

THE DREADED TUNNELS OF RUXABAR

A pestilential adventure created for the world's greatest roleplaying game
by Mistfactor Press.



Venture into the disease-ridden caverns and face the horrors that lurk within.
For levels 8 through 9.



The Dreaded Caves of Ruxabar



This story was created by Mistfactor Press for the Dungeon Masters Guild. It is recommended that you run this story for parties consisted of at least 5 players of level 8 with the possibility of a level up. The PCs can start this quest by gaining information by any NPC of a nearby village or town or by following any of the plot hooks we provide. The adventure can be easily implemented into any campaign without restrictions of location, the cave can be found wherever the DM desires to place it.

Credits

Made by **MistFactor Press** Exclusively for the DMsGuild

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Disclaimer: No actual stags have been infected or hurt in any way in the making of this adventure, the same cannot be said for players who were unlucky enough to playtest it.

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Introduction

The Dread tunnels of Ruxbar were created by a cult of a lesser evil deity of the giant pantheon, known as Jargain to serve as a planar gate in hope of bringing chaos and destruction to the natural order of the world and power to the one who would control the gate. Ruxabar was the high cultist who completed the ritual but to his surprise nothing of what he expected came through the gate. Plague creatures, toxic gases and vapors, diseases of all kinds and decay lay quick waste to him and his cult. For some time the gate remained open and the settlements nearby were afflicted with diseases never seen before. The nearby town of Stagwood was quickly abandoned due to the plague. Rumor has it that the gods have weakened the gate and the cult has been destroyed. The remaining villages that managed to somewhat resist the plague are now hiring brave adventurers to venture into the tunnels and close the planar gate for good!

Are you capable enough of surviving the horrors that reside in the Dreaded Tunnels of Ruxabar?

Summary

Ruxabar and his Cultists choose this cave due to its inherent power. Innorium tricked the Cult of Jargain into completing his tasks for him in his

attempt to summon Vinaroth the plague devil.

The surrounding area has been affected for a few months by the time the Players arrive at Grimgal or any other town the DM desires, just long enough for tensions in the village to begin running high. There is a cure to the disaster wrought on the land, but it will take years for the area to recover. Those infected creatures must be hunted down to prevent the disease from spreading (this gives something for the displaced hunters to do now that their town has been saved). There is no non-magical cure for the disease other than extreme heat or cold.

BackStory

Location Information

The small town of Stagwood was once known for its game. The stags and doe were larger than other regions, heartier. This brought many hunters to the village, many of which were accepted with open arms. The town's primary means of production is hunting and pelts. The town is surrounded by dense woods on all sides, with the trees being larger than normal, and the sun shining more often than not. The wildlife is vast and varied, and the vegetation is beautiful to behold. It is truly a hunter's paradise.

Though it is unknown to the people of Stagwood, their village was built very close to an Ancient Natural Nexus, a place where the powers of nature flow out into the land. This Natural Nexus is what causes the increase in game and vegetation, the overwhelming trees and particularly the massive stags. These stags have an inherent tendency to protect the mouth of a cave system hidden in the woods, as the cavern holds the Natural Nexus. The cavern was never given a name by the villagers, as most couldn't make it that far into the woods without being halted by powerful storms, the rampant vegetation, or the empowered wildlife.

Cult Information

The Cult of Jargain, also known as the Order's Bane, caught wind of the location of the Natural Nexus that fueled the surrounding area. They planned to use its massive untapped power to manifest their deity. Essentially, they wished to summon an avatar of Jargain.

The Cult of Jargain was led by two individuals, Ruxabar as the Cult Leader and Innorium as the counselor and lieutenant. Ruxabar was a charismatic man, claiming that Jargain would overthrow the order of this world and create a new world where every man was free from the bonds of laws. A world where every man could do as they pleased, with the only ruling factor being one's own strength. Though Ruxabar may have had a good reason to overturn the controlling powers of the world, his good intentions were lost quite some time ago.

While Ruxabar was the face of the operation, Innorium was the powerful wizard who supplied the Cultists with information regarding the arcane rituals and the occult. What the Cultists did not know is that Innorium was a traitor with an agenda of his own. Innorium truly worshipped a Devil Lord of plague known as Vinaroth. Innorium knew that in order to summon Vinaroth he would need two things, a lot of magical energy and quite a few sacrifices. So, he wormed his way into the Cult of Jargain and began to manipulate the Cultists, using their wanton desire for destruction to his own end.

Innorium provided the Cult of Jargain with the location of the Natural Nexus and claimed that he had discovered a way to manifest Jargain in the flesh of

one of his followers. Ruxabar volunteered, happy to give his life in service of the greater good. Thus, Ruxabar being deceived by Innorium, led the Cult of Jargain through Stagwood to the Natural Nexus, resulting in the destruction of them all.

The Disaster

Innorium had provided Ruxabar with a powerful ritual that could corrupt the Natural Nexus and use its energy to open a gate to Mafectio, the home plane of Vinaroth. Of course, Ruxabar was unaware, fully trusting in his lieutenant. He performed the ritual at the Natural Nexus, to devastating results. A portal to Mafectio burst open, the wave of supernatural energy contaminating every member present. Boils began to erupt and burst, some went blind, others began to bleed from their eyes and mouths as their bodies began to rot and getting filled with unlimited types of germs and bacteria.

However, the Natural Nexus began to fight the creation of the portal. It drew its power back from the land, using all that it had to prevent the portal from fully opening. The trees died overnight, the vegetation disappeared. With their food source gone, the stags and other wildlife became scarce. The land surrounding the caves suffered, but the portal was not fully opened. Nothing could traverse through the portal, but it would continue to spew out its plague-magic.

This plague-magic commenced the several events. Firstly, due to the withdrawal of power from the Natural Nexus, the surrounding land began to die. Dead trees and bramble, a lack of wildlife, etc. The cultists that survived the opening of the portal were driven mad, and are little more than ravenous beasts. They refuse to leave the cavern that they were reborn in, making them the primary enemy for characters who reach the caves. Their bodies controlled by the million germs that inhabit it. Additionally, any wildlife that did survive has become contaminated, resulting in decaying animals with green tongues and eyes. While not all of these animals are hostile, the larger ones definitely are.

Finally, Ruxabar himself perished from the disease, but not before he split the Staff of Corruption into three parts. He spent his final moments making sure that no one could continue the ritual, now

understanding the betrayal and true devilry of his treacherous lieutenant. He finally succumbed to the disease and germs now lurk in his body waiting to be awakened, to devour anyone who comes near the portal.

The Aftermath

Due to the cultists' actions, the valley that the cavern and Stagwood lay in became a diseased wasteland. The further one traverses into the valley, the more likely it is they come into contact with a diseased creature, or possibly even an infected traveler driven mad.

The town of Stagwood was abandoned, and the neighboring village of Grimgal has become overcrowded as a result. Stagwood hasn't been abandoned long, and the green mist is creeping ever closer. They must act now before the mist consumes the rest of the valley.

You might be wondering what happened to Innorium. He was wise enough to flee before the ritual, so that he avoided being caught in the massacre that would occur in the caves so he fled before the ritual was completed. He believed that after his master had been released, he could re-enter the cave and retrieve the Staff of Corruption and his spellbook, which were used during the ritual casting and contained the process for completing it and undoing it. As it is known, a Wizard without his spellbook is rather useless. So now, Innorium hides in Grimgal, waiting for someone to brave the caverns and retrieve his items for him. He is most likely the quest giver.

Adventure Start

When the Players arrive, tension is high in Grimgal. The people of Stagwood are fighting for places to sleep, and the patience of the citizens of Grimgal is running out. When Innorium catches wind of adventures in town, he will try and convince them to undertake the quest to close the portal and retrieve his items. He desires to attempt the summoning ritual of his master in the future but needs his staff and spellbook to do it. Without them, he is not strong enough to venture into the corrupted areas. So, Innorium made sure to let the people know that Ruxabar was the one who created this disaster and

to have them try retrieving his items for him.

The people of Stagwood now refer to the cavern as "The Dreaded Tunnels of Ruxabar" or simply "The Dread Tunnels".

