

# A MURDER OF CROWS

A WILD HUNT ADVENTURE

THE WILD HUNT  
IS  
COMING



A TIER-2 ADVENTURE FOR CHARACTERS LEVEL 8-9

BY  
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## WHERE IN THE WORLD?

This adventure begins in Waterdeep, in the Forgotten Realms, though it technically could begin anywhere along the Sword Coast, including Daggerford. Ultimately the core adventure takes place at Snowdon Lodge, which is located in the northern part of the Ardeep Forest.



# Sassafrass Studios

## INTRODUCTION

The sins of the forefather come to bear as the Wild Hunt descends on a small hunting lodge in the Ardeep Forest. *A Murder of Crows*, a Forgotten Realms adventure for Tier-2 optimized for characters of levels 8-9.

## BACKGROUND

Across eons, the Wild Hunt has chased their prey across the multiverse. Led by a nameless and faceless leader, the Wild Hunt chases a number of prey, not limited by plane or political allegiance. To prove their prowess, individual hunters select impressive or elusive targets to build their reputation in the otherwise rankles Hunt. Some specialize in particular worlds, particular types of beings, or in specific situations: but few forget those who evade them.

A century ago, Toril's Spellplague sent magic users of all stripes into chaos. Hoping to maintain control of the Moonshaes, archdruid Gwydion Abergryn and sorceress Mergause of the isle of Snowdon began exploring unsavory methods of magic to preserve it and protect it from Amnish invasion. Mergause had a change of heart and undermined Gwydion's courting of the forces of the Far Realms, eventually bringing him to the attention of the Wild Hunt. Piquing the interest of two members—Gormhengarth the Relentless and Homarth the Grim-grin—they elected to hunt Gwydion during the Feast of the Moon. To save himself, Gwydion allowed himself to be bound by druids who betrayed him at Mergause's behest to an otherwise unremarkable magical rod, which turned to ivory. Despite attempts to prevent him from escaping the two Wild Hunters concluded Gwydion had fled them, and if ever he should return, they would return to finish the hunt.

The descendants of Gwydion Abergryn inherited the wand, called the *Rod of the Moon* due to the Folkish moon motifs on the ivory rod, and immigrated to Waterdeep in the wake of Amnish invasion of the Moonshaes. They gained a reputation as considerable hunters, eventually opening a hunting lodge in Ardeep Forest. Snowdon Lodge, (mis)named for their ancestral homeland, is now a popular hunting

destination for bored nobles, champion hunters, and wealthy merchants alike, and the latest Abergryn scion, Trisdan Abergryn, is no exception.

As part of their hunting, the Abergryn have used the Rod of the Moon to slow their prey and make it easier for noble patrons to catch their quarry. In so doing, the trapped Gwydion Abergryn, whose imprisonment has driven him mad, grows more and more powerful. Soon, the *Rod of the Moon* will break, releasing Gwydion, and approaching that time, the two Wild Hunt senses his return to Toril.

Now the Wild Hunt returns to Toril, seeking their revenge. But they are not the only ones who sense Gwydion's impending return: for Mergause senses the *Rod of the Moon* no longer contains him.

## OVERVIEW

The party receives an invitation to join Trisdan Abergryn at Snowdon Lodge in the Ardeep Forest, making the journey during the *Prologue*. In *Chapter 1*, Trisdan and the characters discover they are being watched, as the Wild Hunt arrives and traps them. During *Chapter 2*, they endure the Wild Hunt and their minions as long as they can, ultimately leading to *Chapter 3*, wherein Gwydion at last escapes and attempts to extract his mad revenge on everyone and everything.

## ADVENTURE HOOKS

Why Trisdan Abergryn invites the party to join him at Snowdon Lodge varies, depending on your choices as DM. The following are adventure hooks that may serve set events in motion for the characters.

**Your Reputation Precedes You.** If the party is famous in Waterdeep or the surrounding area, having completed adventures like *Dragon Heist* or others, Trisdan invites the characters to enjoy a tenday at his lodge, free of charge (both out of interest and because he needs to stir up interest in a declining business).

**An Old Friend.** If the characters include rangers, firbolgs, those of the Noble background, or those from the Moonshaes, he invites them to catch up.

**Mysterious Letter.** An unmarked letter arrives imploring them to save Trisdan from untold danger, offering a gift "worthy" of them. The author of the letter is Mergause.



