



THE RETURN OF RANDAL MORN

THE LEGENDARY CONVERSION

**REQUIRES THE AD&D FORGOTTEN REALMS
ADVENTURE *THE RETURN OF RANDAL MORN*, TO PLAY.**

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CORMYR AND THE DALELANDS MAP BY **STEPHEN GARRET**



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INTRODUCTION

This conversion updates to the fifth edition of *Dungeons & Dragons* the *ADeD* Second Edition *The Return of Randal Morn* adventure set in the *Forgotten Realms* setting.

This adventure is suitable for characters from 2nd to 4th level. This conversion assumes a four 4th level characters party.

ADVENTURE SUMMARY

At the opening of this adventure, the heroes find themselves on their way to the city of Dagger Falls. The overland trek to the city is fraught with danger. Ilthond expects the characters to make some kind of daring rescue attempt, so he has increased patrol activity in the area.

On their way to Dagger Falls, the characters meet a band of Freedom Riders led by Ariton, the lone survivor of Randal's quest. Ariton has heard that Randal is held in Dagger Falls and knows his friend is scheduled to be executed. Ariton asks the characters to go into the city and report on the strength of the Zhent militia. He stresses that this information is vital to a successful Freedom Rider attack.

The guards at the Dagger Falls gate harass the characters but allow them in. The characters complete the reconnaissance and deliver their report to the Freedom Rider contact. As the heroes leave, they are ambushed by 20 guards. The Zhents order the characters to surrender, then the heroes are hit with arrows coated with sleep poison.

The characters awaken to discover they are chained to a wall in a dingy room. A self-important officer by the name of Guthbert Golthammer enters the room, waving the *Sword of the Dales* as he speaks. Guthbert isn't the most intelligent man around, and the characters easily trick him into saying the word *merrydale* - the command that opens their manacles.

When this happens, Ilthond immediately teleports into the room and orders Guthbert to kill the characters. Gothyl, in her arch-shadow form, hisses from the sword and attacks Ilthond. Finally, Gothyl kills the wizard and disappears. She has achieved her demi-shade status.

The characters see Zhent guards spirit Randal away and load him onto a wagon. A wild chase through the chaotic, battle-filled streets ensues, and the characters are attacked by rooftop archers as they pursue the fleeing wagon. The wagon crashes and Randal is thrown to safety.

The characters at long last meet Randal as the Freedom Riders overwhelm the Zhent occupation forces. The party is taken to the Freedom Rider headquarters and given food and a few hours' sleep.

Finally, the characters are pounded awake by the sound of war drums. A troop of orcs hired by the Zhents to level Dagger Falls floods into the city, and the characters quickly dispatch the enemy leader.

The adventure closes when Randal gives the characters land grants within Daggerdale and the heroes are given the opportunity to talk with Elminster and Khelben.

OTHER THINGS TO KNOW

The characters should know only that Hedistrin (Gothyl) is a spirit bound to the *Sword of the Dales* and that she wants Randal Morn to wield the powerful blade. These are all lies, of course, but adventurers have no way of knowing this.

You should give new characters a reason to travel to Dagger Falls. A few scenarios include:

- The characters encounter a Zhent warrior who is trying to get the sword back to Dagger Falls. Once he is defeated, the heroes find clues that lead them to Dagger Falls.
- Gothyl emerges from the sword and gives a convincing speech about how the Dales need them to rescue Randal Morn. She explains the powers of the weapon and Randal Morn's kidnapping. Her plea ends with a dire warning about the power of the skulls Ilthond took with him from the tower.
- Lhaeo, scribe to Elminster of Shadowdale, approaches the party and explains the quest. He tells them that the last party to attempt the rescue was destroyed, and he needs replacements. He gives them the *Sword of the Dales*, one *potion of greater healing*, a *longsword +1*, and the and the promise of a land grant in Shadowdale if they succeed.

RUNNING THE ADVENTURE

To manage the adventure using this conversion, you need the main rules of *Dungeons & Dragons* fifth edition (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). Further, you'll need the *Sword Coast Adventurer's Guide* to have all the information about the setting and the new rules in the current *DeD* edition.

Non-player characters and monsters that are not present in these sources are presented in this conversion.

CHARACTERS' PROGRESSION

If the characters are at 4th level, they level up during the adventure with an event-based progression as follows:

- At the end of the adventure, the characters should reach 5th level.

CONVERSION

This section describes the necessary updates to play the adventure with the rules of *Dungeons & Dragons* 5th Edition. The updates follow the same order and have the same title as the parts in the original adventure. If a reference to a part of the adventure is absent, then it means that it does not require any modification and can be used in its original form.