Adventure Flow

Here is how the adventure should play out. This flow will leave a lot of room for DM interpretation, and there can be as many or as little encounters as the DM would like until they reach the Dreaded Tunnels.

1. The Players arrive at Grimgal, and either decide to undertake the quest themselves or are convinced by Innorium. There are other plot hooks as well.
2. The Players make their way through the woods towards Stagwood, watching as the beautiful wilderness gives way to dead grass and trees.
3. The players reach the entrance where they encounter a group of infected Stags lurking in front of it.
4. The Players make their way into the Tunnels.
5. The Players, moving further into the tunnels, inevitably coming across the ritual room with the portal. They discover that they can use the Staff of Corruption and the book to complete the ritual.
6. The Players discover that to close the portal, they must first open the portal in earnest. Once the opening has been completed, they are now able to close it after fighting the horrors that emerge.
7. The Players defeat the Plague Hydra and Ruxabar's cultists and close the portal before Vinaroth emerges.
8. The Natural Nexus uses its power to begin cleansing the land. This process will take many years and begins in the portal room, but the land may now begin to heal.
9. Before the portal closes the players realize that even if it does, they have become the carrier and vessel of the infection and if they escape the tunnels so will the disease. They face the dilemma of entering the portal sacrificing themselves to finally face Vinaroth in his domain and prevent him from opening other portals or walk away and infect others as they move about looking for a cure.

Adventure Hooks

The adventure begins when the adventurers enter either Grimgal or Stagwood or any other place the DM desires. Different ways to attract your players to start the quest are described in this section that follows. Use whichever one you flavor, you can also combine them to give the players more than one reason to adventure or to have a clearer view of what they are going to face.

1. Will you assist an old man find his walking stick and journal?

The adventurers notice an old man wearing old robes nodding them to come near. His voice is raspy and his features ugly. He seems to be poor and unable to walk without aid. This man is Innorium disguised as an elderly peasant (Mage statblock MM page 347 but can only cast cantrips as he has no spellbook). He can be encountered anywhere you want, near a road leading to the caves, inside the town of Grimgal hiding or even in Stagwood. Innorium will plead for the adventurer's help. Read the following text to the party:

"Those damned cultists and their god! They stole my journal and walking stick! They thought it was magical and that my journal of my life contained the clues, they were so eager to find, of the local history! I beg of you dear children! That walking stick was an heirloom! A gift of my father and his father's father, while my journal has indeed the history of this area which I have spent the biggest part of my life writing. Will you enter the tunnels for me and retrieve the stolen objects of this old man?"

The characters can interrupt Innorium at any time and ask for further details. This is a list of information he will depart with.

- His name is "Riuminno the Historian"
- He has spent all of his life living in Stagwood
- The Cult has destroyed the forest and infected the livestock with a terrible disease which he calls "The Green Filth Decay"
- A big proportion of the local populace of Stagwood has already perished due to the disease while the survivors fled to Grimgal

to avoid the same fortune.

- He can't pay them if they succeed to retrieve his items but promises to write down their names in the passages of history and commemorate them as heroes.

2. A town in dire need.

The adventurers arrive in the small town of Grimgal or any other settlement that you wish to place this adventure in and quickly notice that the town is filled with refugees and is suffering from overpopulation.

The adventurers will quickly notice a poster asking for brave adventurers to enter "The dreaded tunnels of Ruxabar" and cleanse the land of the pestilence they emit. The payment is 650GP for the one that succeeds. Signed by the town's mayor. The party can gain the following information by speaking to Grimgal's people.

- Some time ago the cult of Jargain came to Stagwood and angered the gods of the forest. Since then pestilence and decay has filled the land. Ruxabar was their leader.
- The people of Stagwood have fled to find shelter in Grimgal but there is not enough housing and the resources are depleting. By the end of the year everyone will be starving.
- The gods have killed the Cult and the only way to calm their wrath is to find the caves and destroy the Cultist's bodies.
- Directions to find the caves.

3. We finally found where they were headed lads!

In this scenario the adventurers were already hunting the Cult of Jargain and Ruxabar but the cult managed to lose them. The party spent a lot of time gathering information on their whereabouts and are now able to chase them again!

The DM can choose to give them any information found in the **Introduction** but only things that have happened before the Cult was betrayed by Innorium.

The party starts near the cave of Ruxabar or anywhere the DM finds appropriate.

4. Our damned luck!

As the party was adventuring they came across the forest of Stagwood and noticed the dead and infected animals. As all adventurers would do, they chose to find the trail of the green mist that eventually lead them to the cave's entrance. The party randomly finds the caves without any information.

5. Plaguestoppers

A disease spreads across the land, the cure is known but difficult to obtain. The players are being tasked by the local authorities to investigate and possibly put an end to the plague that torments the surrounding areas.

Random Encounter Table

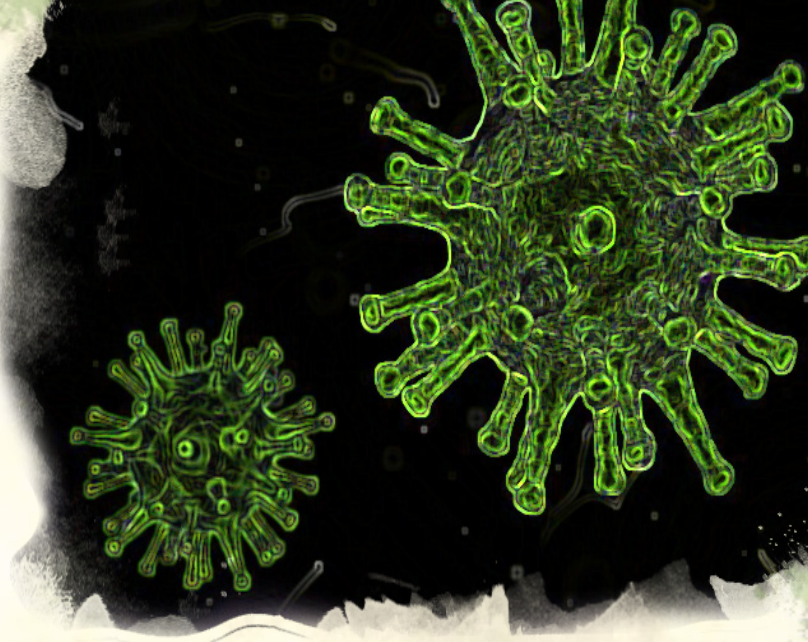
Whenever a character enters or spends more than 15 minutes in a room there is a chance that a random wandering monster walks in that same room. Unless noted, there is a 30% chance that this happens. Roll a D100 if the result is 1-30 then roll or choose one of the following table's options of the wandering monsters.

RANDOM ENCOUNTER TABLE

d6	Encounter
1	Decayed Gelatinous Cube
2	2 Carrion Crawlers (mm 37), waiting to ambush their victims.
3	5 Infected Cultists.
4	6 Infected Stirges, tracking the party's smell of wounds.
5	5 Infected cultists carcasses (Orc Nurtured One of Yurtus Volos pg. 184 but are Humanoid (Human) instead and their Corrupted Carrier transmits the Green Filth Decay as well), resting in that area.
6	Infected Hill Giant "Bumpalgama".

Corruptio Malignitate Viridi

A deadly, green, crystalline gas originating from the Plane of Pestilence. It is commonly known as Green Filth Decay. It slowly erodes the vessel walls of the circulatory system, causing death by either triggering the body's coagulation response (result-



ing in the entire system clotting in a few days), or by skin decay exposing muscles or internal organs. It is sometimes accompanied by dementia and its symptoms include pustules which appear all over the body, and a greenish glaucoma-like mist surrounding the whites of the eyes. Green Filth Decay is extremely contagious and can be transmitted in three different ways. Through exposure to the "green mists" it originates from, through consuming infected food or water, or by contact through an open wound. Though the disease is extremely deadly, the pathogen can only function normally within a very narrow temperature range. If an infected individual is in an abnormally hot or cold climate, the pathogen causing Green Filth Decay will begin to die and will be completely purged from the body within two weeks. Symptoms halt while in these temperatures but will return if the pathogen is not completely eliminated.