## PROLOGUE

**Estimated Duration:** 20 minutes

Whatever hook you've selected, the adventure assumes your characters are leaving Waterdeep or whatever major settlement you've set your game in and heading to a nearby wood. The distance from Waterdeep to Snowdon Lodge in the Ardeep Forest is approximately two days by foot, one by horseback or carriage. This Prologue offers potential opportunities for roleplaying, but can be skipped if time is a constraint or you'd rather get to the action.

### THE ROAD TO ARDEEP FOREST

If you do want encounters on the road, roll 1d20 for both days and use the chart below to determine what takes place. On 1-14, nothing occurs that day; on 15-16, an event happens in the morning; on 17-18, an event occurs in afternoon or evening; on a 19-20, two events occur in the same day.

Use the following chart to determine events on the road to Snowdon Lodge; roll 1d6, or choose whichever event fits your group best. If you randomly roll the same event twice, roll again or create an alternative.

**d8**    **Event**

**1**    A Murder of Crows

**2**    An Ill-Omen

**3**    Memories of Nightstone

**4**    Needless Mutilation

**5**    The Old Woman

**6**    Vaudeville Show

**A Murder of Crows.** As the party travels, a flock of a hundred or so of crows overtakes them, staying 30 feet above them, before flying towards Ardeep Forest. They are not aggressive and do not react to aggressive action, save to fly away.

**An Ill-Omen.** Passing a traveling elderly dwarf named Dregden Ironhide chats with the passing party, declaring that the clouds indicate an ill omen is upon them. The clouds look relatively normal to anyone who does not succeed on an Intelligence (Nature) or Wisdom (Survival) DC 14 check, but those who pass see a disturbance causing a cloud to spread as if from the center. A further Intelligence (Arcana or Religion)

check indicates that in the superstitions of the Sword Coast such a cloud indicates a portal has opened to another world (and the omen is correct).

**Memories of Nightstone.** A family of halflings, the Summerhawks, led by their matriarch Taela, heads to the ruined village of Nightstone to pay respects to her fallen husband, Larlow, who is buried there. The children, Barley, Midge, Nincy, and Dollop, are excited to meet real adventurers. If the characters are completing the **Storm King's Thunder** adventure, consider this a reunion (and adjust based on events of your game).

**Needless Mutilation.** The party comes across a small herd of deer, six in total, who have been killed, then dissected, their meat wasted and bodies brutalized. A Wisdom (Medicine or Survival) DC 13 check can tell these creatures were killed with spears and arrows, and mutilated with a flat, heavy knife. Heavy iron boots left quite an impression on the ground.

**The Old Woman.** An old woman in an embroidered dress is having trouble crossing a stream. She asks the party for help, and it is a Strength (Athletics) or Dexterity (Acrobatics) DC 15 to cross without trouble. The woman identifies herself as Mergause if asked, her accent is that of the Moonshae Isles' Ffolk population, and she is going to see her grandson (A DC 15 Wisdom (Insight) check detects that this is only partially true: she is going to see someone, but not her grandson). If the characters help her, she blesses them and they unknowingly gain her favor. If they ignore her or spite her, they gain her ire and are met with a chorus of expletives. If attacked, she turns into a crow and flees.

**Vaudeville Show.** A traveling vaudeville show has attracted a small crowd of farmers and travelers, and tells the tale of a powerful sorceress of the Moonshaes making a deal with the Wild Hunt to hunt and kill her lover, who has lost his mind and courting the forces of the Far Realm to save their home from invaders. The tale ends in tragedy: the Wild Hunt kills the lover, but the invasion he was attempting to stop takes place, leaving their home in ruins. The old woman from The Old Woman, whether they have met her or not, weeps



loudly at the story's end, and then heads off by herself. If asked, the actors, mostly gnomes from Daggerford, say they made the tale up, or might have heard it from Amnish traders from the isle of Snowdon in the Moonshaes, an old legend there; they can't agree.

### WELCOME TO SNOWDON LODGE

Regardless of whether you include events or not, once the party arrives at Snowdon Lodge, read the following text:

The Ardeep Forest has fully engulfed you as you approach Snowdon Lodge, emerging from the thin road into an idyllic clearing, a small creek running behind the gray-tan stone hunting lodge with painted green windows, a wooden roof in the style of the Moonshae Isles. A heraldic crest hangs from the lodge's front, a gold shield with a green center, where a raven sits. A ribbon at the bottom has the text: "We fly far." Light engulfs the clearing, making it bright and inviting

Anyone with the Noble background or who passes a DC 15 Intelligence (History) check knows that the heraldry is not noble but is officially sanctioned by Waterdeep's Solemn Order of Recognized Furriers and Woolmen, a guild that deals with furs and wools, the former of which the Abergryns have belonged to since their arrival in Waterdeep in the late 14<sup>th</sup> century.

