 (-2)

Skills: Perception +1

Senses: darkvision 60ft., passive Perception 11

Languages: Giant

Keen Smell: The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration: The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions:

Multiattack: The troll makes three attacks: one with its bite and two with its claws.

Bite: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 piercing damage (critical 10).

Claw: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 slashing damage (critical 16).

Ogre

Large giant, chaotic evil

AC 11, HP 59, Speed 40ft

STR 19 (+4), DEX 8(-1), CON 16(+3), INT 5 (-3), WIS 7 (-2), CHA 7 (-2)

Senses: dark vision 60ft, passive perception 8

Languages: Common, Giant

Actions:

Greatclub: Melee Weapon Attack: +6 to hit, reach 5ft, one target. Hit: 13 bludgeoning damage (critical 19).

Javelin: Melee or Ranged Weapon Attack: +6 to hit, reach 5ft or 30/120 if thrown, one target. Hit: 11 piercing damage (critical 16).

Toxilian, Young Green Dragon

Large dragon, lawful evil

AC 18 HP 136, Speed 40 ft., fly 80 ft., swim 40 ft.

STR 19 (+4) DEX 12 (+1) CON 17 (+3) INT 16 (+3) WIS 13 (+1) CHA 15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities: poison

Condition Immunities: poisoned

Senses: blindsight 30ft., darkvision 120ft., passive Perception 17

Languages: Common, Draconic

Amphibious: The dragon can breathe air and water

Actions:

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10ft., one target. Hit: 15 piercing damage (Critical 22) plus 7 poison damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 slashing damage (Critical 16).

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Questionnaire

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 contact@livingtaldorei.com

- 1) Was the party more concerned with money or Merrick's health?
- 2) Did the party accept the secret mission yes/no?
- 3) Did the party manage to negate the traps yes/no?
- 4) Did the characters defeat Toxilian yes/no?
- 5) Did the party earn both magic items yes/no?
- 6) Did anyone attempt to keep the Very Rare figurine yes/no? If yes, please make sure they are aware their character is retired until it is removed from their sheet.