Mechanics. Green Filth Decay is a disease spread by the open portal of the Dreaded Tunnels of Ruxabar. It causes the victim's skin to blister, fester and rot while it erupts in small but painful boils. Once contracted, the victim becomes poisoned until the disease is cured. While poisoned, the victim cannot regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the initial CON save is failed by 5 or more then the infected gains the following long term madness "The character experiences uncontrollable tremors or tics and their eyesight becomes hazy, which impose disadvantage on Attack rolls, Ability Checks, and Saving Throws that involve Strength or Dexterity and decreases

passive perception and checks that rely on sight by 5." If the targets hit point maximum drops to 0 as a result of this disease, the target dies. The target can be cured only through magical means or exposure to extreme heat or cold for a total of two weeks. When in these extreme temperatures, the target no longer loses maximum hit points every 24 hours but maintains any other symptoms they have already been afflicted with. Any remaining symptoms that can be naturally healed fade over the course of two weeks but will return after 2-3 days if the pathogen is not completely eliminated. The character that rolls to avoid being infected with the disease and succeeds becomes a carrier instead without any symptoms if they succeeded by a single point higher or equal to the Difficulty Class of the initial saving throw. A carrier that comes into sexual contact with another creature or wounds a creature with a natural weapon such as a bite or a scratch has a chance of spreading the disease. A constitution saving throw DC10 is required to avoid becoming infected from a carrier who has no symptoms. Any creature who has succeeded in a CON saving throw to avoid the disease becomes immune to that Difficulty Class and every other Difficulty Class lower than the initial DC for 24 hours but not to Difficulty Classes that are higher. A creature

who is immune to diseases must still succeed on the constitution saving throw to avoid becoming the carrier of the disease.

Variant. Whenever a creature rolls to save from the green Filth Decay you can change the disease to any of the following list instead: Sight Rot, Sewer Plague, Cackle Fever (DMG 256).

Cure. Green filth Decay is a powerful disease of magical origins and thus can only be cured by magical means and only when certain conditions are met. Normal healing ways will not affect the germs and viruses infecting the body at all, while magical ways like spells such as lesser / greater restoration and techniques like a paladin's lay on hands, will only cure the madness tormenting the minds of the disease's victim. The only way to completely cure a victim of the plague, would be to place them in a hot or cold environment for a 24 hour period, where the disease would be forced to become dormant as it cannot function in such conditions. Only then a magical effect such as the ones mentioned before will completely cure the patient.





The Dreaded Tunnels of Ruxabar

General Cave Information

Dungeon walls: Natural stone turned green due to the exposure to the plague. Climb Difficulty (Athletics DC10)

Dungeon Floor: Hewn stone covered with slime and slippery substance and is considered difficult terrain (DC 10 to charge / run, on a failure the character falls prone.)

Temperature: Warm, air feels like it sticks to the skin.

Illumination: Average (shadowy in corridors, lamps or torches in some rooms)

Environment: The air reeks of disease and death. Anyone breathing the air must make a DC 15 constitution saving throw or contract the Green Filth Decay. A character that succeeds is immune to this infected air for the next 24 hours. A character which wears a wet cloth covering their mouth and nose as protection has advantage on this roll.

Way to the Tunnel's entrance

Flavour text:

You begin your trek through the dark and contaminated forest, the thought of what its lush features once were come into mind. The trees clearly have once been blessed by the powers of nature as their large features still remain, even in their current condition. Patches of green mist emit an odour that covers the sickened flora and fauna as it violates your senses, the rotting corpses that litter along the black muddy path make it even worse. You catch sight of creatures that are not deceased but not alive either; squirrels with gnarled features and sticky twitching tails and birds with black sludge that coats their pale feathers - all movements rigid and slight, their blank eyes seeming to bulge at random intervals, the hint of rigor mortis seeming to set in. There are even scattered humanoids that line the forests, eyes black and mouths hang open wide, slowly stumbling about, paying you no heed, going off in whatever path their diseased minds take them.

As you explore the area while following the path that leads to the tunnels, you finally spot it. It's the entrance to the caves. The smell and green gases seem to originate from within, verifying the rumors that Ruxabar's cult is the actual culprits. As you move closer, diminishing the distance between you and the entrance, you hear a threatening gallop coming towards you. You quickly turn and



you spot a herd of infected stags running to your direction, their eyes whitened by the germs that now inhabit their retina.

DM Notes: Have the players wander a bit and let them explore the infected nature as to have a clue of what they are dealing with. They might notice dead infected small animals like birds or squirrels that are uncommonly large thanks to the Nexus' powers. Living and infected small animals can be encountered but will not pose a threat. If you want, you can clarify to them that everything infected and "Living" has been long dead and only animated by the disease or waiting for its turn to succumb to the disease. Infected Humans can also be met inside the forest, they are not intelligent and cannot be cured as they have died days ago. The players won't have any combat encounters before reaching the cave's entrance as everything they find will be too easy to deal with.

As the adventurers approach the cave's entrance, they find 2 infected stags per player galloping towards them. The stags will fight until destroyed but if the characters retreat inside the cave system, the stags will not follow.

ROOM I

Flavor Text: *You step through the threshold of the cavern's entrance, preparing to adjust to the darkness you would be subjected to. Your gaze flits around the mineral and rock interior, taking in your*

surroundings. You notice that the ground, walls and ceiling, which is covered with various misshapen stalactites, all pulsate with a sickening green hue. The way it emits its eerie light makes you wonder if perhaps the place is alive. You inhale slowly, catching a whiff of the stagnant air; your body reacting with a rough cough. There is a path before you northbound and casting a glance around again, the entrance you're in expands further to the west and east. There is no sound except for your own breathing and the dripping of moisture from the fluctuating colors of the stalactites. All you know is that you must proceed forward.

DM Notes: The main room is empty, and the players are not subjected to a constitution saving throw or any random encounters.

ROOM 1A

Flavor Text: *As you head further to the west side of the cavern's entrance, you come upon a shallow pit embedded into the ground. Not too far off from the pit is a rusty iron ladder; its surface as green as your surroundings. You catch sight of a large chest at the bottom of the pit, covered in grime and multiple green and black colored fungi. The lock keeping it shut is blackened from the corrosion and mud.*

DM Notes: The chest is trapped with a poisoned needle, requiring a DC 14 Investigation check for the players to spot it. Once identified, DC 14 Sleight of hand check to disarm. If unsuccessful, when opened, the target takes 1d4 poison damage.



The lock requires a DC 12 thieves tools check to unlock, or DC 15 Strength to break it with a crowbar or similar tool.

If you want you can ask for a Constitution saving throw from the player that was pierced by the needle as to make them panic, believing that something happened to them. The result of the save is irrelevant as there is no actual effect to be applied but don't let them know this.

Loot: 4x Infected Cultist Robes: These cultist robes have been exposed to the full power of the plague that came through the portal and has been filled with the plague's power. The players can make a DC 15 Medicine check, or a DC 15 Perception check (via smell) to identify their infected nature.

Anyone wearing these robes is subjected to immense pain, they take 1d8 poison damage per round and are considered incapacitated for as long as they wear the robe. The wearer cannot remove the robe on their own as they are wreathed in pain. A character can help remove the robe from the wearer with an athletics check roll (DC 14). The character who wore the robe remains poisoned and take 1d4 poison damage per round for 2d4+1 rounds after they remove it.

A creature that wears this robe is subjected to a constitution saving (DC 12) to avoid contracting the Green Filth Decay. If the creature succeeds, then they become immune to the Green Filth Decay of DC12 and lower for the next 24 hours.

4x Infected Sickles: These sickles deal 1d4 extra poison damage and are considered magical to overcome resistances.

ROOM 1B

Flavor Text: *The passageway to the east becomes narrowed, the pulsating green walls teasing that they might close in upon you. The stalactites are clustered closer here and drip more frequently. At the end of the ingress is a dark dead-end that houses a rotten chest, the chewed up blackened wood that is covered with various sized holes.*

DM Notes: This room has a hidden trap on its ceiling which activates when someone passes below it.