Upon arrival, Trisdan comes out to greet the characters warmly depending on which Adventure Hook you selected. If you chose the **Mysterious Letter** hook, Trisdan flatly denies having sent for them but recognizes who they are and offers to let them stay a tenday for 50 gp a head, or overnight for free for their troubles. He does not begrudge them the confusion, as interested in who sent the letter as the characters are. If the characters mention any omens or oddities on the road, they are treated as curiosities or superstitions that belong to the local. Trisdan laughs them off, but any character who succeeds on a DC 15 Wisdom (Insight) check notices Trisdan quietly checking outside as the day turns into night.

Having arrived, the party can unpack and the adventure can proceed to Chapter 1.



## CHAPTER 1: SNOWDON LODGE

*Estimated Duration: 20 to 40 minutes*

Snowdon Lodge is now available for the characters to explore. As they settle in, they may engage in some of the Lodge's rustic luxuries, and soon discover that they are being watched: the Wild Hunt is upon them.

### SNOWDON LODGE

Long before Snowdon Lodge was a hunting lodge for bored nobles and merchants hoping to burn coin, it was a waystation and tavern for the northern Ardeep Forest. Owned by a gnomish couple who lost their magic in the Spellplague, they happily sold it to Trisdan's father Kalderon Abergryn for a sizable retirement. The general shape of the Lodge has remained the same, and while staff comes and goes, today a more minimalist Trisdan hires seasonal help and mans the place by himself, save for his partner.

**Patience**, a red-hued tiefling transmuter with a taste for Chessentan cuisine, acts as cook and happily spends the off-season experimenting with alchemy; the characters find her attempting to couple rich Cormyrans sauces with Chessentan lamb and rice.

Snowdon Lodge has a firm foundation, with a small creek running behind it from northeast to southwest towards the Ardeep River; it's no more than a foot deep at its deepest here and five feet across. The lodge exists in a clearing that's roughly 350 feet in diameter. With three floors on the main building and a stable with a loft, it has plenty of room and no neighbors for dozens of miles. Trisdan and Patience share a room (**3B**), but give the room over to any Noble character; they happily move into **2Ci** in that case. Characters can otherwise pick whichever room they want.

Unless otherwise noted, most rooms have two windows.

### GROUND FLOOR

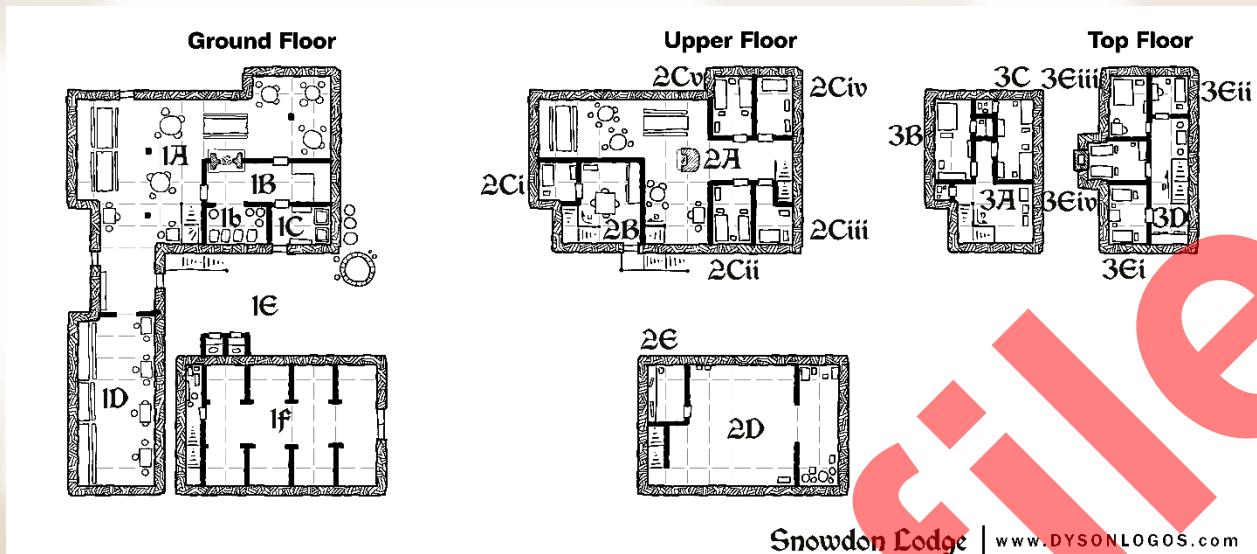
The **Tap Room (1A)** is the primary entrance, an inviting seating area covered in paintings of far-off locales like Halruua, forested Aglarond, a war scene of King Azoun IV of Cormyr facing down the dragon Nalavaraauthoryl in mutual mortal combat, and even exotic Huzuz, City of Delights in Zakhara. Between