The text appearing in this way is intended to be read or paraphrased to the characters when they arrive at a certain place or certain events occur, as described in the text.

The text that appears in these boxes contains additions to the adventure and game recommendations for the DM.

THE JOURNEY

All characters begin the adventure a few miles north of the Northride along the Tethyamar Trail. Random encounters should be checked either once every four hours or when the party takes actions that advertise its presence. Consult the **Encounters Appendix**. If the heroes devise an especially creative way to avoid an encounter, they should be rewarded. Innovative, intelligent role-playing should be rewarded as well.

A. ZHENT WELCOMING

Ithond has been watching the characters, confident that they plan to rescue Randal Morn. He ordered these men (12 **guards** armed with longsword and lance on **riding horses**) to meet the characters outside of the woods and slay them.

Characters can hide behind the large rocks along the bank. One rock offers **Three-Quarters Cover** while the others offer **Half Cover**.

B. BROKEN PROMISES

The destruction of the *efreeti* bottle released the **efreeti** from service, but he wants someone to plead for mercy before he heads for the City of Brass, his former home.

About the *Daggerdale Adventure Trilogy*

This adventure is the third module of a three part campaign starting with *The Sword of the Dales*, continuing with *The Secret of Spiderhaunt* and ending with *The Return of Randal Morn*. The campaign is set in 1369 DR and follows the epic battle between Randal Morn's rebels and the Zhentarim. Randal Morn is fighting to reclaim the throne of Daggerdale from the Zhentarim occupation. If the characters played through the first or the second module, they have the *Sword of the Dales*.

C. SERPENTSBRIDGE

Ithond sent a force of **hobgoblins** to secure the bridge. The creatures are divided into two groups of 6.

D. RENDEZVOUS

If the characters already know Captain Mestin "Troll" Durmark (**veteran**), she approaches the characters openly and ask them to accompany her to the Freedom Riders' encampment. She leads 12 Freedom Riders (**guards**).

E. FREEDOM RIDERS

Captain Durmark leads the characters to a large tent guarded by 6 Freedom Riders (**guards**) to meet Ariton (**knight**).

ENCOUNTERS APPENDIX

There is a chance every eight hours for an encounter to occur.

Encounters

d20	Encounter
1-3	The Zhentarim (1 veteran and 11 guards on riding horses)
4-5	Freedom Riders (12 guards)
6-7	Wolves (12 wolves)
8-10	Hobgoblins (12 hobgoblins)
11	The Great Red Ghost
12	Zhentarim Patrol (10 guards)
13-14	I've Lost my Pride! (2 wemics)
15-17	Fire Beetles (12 giant fire beetles)
17	Camouflaged! (1 doppelganger)
18-20	Kobold Scouts (20 kobolds)

The Great Red Ghost

To the north-east, a blotch of crimson can be seen circling the Dagger Hills. Characters who make a successful DC 15 Intelligence (History) check have heard of this phenomenon. This is actually nothing more than a pseudo-mirage - the heat from the hills and reflected sunlight. After 30 minutes, the image seems to disappear behind a hill.





WEMIC

A wemic's body consists of a leonine body with a humanoid torso extending from what would be a lion's neck. The typical wemic measures ten feet from head to rump. When standing erect in centaurian posture, the wemic stands 6 to 7 feet tall. Most of the body is covered in dusky golden fur. The tail is tipped by a brush of long, black hair. Adult males also have a mane of long black hair; the mane covers the top and back of the head and extends to the neck and shoulders. Male cubs develop this mane in their third year. The underbelly is covered in short, white fur. The nose may be black or russet. The eyes are gold with vertically slit pupils. The digits on all limbs end in claws. The claws on the forelegs are retractable.

WEMIC

Large Monstrosity, neutral

Armor Class 13

Hit Points 58 (9d10 + 9)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	13 (+1)	9 (-1)	14 (+2)	10 (+0)

Skills Athletics +6, Perception +4, Stealth +7, Survival +4

Senses passive Perception 14

Languages Common, Sylvan

Challenge 3 (700 XP)

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

Pounce. If the wemic moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength Saving Throw or be knocked prone.

Running Leap. With a 10-foot running start, the wemic can long jump up to 25 ft.

ACTIONS

Multiattack. The wemic makes two attacks: one with its shortsword and one with its claws.

Claws. *Melee Weapon Attack:* +6 to hit, reach ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.