Poisoned Barbed Net Trap: DC 10 Perception check to find, DC 15 sleight of hand to disable, on a failure the trap is activated; affects all targets within a 10 ft. square area, DC 15 Dexterity save or take 2d10 poison damage and become restrained. The barbs are covered in various liquids which contain the Green Filth Decay disease, a creature which is damaged by the barbs must succeed on a Constitution saving throw DC 14 or contract the disease. A creature who succeeds becomes immune to future Green Filth Decay Constitution rolls of DC14 and lower for 24 hours.

The chest at the end of the room is filled with 5 x infected constrictor snakes. (Same as the constrictor snakes of the MM 324 but their bites contract the Green Filth Decay DC14.) The players can make a DC 17 Perception check to notice there is something moving inside the chest (the snakes don't emit any noises though).

ROOM 2

Flavor Text: *As you trek eastbound from the fork in the tunnels, the rocky green-hued terrain becomes soft and malleable in some areas. Your feet sink into the ground and as you look down, expecting to see fungi, where there was indeed a plethora of, you notice the terrain soil was turning into something... nauseating. Each step down would cause some pungent foul green pus to bubble upwards, nearly encompassing your footwear: the stench in the air becomes more palpable. With each breath you take in, you could feel your lungs become heavy and your*

eyes beginning to burn. The scent permeated everywhere, a fetor of disease and death. You begin to cough roughly, hoping to expel the putrid sensation from your very being.

DM Notes: Initiate the DC 15 Constitution saving throw for the airborne Green Filth Decay, players gain advantage if the character is wearing a wet cloth over their mouth and nose if they succeed, they become immune to the Green Filth Decay. The floor from now on is considered difficult terrain. There is also a chance for the players to have a random encounter whenever they enter the area. Roll a D100, and if the result is between 1-30, refer to the Wandering Monsters table and select an encounter (do this before the players enter the room). You can choose to not roll on the table if you wish.

ROOM 3

Flavor Text: At the end of the luminous hallway is a vast chamber that is littered with the remains of deceased adventurers. The flesh, that once lined their withered skeletons, has been transmuted into a viscous green fluid. Ruined vestments line along the edge of the chamber; a gauntlet, a set of greaves and the handle of a greatsword. Your gaze catches sight of a faded scrawled message on the northeast side of the room, your eyes only able to catch a glimpse of it thanks to the pulsating colors on the walls.

DM Notes: Before the characters enter the room, roll a D100, and if the result is between 1-50, refer to the Wandering Monsters table and select an encounter.

If any of the characters who are not at full Hit Points touch the slime that is covering the skeletons, they must pass a DC 16 Constitution save or become infected with the Green Filth Decay, on a success they become immune to all constitution saves of DC 16 and lower regarding this disease, for 24 hours. If a character who is not missing any hit points touches the slime, they are unaffected and only become dirty.

The message on the north-east wall is very faded and characters must pass a DC 16 investigation check to decipher the filth covered message. It reads :



"Warning to those who are foolish enough to enter this cavern of death... know that betrayal is running through the poisonous air as greed runs through the mortal's vein. If any shred of intelligence remains within you, leave now before the infected greed consumes you."

ROOM 4

Flavor Text: As you carefully traipse through the left fork of the cavern, the terrain is littered with various large stalagmites that almost reach up to the ceiling. Thanks to the green imbued monoliths you are forced to move closer together to get around. Your eyes soon spot a clearing before you in the vast yet crowded chamber as you move closer, you catch sight of five figures, shifting slightly from side to side. The beings appear humanoid, yet their flesh is tight and black and their joints appear to be cracked, threatening to break. Their eyes are a murky green and white color and their mouths are opened wide and a soft suctioning noise could be heard faintly.

DM Notes: 5 x Spawns of Vinaroth (Spawn of Kyuss, Volos pg.192 but are Fiend(demon) instead) reside within the central chamber. Each one is spread out 15 ft. from the others. They remain dormant and don't move unless someone who is free from the Green Filth Decay comes within 30 ft - thus launching themselves towards them and alerting its comrades to do the same. Infected characters have disadvantage at stealth checks trying to hide from the Spawns of Vinaroth.



In the event that the entire party is infected with the disease, they remain dormant and they can pass through, as long as they don't come within 10ft of the Spawns of Vinaroth or attack them. If any character is found within 10 ft. of the Spawns of Vinaroth, they all immediately awaken and attack the party until they are vanquished.

The party can lure the spawns by making noise within 30ft of them. The spawns that hear the noise will start moving closer to it to investigate and will remain there unless provoked with any of the ways mentioned before. The players can completely avoid this combat if they manage to move them out of the way but don't forget about the wandering monsters. Every 1 minute they spend in the room, roll on the wandering monster table and increasing the required roll by 10% for every extra minute they spend.

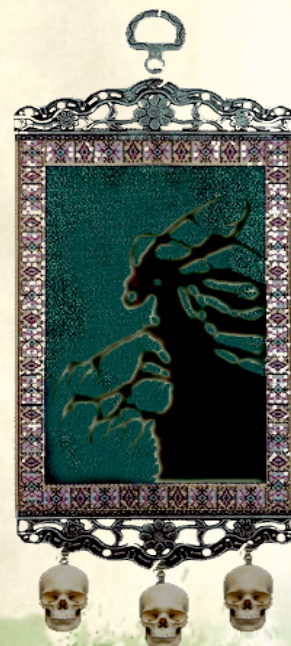
With the "Burrowing Worm" ability of the Spawns of Vinaroth, if a worm succeeds in entering the flesh of an uninfected character, they must pass a DC 15 Constitution saving throw or gain the Green Filth Decay disease on a failed save. If a character succeeds, they become immune to any Constitution checks of DC 15 and lower regarding the Green Filth Decay.

ROOM 5

Flavor Text: The only sound that permeates the expanse of the green tinged cavern is the dripping dew from the clusters of stalactites and the squelching sounds of your feet going through the pus ridden floor. You begin to notice the deeper you travel into the chamber, the darker and blacker your surroundings become, a stark contrast to the pulsating green of the terrain following you everywhere. On the north wall, you come upon a rather large and ornate tapestry, though it has become faded and tarnished thanks to time and its gritty surroundings. You squint your eyes as you take in the imagery. In the center is a massive creature with long antennae and wick-like mandibles. Its multi-taloned hands reach for its surroundings and you can barely make out various figures, covered up their neck in dark muck with little objects covering its agonized faces. You can't help but look back down to the ground, a shiver going through your spines wondering if what you stand within is similar to that tapestry... you shake the thought from your head, however, as your gaze lands upon an object just beneath the tapestry; it's a piece of the broken staff, the one you were enlisted to collect!

DM Notes: The ceiling of this room is dripping acid. While not so harmful to the players when in small quantities, it has created small ponds filled with the filth. Any player who steps or falls into one takes 1d6+2 acid damage per turn that they remain inside the pond.

For any who wish to identify the tapestry, they must pass a DC 25 Religion check. On a success, they identify that the being is Vinaroth, Devil Lord of the



Cockroaches and Filth, hailing from the realm of Mafectio, and is also its terrifying ruler. The broken piece of the staff belongs to the upper part. You can remind the players that they still need to find the lower half of the staff, and a green magic crystal that powers it, depending on how descriptive the one who enlisted them was on the task provided.

Should the players be interested in scouring the muck around them, have them make a DC 16 Constitution saving throw or gain the Green Filth Decay disease on a failed save. If a character succeeds, they become immune to any Constitution checks of DC 16 and lower regarding the Green Filth Decay. Searching through the black grime will reveal very fragile pieces of bones that are utterly picked clean.

ROOM 5A

Flavor Text: *A lingering sense of dread begins to fill you the deeper you delve into the cavern, a cold sweat beginning to take hold of your form. The diseased air becomes thicker and begins to smolder deep within your lungs with each shaking breath. You swear your vision is playing tricks on you, catching glimpses of horrific looking faces, covered in pustules, fungi or worms, letting out silent screams as they struggle to push through the rock to get to you. Whispers of betrayal flit through your ears into your cerebellum, taunting you that you are just like the rest. You breathe in sharply, regretting it as you do, as you attempt to steel your nerves, praying for the demons to go away..*

DM Notes: Before the characters enter the room, roll a D100, and if the result is between 1-45, refer to the Wandering Monsters table and select an encounter.