these are lesser trophies, like antlered stags, roaring peryton, and an adolescent owlbear. Tables shine as if well-oiled, part of Patience's power as a transmuter. A roaring fire roars continually as Patience cooks and well into the night, connected to the kitchen. Stairs lead to the trophy room and ultimately the top-most guest rooms. This room has six windows total, placed where you like.

The **Kitchen (1B)** is Patience's domain, armed with spices, herbs, and pots and pans aplenty for any number of cuisines. A small **pantry (1b)** stores wares and preserved food of all sorts, including a few pots of cold storage for meats and perishables. This room has one window, above the worktable.

This small **office (1C)** is where Trisdan keeps contracts of import, writes and notices from Waterdeep, accounts, and a journal of Trisdan's thoughts and events of his life, going back five years. If someone snoops, they discover Trisdan fell in love with Patience at first sight and was awkward around her for a whole year before she revealed she felt the same and their relationship began. It also reveals that recently, he's considered selling the lodge and moving to the Moonshaes to connect with his roots, which Patience supports. If he catches someone snooping, he appears at first upset, but Trisdan is actually quite glad to have someone to talk to about it: he's honestly not sure which to do and would love a sounding board. He overlooks any breach of trust if they are willing to talk to him about it, but takes no action either way. This room has one window, overlooking the barrels.

Separated from the Taproom by a sheet of Calishite silk, **Haberdin's Readery (1D)** is magically insulated from sound, with multiple padded chairs and tables for sitting with food. The primary draw of the room is twofold: the massive library containing hundreds of books, and the enchanted badore, which plays low, sweeping ballads popular a century ago. Patrons are invited to sit and read, the topics ranging from deep elven history, the war craft of witches of Aglarond against Thay, notable books on basketweaving, and a complete set of *Volo's Guides*. On the wall is a painting of Haberdin Baldernash, one of the two former gnome owners of the lodge with immaculate



sideburns and a bubble pipe, reading in this very room in a portrait dated to 1387 DR. This room has no windows, and is illuminated by a dim ever-burning torch, just the way Haberdin liked it.

Outside, the **courtyard (1E)** separates the lodge from the stables, and has stairs leading up to the primary bedrooms. A well sits on the northern side, along with barrels full of dwarven fire whiskey. Two outhouses sit beside the table, magically insulated to deal with waste. Chickens occupy a roost build beside the outhouses, numbering twelve in total, for fresh eggs and meat. Beside the well is a large bathing barrel, usable by anyone but not affording much privacy; two medium-sized creatures can fit, and find the water is heated without a source. One of the former owners, Haberdin Baldernash, used magic to bring modern comforts to the remote locale.

The sizable **stable (1F)** can house sixteen horses total, but aside from what the characters bring, only has three creatures: two riding horses, Brego and Viggo, and a milking cow named Magda. The stairs in the back lead up to the loft. Each stall has an open-air window six feet up, giving the stable a breeze.

## SECOND FLOOR

Glorious and grand, the **trophy room (2A)** contains the trophies of countless Abergryn hunts, including a stuff chimera, the head of an adult black dragon called Visigrystelron, and a preserved mimic in the shape of a barstool, which one can sit on with they're alright

with the teeth. Doors lead to guest rooms often reserved for hired help or servants brought by patrons, and stairs lead upward. This room has four directionally-facing windows.