The deeper the characters have trekked into the cavern, the foul air has started taking a toll on their mental faculties. Have each player make a DC 15 Wisdom save, gaining a short term madness (DMG pg. 259) on a failed save.

ROOM 5B

Flavor Text: *You follow a short path southeast,*

coming upon a cage that is embedded into the green rock. The metal is tarnished and covered in black grime, and the door to the cage is wide open. You cautiously peer inside, your gaze flitting over the fossilized remains of four bodies, each surrounded by a small bed of green fungi. One of the walls within the cage is covered in multiple scratch marks, seeming to relay a tally of sorts.

DM Notes: Should the characters take time to count the scratches on the wall, the number goes well over 300, and a DC 10 Insight check dictates that the prisoners were counting the number of days they were held.

Searching the room the characters will note that one of the fossilized bodies has a loincloth that is not worn from age and is in a perfect and clean condition. Using the Identify spell, or if one character passes a DC15 Arcana check, they will be able to discern its ability.

Loot: Loincloth of Nourishment: While wearing this item, the user no longer needs to consume food and will never grow hungry.



ROOM 6

This empty corridor's walls shine like they are filled with emeralds. In reality the shining effect comes from millions of germs that generate a bioluminescent substance. The corridor leads to two paths... Do not roll for a random encounter when the players enter the corridor but do so when they enter 6a and 6b.

Flavor Text: *“As the corridor ends two options can be taken to continue down the cavernous road. Each one smells worse than the other. But if you were to trust your nose, the path to the right smells a bit... less than death and more like... a bit better scented death. While the path to the left makes you want to puke until you become dehydrated”*

ROOM 6A

Flavor Text: *If you decide to go on your left, you notice that the room is filled with nothing else than an unbearable stench that makes your insides turn. Make a constitution saving throw (DC 12) against puking. At the end of the room you finally notice what generates this horrendous smell. Six rusty buckets filled with fossilized stool and other stinking green liquids are placed in a random sequence. You quickly realize that this area used to be the cult's restroom.*

DM's Notes: This room used to be the area which the cultists used as a toilet. It is filled with fossilized stool inside rusty buckets. The stink is unbearable. Anyone that covers their weapons with this substance will have a chance to deliver the disease with each blow (CON DC12).

ROOM 6B

Flavor text: *As you enter this room, a stench of rotten food and cooking ingredients forcefully penetrate your nostrils. You quickly realize that this room served the cult as a kitchen and a place to eat altogether. Boxes filled with rotten fruits, barrels, tables with plates of infected food, closed cabinets that only Ruxabar knows what they hide and two cauldrons still filled with green liquid can be seen as if they were just used and left in a hurry.*

DM's Notes: This room used to serve both as a storage and a kitchen room. The cultists used to take ingredients from the storage barrels and boxes, cook it and immediately serve it to the tables. What remains in the room are two cauldrons filled with a green liquid and maggots that used to be chicken soup to serve the members of the cult. A character may collect the liquid if they desire to create disease filled flasks with the risk of becoming contaminated themselves.



At the south-west part of this room there can be found different furniture which contain rotten and decayed food filled with the disease. All the barrels are empty but between them there is a small box with preserved limes.

Two closed cabinets are waiting to be opened. One of them contains six infected healing potions.

When the players come close to the second cabinet read the following text:

“As you come close to the cabinet you spot a small green cube that could fit in your palm. It seems like a tiny Gelatinous cube that slowly crawls its way towards you trying its best to reach you and “devour” you. Of course, it’s too small to actually engulf you and it would take a long time to actually have an actual impact to your armor. Touching it with your bare skin wouldn’t be advisable though”

The small cube is part of the Swarm of Decayed Jell-O Cubes found inside the closed cabinet. If the party interacts with it then the cabinet bursts open and attacks the closest creature to the cabinet as a surprise attack. Roll for initiative.

Loot: Six infected healing potions: The healing potions appear to be normal and function the same as an actual healing potion, but anyone who drinks it becomes immune and a carrier to the disease. In three days’ time the carrier will unwillingly and unknowingly transfer the disease to anyone who he



touches. The disease cannot be detected or cured before it is activated.

Larvae Vial: *"A small cork stoppered phial of a strange, thick and translucent liquid. A still living, half-inch long, worm-like green creature writhes within"*

Removing the cork from this phial will free the trapped creature and let it escape. When the worm is freed it will start becoming larger and larger until it reaches the size of a large horse within a matter of seconds. It will immediately seek to consume any living creature it can sense, as it is famished, having been trapped within the phial for over 100 years. Use the Purple Wormling stats found in SKT, page 242 but is green colored instead.

However, anyone removing the cork has 2 rounds to act before the creature escapes. If in that time the cork is replaced, the creature remains trapped. If the contents of the phial are consumed, the drinker must immediately make a Constitution saving throw vs Death DC25. Failure indicates an instant and painful death for both drinker and worm. A successful save means that the brave (or stupid) consumer of the foul liquid managed to digest the worm and as a result gains a +2 bonus to STR and CON with a maximum of 19 and loses 1 point of WIS and INT.

ROOM 7

Flavor Text: As the passageway into the chamber

expands further inward, the hue that you slowly had grown used to from the pulsating walls is now overshadowed from a bright virulent green gas that swirls throughout the air. All that your eyes can see is this diseased ridden mixture, and you could already feel what may happen to you once you immerse yourself in its toxic spores, which you barely notice that is being emitted out from some strange looking fauna littering the moss ridden ground. You know you must push onwards, but already being within its presence burns your eyes and rips away your breath. You have to do something about this and quick.

DM Notes: A creature who breathes inside this spore gas must succeed a DC17 Constitution saving throw or gain the *Green Filth Decay* disease on a failed save. If a character succeeds, they become immune to any Constitution checks of DC 17 and lower regarding the *Green Filth Decay*. Regardless of the outcome every creature that breathes in the spores take 1d6 poison damage per round.

Using a fire type spell or wielding an open flame like a torch while in these clouds, incinerates the spores and clears the area, though doing so will cause an explosion in the area where the green clouds can be seen on the map, dealing 5d6 fire damage to anything inside it or half if they succeed on a DC 15 Dexterity saving throw.

Even if the clouds of spores are incinerated, the room will fill again with a similar spore filled air in 10 minutes. Someone must destroy the plants for the clouds to stop filling the room. A character may make a DC 15 Nature check to discern how long the group has before the chamber is filled with the spore gas again.

ROOM 7A

Flavor Text: *In a small passageway to the north you come upon another cage embedded into the green colored rock, disturbing thoughts of who the jailers of this poisonous cavern once were, fill your mind... Similar to the previous area of confinement, you make note of the thick layers of both rust and slime on the bars, and of the three mutilated yet rather fresh looking bodies inside. You feel your stomachs gurgle as the stench that is being emitted from them is rather potent, and you swallow hard at the hinting bile that climbs up your throat.*

DM Notes: This room used to be a cage for the victims that the cultists kidnapped with the aim of sacrificing them to their god. The door is locked but can be opened with a DC 13 Dexterity check with Thieves Tools or, alternatively, it can be broken down easily with a DC 18 Athletics check.

The three bodies are infested with *Swarm of Rot Grubs* (*Volos*, pg. 208) which attack anyone who touches the corpses.

Loot: One of the bodies wears a magic brass bracelet which used to be able to cast the Goodberry spell four times per day. It has become corrupted and the spell has the opposite effect. The same body seems to wear a white shirt that is unexplainably clean. That shirt is another **Loincloth of Nourishment**.

Diseased Goodberry Spell: Up to ten berries appear in your hand which are infused with corruption and disease. A creature can use its action to eat one berry. Eating a berry deals 1 poison damage, and they must immediately roll a DC 15 Constitution saving throw or be afflicted with the Green Filth Decay disease on a failed save. If a character succeeds they become immune to any Constitution checks of DC 15 and lower regarding the Green Filth Decay. The berries lose their potency if they have not been consumed within 24 hours of the casting of this spell.

ROOM 7B

Flavor Text: *Following the narrow passageway to the south east leads you to a small chamber reveals two wooden crates of varying size and a barrel, the exterior of these objects covered with a heavy layer of black grime. Your gaze is, however, drawn to the middle of the room where a pale green light pulsates on the ground, acting as if it were beacon, calling you forward.*

DM Notes: This chamber has 2 x **Black Pudding** (*MM* pg. 241) and 2 x **Decayed Gelatinous Cubes**, they are found by the crates and barrel. The Black Puddings are upon and around the crates and barrel while the Decayed Gelatinous Cubes are situated before it, utilizing its Transparent feature. The party must dispatch of these before they can access the loot.

The pale green glow, which lasts for one round, is revealed to be the broken piece of the staff belonging to the lower part. You can remind the players that they still need to find the upper half of the staff (if they haven't obtained it from Room 5), and a green magic crystal that powers it, depending on how descriptive the one who enlisted them was on the task provided.

Loot: 800 cp, 1100 sp, 540 gp, 20 pp, 2 x Amethyst (100 gp), Coral (100 gp), Jet (100 gp), 3 x Tourmaline (100 gp), *Mace of Terror* (rare, *dmg* 180), *Staff of withering* (rare, *dmg* 205)

ROOM 8

Flavor text: *As you exit the area of the Infected Mushrooms that were filling your lungs with the Liquid Smoke, you finally take a deep breath of air, less poisonous than the cloud before you, which still leaves a stench down your throat but at least it does not kill you... instantly. As you walk a bit you notice a small pit full of acid which you can easily circumvent. You take a moment to catch your breath and perceive the vast emptiness of this room. Rotten beds, old planks and other furniture litter the floor. You realize that this area was used by the cultists as a place to rest. Moving close you notice a small corridor leading somewhere...*

DM's Notes: This is the area where the cultists used to rest. There is a pit filled with green acid at the entrance, the characters can circumvent it by walking around it. If a character uses their full movement to move around it without being careful, there is a chance they slip due to the mud. A character that uses their full movement to circumvent the pit must make a DEX saving throw DC10 to avoid falling inside the pit and take 2d12 acid damage. The pit is 3ft deep a character who starts their turn inside the pit take 2d12 acid damage. The room is filled with rotten planks and beds. Nothing of interest can be found here except the tree in room 8a.

ROOM 8A

Flavor Text: *As you move deeper in this cavern you notice that the north and east walls are covered with cracks. In the middle of the room a huge green tree stands idle in the middle of the room. Several rotten*

apples are scattered around it. Among the apples one can discern a spherical green crystal that emits a pale green light. Approaching it, lets you realize that it is a crystal meant to be added to the upper part of a staff.

DM's notes: The apple tree found in this room is still alive and has managed to adapt to the infected ground by consuming the germs found everywhere in these tunnels. The apples found hanging from its branches are of course infected with the Green Filth Decay. Anyone who consumes one, is immediately infected with the disease in its full power. The bark of the tree has acid oozing and dripping to the ground. A character can spend 10 minutes gathering the acid in a flask or other vial.

This crystal is one of the 3 parts required to be assembled by the party in order to start the magical ritual to close the portal. The other parts are the upper part and the lower part of the staff.

There is a 70% chance that a random encounter is found in this area.

ROOM 9

Flavor Text: Whereas in previous chambers the cavernous terrain would pulsate intermittently with the sickening green glow, it now has a constant, eerie light washing over everything. The malleable terrain was covered with varying sized patches of black and green moss and fungi that are as tall as trees. The stench of rotting flesh infiltrates your senses the further you trudge through and you soon find the source to be none other than a large pile of stag carcasses, their blackened blood creating an ample sized pool beneath its decomposing weight. Further into the northeast you spy a large pool of water, to which you notice that it has floating bones and globules of green slime stuck to the blackened reeds that protrude from it.

DM Notes: This area is the lair of Bumpalgama the Hill Giant. If the party has already faced her from a Random Encounter, then this room is empty. If they haven't, she is seen lumbering about, acting quite peculiarly. An investigation check of DC 14 informs the players that there are huge humanoid tracks on the puss covered floor. When they spot Bumpalgama, a DC 15 Insight check reveals to the adventur-

ers that she is rather mad, and a DC 18 Religion check reveals that the amulet she wears around her neck is a symbol of Jargain. If the group wishes to cure Bumpalgama of her madness, a Remove Curse or a similar spell can be used. Once cured of her madness, she will explain what has happened and becomes an ally NPC. If however, the group engages in combat with Bumpalgama, she will fight until death. She will start by throwing the stag carcasses (total of 12) at the party and then when someone is near, she will start attacking with her slam attacks switching to carcass shots as needed.

The pool of water is infected and anyone who drinks from it will automatically receive the *Green Filth Decay*. If *Purify Food and Water* is used on the water, privately roll 1d4+1, the result being how many rounds the water will remain clean before the disease resurfaces.

ROOM 10

Flavor Text: Numerous pillars line in this room holding the ceiling in place, a marble arch colored green with slime and decay, can be found at the south part of this cave. Inside the arch the now weakened open portal spreads disease to the area. The bodies of the cultists that rotted immediately when they opened the portal lay at various places of the room. Green filth covering the bodies with its almost living slime. All the bodies are filled with maggots and remain motionless, but something tells you that they are about to start moving. In Front of the arch, an altar can be found covered with ooze and liquids. On top of it, an opened book, magically preserved from decay, waits for someone to read it.

DM notes: The book found on the altar: As you might have guessed, this book is the book Innorium asked the adventurers to retrieve. The same book was used by Ruxabar to open the portal and can be used again to close it. Have a player who checks the book, roll an Arcana check DC 15 to realize that they can use the book combined with the magical staff to close the portal.

The Cult: found on the floor are four **infected cultists**, **Butzbo the butcher** and his two **infected dogs** and **Ruxabar**. All of them are engulfed by a green slime of germs protecting their bodies and

items from harm and looting. The slime is completely immune to all damage and prevents anyone to touch the cultists or their items.

Closing the portal: In order for the party to close the portal, first they must collect and assemble the three parts of the broken staff. The parts are the following: Crystal sphere, broken upper part, and broken lower part. When the three parts are brought together, they immediately merge, forming the relic staff of pestilence. The ritual can only be started by a diviner or arcane user who must wield the staff and concentrate for a full of 10 turns while reading from the book of rituals. A character who concentrates on the ritual cannot cast any concentration spells and if they lose concentration then they need to restart the ritual.

When the ritual starts an infected Hydra jumps from inside the portal and attacks instantly everyone in the room. At the same time the dormant infected cult wakes up and stands up to attack. Read the following:

“You realize that in order to close the portal, first it must be opened completely and only death knows what will emerge from within.”

Ask your party to come up with a formation ready to defend the ritual caster as they initiate the ritual and to be ready to face anything and then continue by reading the following.

“As you start pronouncing the unholy words you feel like you are welcoming every disease flow freely inside your system. You start feeling your knees weakened, arms heavy... your teammates start looking nervous as some of them start puking from the unbearable stench that is suddenly released from the almost instantaneous opening of the portal. Numerous diseases are escaping, through the portal that its gaping and then you hear a devilish voice screaming from beyond “This world is mine for the taking!” and then you gaze upon it. Your impending doom... uncountable snake-like rotten heads start emerging from within. At the same time the green slime that was covering the cultists starts reacting to the new diseases that came from the portal and are absorbed by the bodies that they once engulfed. You now face the former cult of Jargain animated by millions of germs and a plague hydra. May your

actions decide the fate of this world.”

Roll initiative.

Epilogue

When the characters finally confront the Plague Hydra and the infected cult of Jargain, only fate will finally decide the result of their battle. The options below describe some possible outcomes. You are free to make your own depending on the players' options and decisions and of course results.