Despite calling it **overflow seating (2B)** this room is largely reserved for two things: hired help to have their meals and rest, and Trisdan's growing collection of goods from the Moonshae Isles, a growing obsession. He is also carving a miniature henge from dark Zalantar wood, to go with his miniature druid he carved a tenday ago. A guest room sits behind the door, and stairs lead up to the primary bedrooms, where the sole window resides.

The **guest rooms (2Ci to Cv)** are small but comfortable rooms, with Cii and Cv having two beds. When not tried for space, the help stay here, but when larger parties arrive, they move into the stable's loft. Every room contains a painting of a far-off location the Baldernash hoped to visit in retirement: Damara, the Icewind Dale, Shou Lung, Chult, and in Ci, a place called "Sigil" that's somewhat unnerving. Each room contains a lockbox, a wardrobe, and a nightstand with two books, which Trisdan alternates periodically from the reardy.

The spacious **stable loft (2D)** has numerous hanging hammocks for guests and hired help alike, but rarely gets used. It also has room for larger projects, as Trisdan is hallway through a new sign, close to the old sign outside but with more Ffolkish

spirals and knots, given his latest hyperfixation. The far area is used for storage, and contains a number of odds and ends, including barrels of oil, tinder, hammers and nails, rope, and other tools you deem necessary for Chapter 2 that the characters might need for their siege defense.

A **shrine (2E)** sits here to numerous gods, including Chauntea, Lurue, Miliekki, Skerrit, and the gnomish deities Garl Glittergold and Baervan Wildwanderer, god of forests and travel. A DC 18 Intelligence (Religion) check detects that this particular statue of Chauntea is of her Earthmother aspect, her primary depiction in the Moonshae Isles; she holds the centermost spot of the shrine.

### TOP FLOOR

The **primary landing (3A)** meets those who come up the stairs with a glorious painting of Roondar Baldernash, one of the two original owners, greeting the guest with a raised tankard behind a bar that no longer exists downstairs. Dated to the same year as Haberdin's painting in the readery, it has a new partner: Trelena Abergryn, a human woman with a bow standing over a sizable elk, with eyes like Trisdan's own. Some small sitting area sit by ever-burning candles, allowing for some late night scribe's work, though they have not been used in ages. Two doors lead to the primary bedrooms, while a third leads to a small restroom, handled by magic.

The **Abergryn Suite (3B)** has a single bed, a lockbox, a long chest with a sitting mirror for Patience, and a bookshelf with books exclusively about the properties of using monster parts for particular potions. A door leads to a private showering area which dries itself, a luxury of the two primary bedrooms. Above the bed is a painting of the Moonshaes, showing standing stones near a cliff over a darken sea and stormy sky.

The **luxury duo suite (3C)** is the second primary bedroom, and has been outfitted with two beds, two lock boxes, two bookshelves with books on the history of Waterdeep and Daggerford, and another shower. A painting above the bed closest to the door is of Trisdan's father Kalderon, a half-elf who retired a decade ago to try and find Evermeet and reunite with

his elven mother. The other painting is of Trisdan's grandmother, a moon elven noblewoman with a moonblade on a ship, setting sail for Evermeet presumably.

The **guest landing (3D)** is much smaller than the primary landing, and contains a sitting area with two stools as well as a wardrobe with numerous cloaks for guests during the rain, as well as 60 arrows and two longbows. Two paintings show Neverwinter and Baldur's Gate, the former in its heyday.

These **guest rooms (1Ei to iv)** are much like the ones in the floor below, with 3Ei and iv having two beds. All but 3Eiv have desks, while 3Eiv has a bookshelf with books on transmutation magic, including a spellbook of 14 spells of up to level 3 of your choice from the wizard spell list.

### ACTIVITIES

Snowdon Lodge is not in season, so there are no larger expeditions planned. That said, Patience and Trisdan know they are hosts and it is their job to entertain, so they offer the wider breadth of things to do and give the characters the run of the grounds at their leisure. Give them the day to explore, get a lay of the land, and perhaps invent their own activities.

The following are potential activities the characters may get up to. Feel free to invent more if you want to insert more of the backstory into the adventure or want to adjust it to fit your own game and world.

**Exploring the Lodge.** Aside from their private rooms, Trisdan and Patience don't mind the characters fully exploring the lodge. If the characters wish, they can look for stray items and oddities left by previous guests, most of which the couple are aware of but have no recollection of nor desire to give back, but will happily part with them.

Roll 1d6 to determine what the characters find on a DC 12 Intelligence (Investigation) or Wisdom (Perception) check.