The Adventurers Win and Leave the Caverns

When the cult is defeated and the portal finally closes, the party will finally have the option to leave the caverns. Unfortunately, most of them should be infected with the disease or carry it. By deciding to leave the caverns, they help Innorium in his plans as they will carry the disease to other areas of the world ensuring its survival and spread. Make sure you let the players know that their decision to leave the caverns while being infected will certainly have a major impact on the world. Some parties might even try to benefit from their newly acquired attributes. This ending opens the possibility for an epidemic outbreak to the areas they visit and the areas next to them. Their new quest could be to find a cure for themselves and the infected populace or even decide to become followers of the pestilence cult and work towards their goals.

Innorium's revenge:

Even if the party closes the portal and eradicates the cult and infected monsters, Innorium is still on the prowl. His anger towards the adventurers will flourish and his goal will become to make sure they pay for destroying his plans. When he realizes that his staff and ritual book have been destroyed, he will work to create a new ritual book and find a new staff. Innorium will prepare and scheme for a period of time as to be prepared to face the adventurers and take his revenge.

If the party decides to leave the caves and find a

cure, then Innorium will become the new villain they will have to defeat as to make sure that no more portals will open in the near future. If they decide to join the cult of pestilence then Innorium will accept them by assigning them tasks to recreate a magical staff and ritual book to open a new portal.

Outcome:

If the portal closes: No matter what the player's options is, to enter the portal or leave the caves, the surrounding area will start curing itself and eradicating any signs of infection. In a year's time period, the whole forest will be thriving with life as the Nexus' powers will have returned to boost the nature surrounding it. The refugees of Stagwood will return to their hometown rebuilding it as it once was. Grimgal will avoid the grim fate of overpopulation and will come into an agreement with the surrounding areas to build a unified defense system to protect the natural nexus as to avoid future problems but to also study it and try to benefit from its powers.

If the portal opens: There is a high chance that the adventurers fail to defeat the infected cult and plague hydra and while their aims were to close the portal, their actions resulted in it opening to its full power. With the portal emitting noxious clouds of pestilence and disease, every area near it will quickly fall, their residents packing to leave to avoid certain death and infecting other areas as they transfer already infected people with them. A number of the people who have survived the infection or have become carriers will start worshipping the deity that has brought its poisonous gifts upon their land and blessing them with its millions of germs thinking themselves to be special, thus forming a new cult of pestilence with the aim of spreading said gifts to the world. Innorium will of course lead this cult. This ending creates the possibility for the Dungeon Master to continue this story with a new party with the aim of opposing the cult and stopping Innorium and the epidemic.

The Adventurers Win and enter the portal as it closes

The adventurers have been deemed worthy by the gods to defeat the tunnel's horrors and manage to close the portal but as the portal was slowly closing

they realized that in order to eradicate the disease completely, they would also have to come out of the picture as they are infected with it as well. As the adventurers realize this, the opportunity to enter the portal and chase the problem to its source rises. By entering the portal, they find themselves in a sub plane of Carceri called Mafectio where they can finally defeat Innorium's patron and put an end to their plans. This is meant to be the sequel of this adventure that will be published at a later time.

Treasures



WRIST CHAIN OF FIERY PUNCHES

Rare, requires attunement

This magical chain is colored with a red/orange hue. A creature attuned to this item has its body temperature doubled and always feels hot to the touch. The wearer doesn't feel the temperature change and their unarmed attacks deal an extra 1d6 fire damage. (This Temperature change suppresses some of the effects of the Green Filth Decay disease such as the hit point maximum decrease every 24 hours.)



RUXABAR'S CENSER OF PESTILENCE

Very Rare, requires attunement by a creature which is infected by the Green Filth Decay disease.

This censer is a human's head with chains attached to the top of the skull. Through the eye sockets, nostrils and other several small holes that are drilled into it, it is able to emit the noxious gases it contains. While in battle, a faint green mist emanates from the censer.

Created by Innorium's patron himself, this unholy item spreads the miasma of the plane of pestilence to infect more creatures and bolster the powers of the already infected.

The censer emits a green mist in a 30 ft radius. A non-infected living creature inside that area becomes poisoned for as long as they remain in the area and roll with disadvantage to any saving throw for spells such as Stinking cloud, cloud kill, or similar spells based on poison damage. The non-infected living creatures that are inside the radius must succeed on a DC 15 saving throw with disadvantage or become infected with Green Filth Decay. This cloud ignores immunities to saving throws regarding the Green filth decay disease. The user may deactivate this effect as a free action at any point. The effect is also dropped if the user becomes unconscious or killed.

All poison spells casted by a creature attuned to

this item, deal one extra damage die as long as the intended target is inside the 30ft radius.

Infected creatures that are inside the 30ft area make constitution saving throws with advantage.

PLAGUE SPREADER'S RING

Wondrous Item, Rare. Requires Attunement

This disturbing ring is by all accounts made out of silver parasites and worms, strangely creeping and moving. Despite the fact that they're cold to the touch, their diamond encrusted eyes appear to cast an awful glare on anybody who stares at them... The wearer of this ring has resistance to poison damage and saving throws of poison effects. Moreover, at whatever point you are about to roll a death saving throw, you can expend one charge from this ring and deal 8d6 poison damage and incur a saving throw for the Green Filth Decay disease to all living creatures inside a 30ft area of you (Constitution saving throw, DC 17 for half damage / avoid contracting the disease), as an enormous rise of pus and poisons leaps from your body and explodes mid-air. You immediately suffer one failed death saving throw. The ring has a limit of two charges, and it recovers one charge every dusk. Curse: wild magic surge twice per day at random moments (DM's discretion) if the wearer is an arcane caster.





STAFF OF DECAYED INTESTINES

Wondrous Item, Rare. Requires Attunement

This magical staff was given to Ruxabar after his death with the rest of his magical items. It is a staff made out of petrified intestines and bones. While attuned to this staff a caster gains a magical bonus of +1 to their spell attacks and DC to spells that have a poisonous / acidic nature.

MonSTerS / NPCS

INFECTED STAG

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	2 (-4)	10 (+0)	6 (-2)

Damage Immunities acid, poison

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/2 (200 XP)

Charge. If the infected stag moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Pack Tactics. The infected stag has advantage on an attack roll against a creature if at least one of the infected stag's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Ram. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* (1d6 + 3) bludgeoning damage and the target must make a DC 10 Constitution saving throw or contract the Green Filth Decay disease. Becoming immune to constitution saving throws of DC 10 for 24 hours.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* (2d4 + 3) bludgeoning damage and the target must make a DC 10 Constitution saving throw or contract the Green Filth Decay disease. Becoming immune to constitution saving throws of DC 10 for 24 hours.



INFECTED WILD DOG

Medium beast, unaligned

Armor Class 12

Hit Points 10 (1d8 + 5)

Speed 40 ft.

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

Damage Immunities acid, poison

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The infected wild dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The infected wild dog has advantage on an attack roll against a creature if at least one of the infected wild dog's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit (1d6 + 1) piercing damage and the target must make a DC 10 Constitution saving throw or contract the Green Filth Decay disease.



INFECTED CULTIST

Medium humanoid (any race), lawful evil

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	10 (+0)	11 (+1)	10 (+0)

Damage Immunities acid, poison

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands all languages it spoke in life

Challenge 1/2 (200 XP)

Dark Devotion. The infected cultist has advantage on saving throws against being charmed or frightened.

Pack Tactics. The infected cultist has advantage on an attack roll against a creature if at least one of the infected cultist's allies is within 5ft. of the creature and the ally isn't incapacitated.

ACTIONS

Poisoned Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: (1d6 + 3) slashing damage + (1d4) poison and the target must make a DC 11 Constitution saving throw or contract the Green Filth Decay disease.

Plague Flask (2/Day). *Ranged Weapon Attack:* +5 to hit, reach 25 ft., one target. Hit: (1d6+3) poison damage and the target must make a DC 11 Constitution saving throw or contract the Green Filth Decay disease.



INFECTED STIRGE

Tiny beast, neutral evil

Armor Class 15 (natural armor)

Hit Points 7 (3d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Damage Immunities acid, poison

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages -

Challenge 1/2 (200 XP)

Pack Tactics. The infected stirge has advantage on an attack roll against a creature if at least one of the infected stirge's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Blood Drain *Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit:* (1d4 + 3) piercing damage and the target must make a DC 11 Constitution saving throw or contract the Green Filth Decay disease. The infected stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the infected stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. The infected stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the infected stirge.