## d6 Lost & Found

- 1 A set of heavily annotated chapbooks, *The Legend of Drizzt, vol. 13*, that are highly critical of the accuracy of the adventures of the drow.
- 2 An obsidian figurine, part man, part squid, part dragon, whose eyes seem to blink.
- 3 A flute that, once played, continues to play on its own for 1d4 hours and chase the player around.
- 4 A silvered dagger with a hint of blood on the tip.
- 5 A journal recounting an adventure in the Domain of Delight Prismeer, the author having an audience with archfey Zybilna to regain their name. Its outcome is not revealed.
- 6 A childhood toy belonging to one of the player characters that they thought they lost; how?

**Hunting.** Though off-season, Trisdan is happy to lead the characters on a hunt free of charge, taking them riding (though lamenting the lack of hunting dogs, recently lost after a run-in with an owlbear) to see if they can pick up a trail.

The hunt that takes place is a skill challenge. Have the characters take the lead, each rolling 3 rolls each against DC 14 of whatever respective checks they decide will be helpful; if you need to suggest some, suggest Survival, Investigation, Nature, and Animal Handling as potential options. If the characters have appropriate spells or abilities, you may have them use those, rolling where needed. To determine the number of successes needed to win the skill challenge, take the number of player characters on the hunt and multiply the number by 1.5; for example, for 4 player characters, they need to succeed 6 times, but for 2 player characters, they need 3. Feel free to include Trisdan in the rolling, but not the number needed to succeed.

If the characters fail to pick up the scent of a creature, they return home empty-handed, but if they find something, roll from the following table to determine what they find.

## d10 The Hunted

- 1-2 1d4 **chimeras** protecting a pride of offspring, with a hoard of 7d100 gp worth of coins
- 3-4 A **corpse flower** digesting a satyr spy of the Wild Hunt, and ready to animate it and feed again.
- 5-6 1 **hydra**, making a nest at the source of the Lodge's water.
- 7-8 1 **young green dragon** who has taken an interest in watching the affairs of Snowdon Lodge for the last tenday.
- 9-10 1 white **elk** with red eyes.

Trisdan is ultimately indifferent to the chimera, recognizing the threat but also understanding his customers may want to hunt them later (and honestly not wanting to kill infants), but will want to destroy the corpse flower and hydra for the immediate threats they pose. The young green dragon, calling itself Claugdarrath the Verdant Fear, is willing to negotiate the territory, and is not willing to fight to the death over what is ultimately a small portion of what it considers its territory in the Ardeep. The white elk Trisdan will not hunt, for Ffolkish belief it is an ominous thing to slay a white stag, but can be convinced with a DC 12 Charisma (Persuasion) check.

If the party will not aid Trisdan in hunting the corpse flower or hydra, he is willing to pay them 500 gold per character, which will put him behind on this year's payments but is ultimately worth it. If they will not, he will wait until the hunting season to destroy these threats. He does not hold it against them, however.

**Researching the Library.** For homebodies, staying in and reading what the libraries of the Lodge have to offer may prove ultimately beneficial. If they sit for a course of light reading, they find what is described above, but if they wish, they can try to find something of a deeper interest, rolling an Intelligence (Investigation) check. The following chart contains the results of such an investigation; lower than the DCs results in nothing of note.

## DC Secrets Found

- 11 A short history of the Moonshaes: of its early elven and firbolg settlers, of the arrival of the Ffolk, of the high kingship's founding and of the colonization of Amn in the last century.
- 13 In the folk tales of the Dalelands and the Moonshae, the Wild Hunt are capricious fey hunters, seeking out those worthy of being hunted, and often those with great hubris. Few survive their hunts.
- 15 A letter from Trisdan's father Kalderon, warning him about the *Rod of the Moon* and not to overuse it, and wishing his son and Snowdon Lodge the best before he set sail for Evermeet.
- 17 A book that claims to be on the folklore of hags, but once opened, only opens to a page with a massive eye in it: it looks at the reader, then the book snaps shut. If they attempt to reopen it, the eye is gone and the book is just a book on the ecology of hags.
- 19 A history of the Abergryn family, including Gwydion Abergryn turning to the Far Realm to destroy the Moonshaes' invaders, and how his fellow druids and a sorceress named Mergause trapped him, the Abergryn family fleeing their patriarch's madness.
- 20+ Gwydion's journal, written the night of his entrapment: he knew he was being hunted by the Wild Hunt and would likely perish before his goal was achieved, and so allowed himself to be imprisoned, thinking he would get away.

Trisdan is not a voracious reader and prefers tales of hunts of great beasts, but Patience cannot help herself and is aware of all of the above, though she puts little stock in it, chalking it up to family history and the oddities of Haberdin, one of the former owners. If you like, you may reveal everything beneath the DC the player achieved as well.

If the characters find the *Rod of the Moon* in the library on the ground floor, Trisdan will allow any character to attune to it, offering to tell them the tale of its origin after evenfeast.

**Riding.** Trisdan and Patience know of excellent riding trails through the forest that offer amazing views. They offer to race the other characters, and refuse to take no for an answer, insisting the loser has to clean up after dinner.

To run the race, have every character roll initiative and each round, have them roll 1d6, adding that to a cumulative score (you should keep track of this for the characters, Trisdan, and Patience). The characters can instead of rolling 1d6 can perform a creative skill check to get ahead, perhaps a Handle Animal to get their horse to do something impressive or an Acrobatics to jump over a creek to get ahead. Set the DC at 13: success means they roll 1d8 instead of 1d6, while failure lower than 10 means they roll 1d4 for that turn. Trisdan and Patience consider the use of magic to get ahead playful cheating; using an attack is met with outright hostility.

The first character to reach 20 wins. Describe the climes of Ardeep Forest, with elevation racing upwards. At the top, characters with a passive Perception over 13 spot a flash of magic in Ardeep Forest below, and while they can trace it, upon arrival, they find nothing there save an old ring of stones: a DC 16 Intelligence (Investigation) or Wisdom (Survival) spies hoofprints and the passage of beasts and humanoids, but not which direction they went, as if the trail were erased by magic. Trisdan nor Patience have any knowledge of the standing stones, which are thick with overgrowth which has recently been cleared away.

**The Drinking Contest.** For evenfeast Patience offers up a magically conjured meal of mushroom soup, venison steaks with a hearty gravy (alchemically enhanced with essence of herbs picked from the Elemental Plane of Air), mashed sweet potatoes, and greens cooked in lemongrass with a dessert of Ffolkish scones Trisdan's father taught her to make. Any character may help her, but she leads the cooking of the feast, being as protective of her kitchen as her lab.

Once evenfeast is over and night settles, Patience reveals herself as a competitive drinker and offers to undergo a drinking contest with any other characters.

Trisdan admits he is a lightweight, and sits out, and if no one drinks, Patience forces him to drink with her. The drinks are dwarven fire whiskey from Gauntlgrym, known to knock the enchanted socks off the finest archmagi.

Each character should roll a Constitution saving throw, starting at DC 12. Each round, add +1 to the DC, until only one character remains. After DC 15 is reached, characters take a level of exhaustion which can be avoided via *protection from poison* or eliminated by *cure wounds*. Whatever the outcome, Patience proves a friendly drunk and congratulates those who participated with her.

Near deepnight, Trisdan offers to tell the tale of his grandfather's imprisonment, showing the *Rod of the Moon*. His version states his grandfather was betrayed by a vile hag named Mergause, who was working for the Amnish; this is anything but the truth, but it's what Trisdan has been led to believe by his father, who is deeply embarrassed by his father's loss of sanity. Patience claims the rod doesn't work, and Trisdan offers to prove her wrong, also allowing whoever is attuned to the rod to do so.

This proves a terrible mistake, and whatever the effect, shortly after, a horn rings out in the night, close to Snowdon Lodge. The Wild Hunt has arrived.

### THE WILD HUNT ARRIVES

Using the *Rod of the Moon* allows the Wild Hunt to hone in on the location of Gwydion's prison, and they have come to Snowdon Lodge seeking to end their prolonged hunt after so long. The horn blown was a *horn of the Wild Hunt*, and it selects the bearer of the *Rod of the Moon* as the target of their Wild Hunt, knowing Gwydion has not yet emerged from his prison.

A voice, belonging to Gormhengarth, speaks with an ethereal boom, filling Snowdon Lodge. Read the following proclamation:

"We have come for the Abergryn that has fallen from grace: you who bears the *Rod of the Moon*: the Wild Hunt is upon you! Neither mercy nor grace shall be given: only death or survival for a day will save you. Prepare yourselves: we are coming.

With that, the Wild Hunt begins.