DECAYED GELATINOUS CUBE

Medium beast, neutral evil

Armor Class 6

Hit Points 22 (3d8+9)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	3 (-4)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, poison

Condition Immunities blinded, charmed, deafened, disease, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Medium creature or up to four Smaller or tiny creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 13 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. *Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit:* (2d6) acid damage and the target must make a DC 12 Constitution saving throw or contract the Green Filth Decay Disease.

Engulf. The cube moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 8 (2d6) acid damage and is engulfed. It then must make a DC 12 Constitution saving throw or contract the Green Filth Decay Disease. The engulfed creature can't breathe, is restrained, and takes 14 (4d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

SWARM OF DECAYED JELL-O CUBES

Large beast, neutral evil

Armor Class 8

Hit Points 85 (10d10+30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	3 (-4)	17 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, poison

Condition Immunities blinded, charmed, deafened, disease, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 4 (1,100 XP)

Ooze Cube. The cubes take up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cubes' Engulf and has disadvantage on the saving throw.

Creatures inside the cubes can be seen but have total cover. A creature within 5 feet of the cubes can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 13 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cubes can hold only two Large creatures or up to eight Medium or smaller creatures inside it at a time. When it is at less than half HP, this number is cut in half.

Transparent. Even when the cubes are in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod (swarm has more than half HP). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* (5d6 or 3d6 if the swarm has less than half HP) acid damage and the target must make a DC 13 Constitution saving throw or contract the Green Filth Decay Disease.

Engulf. The swarm of cubes moves up to its speed. While doing so, it can enter Large or medium creatures' spaces. Whenever the cubes enter a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cubes. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cubes enter the creature's space, and the creature takes 20 (5d6) acid damage and is engulfed. It then must make a DC 13 Constitution saving throw or contract the Green Filth Decay Disease. The engulfed creature can't breathe, is restrained, and takes 32 (7d6) acid damage at the start of each of the cubes' turns. When the swarm of cubes moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the swarm of cubes.



BUTZBO THE BUTCHER

Medium humanoid (any race), chaotic evil

Armor Class 13 (hardened fat)

Hit Points 67 (9d8 + 27)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	9 (-1)	11 (+0)	9 (-1)

Damage Immunities acid, poison

Condition Immunities disease, poisoned

Senses blindsight 60 ft., passive Perception 10

Languages Understands all languages spoken in life

Challenge 3 (700 XP)

Dark Devotion. Butzbo the Butcher has advantage on saving throws against being charmed or frightened.

Pack Tactics. Butzbo the Butcher has advantage on an attack roll against a creature if at least one of Butzbo the Butcher's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Maul +1. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit* (2d6+4 bludgeoning damage).

Poisoned Butcher Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* (1d6 + 3) slashing damage + (1d4) poison and the target must make a DC 16 Constitution saving throw or contract the Green Filth Decay disease.

Poisoned Butcher Knife (2/Day). *Ranged Weapon Attack:* +5 to hit, reach 20/60 ft, one target. *Hit:* (1d6+3) slashing + (1d4) poison damage and the target must make a DC 16 Constitution saving throw or contract the Green Filth Decay disease. (Butzbo the Butcher can only utilize the melee Butcher Knife attack if he has at least one Butcher Knife remaining.)

Butzbo the butcher was a man of many talents. He was the main cook of the cult and made sure that his fellow cultists remained stuffed with food so that they always had energy to do the tasks that were required of them. He was also the torturer and jailer. Sometimes he combined his talents by torturing his prisoners inside boiling water which he had seasoned with several herbs just to serve them to the cult's dogs. Ruxabar was not in favor of such actions and had told him numerous times to not put so much seasoning as it made the insides of the dog's stomach curdle and burn. Butzbo was a man who enjoyed his work and as a result he had gained some extra weight. When the day of the betrayal came, Butzbo was among the victims who had succumbed to the sudden burst of diseases that came out of the portal. He perished and millions of germs found a new home in his body. His fat was transformed into a natural armor inside his body as the germs had solidified and hardened it. His body, now a vessel of life, remains dormant at the floor in front of the portal waiting to be awoken.



INFECTED BUMPALGAMA THE HILL GIANT

Huge giant, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	21 (+5)	5 (-3)	7 (-2)	6 (-2)

Skills Perception -3

Damage Resistances acid, poison

Condition Immunities poisoned (Bumpalgama is already poisoned)

Senses darkvision 60 ft., passive Perception 5

Languages Understands all languages spoken in life but can't speak until cured

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two slam or one Infected Carcass attack, with disadvantage.

Slam. Melee Weapon Attack: +8 to hit, reach 10ft., one target. **Hit:** (2d6 + 5) bludgeoning damage plus (1d6) fire and (1d6) poison damage and the target must make a DC 16 Constitution saving throw or contract the Green Filth Decay disease.

Throw Infected Carcass (12/Day). Ranged Weapon Attack: +8 to hit, reach 60/240 ft., one target. **Hit:** (2d10 + 5) bludgeoning + (1d10 poison) damage and the target must make a DC 16 Constitution saving throw or contract the Green Filth Decay disease.

Bumpalgama is a female Giant member of Jargain's cult. She is the only survivor of the original cult of Jargain. When the portal opened and all hell broke loose, her supreme constitution and strength kept her alive fighting the disease in her body every second. Bumpalgama is infected and is afflicted with the long-term madness described in Corruptio Malignitate Viridi. She has disadvantage on all attack rolls, saving throws that depend on STR or DEX and her passive perception and checks that rely on perception (sight) are reduced by 5.

Bumpalgama is meant to be an easy encounter for the party but it would be considered bad to kill her as she would be a GIANT help to them if they managed to cure her madness. A Calm Emotions spell can suppress the Effects of madness, while a Lesser Restoration spell can cure Bumpalgama. If Bumpalgama is cured, she immediately stops fighting and sits down with her hands grabbing her head trying to gather her thoughts and recall what has happened for a full turn. If the party continues to attack her, she will defend herself but will try to flee. If the party stops, she will try to communicate with them and depart with the following information:

- She is the last surviving member of the cult
- The cult has been betrayed by the Ruxabar's second in command who had an agenda of his own.
- The name of that man was "Innorium" and he was a spell-caster who orchestrated the whole ritual. He is probably missing his Magical Staff and Spell book which was required to cast the ritual.
- She is willing to help the party to close the portal and fight anything infected that remains in the cave and will seek revenge to anything that Innorium worships.
- When Bumpalgama is cured of her madness make

the following changes to the given statblock. -Increase her passive perception and perception by 5.

- Throw Infected Carcass changes to Throw Rock. Same attack but without the disease effect.
- Bumpalgama no longer suffers from disadvantage to STR and DEX saving throws and ability checks.
- Bumpalgama remains poisoned even after the madness is cured.

Items: Worn Infected giant's cultist robe, Holy symbol of Jargain, Wrist Chain of Fiery Punches.



RUXABAR THE DISEASED

Medium humanoid, neutral evil

Armor Class 15 (germ skin layer)

Hit Points 82 (11d8+33)

Speed 30 ft.

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

Skills Deception +6, Persuasion +6, Religion +4

Damage Immunities acid, poison

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Understands all languages spoken in life

Challenge 5 (1,800 XP)

Dark Devotion. Ruxabar has advantage on saving throws against being charmed or frightened.

Spellcasting. Ruxabar is a 5th-level spellcaster. Its spell casting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Ruxabar has the following spells prepared:

Cantrips (at will): *poison spray*, *acid splash*, *thaumaturgy*
1st level (4 slots): *command*, *inflict wounds*, *ray of sickness*, *melf's acid arrow*

2nd level (3 slots): *hold person*, *spiritual weapon*, *cloud of daggers*

3rd level (2 slots): *stinking cloud*, *breath of decay**

ACTIONS

Multiattack. Ruxabar makes two melee attacks.

Poisoned Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* (1d4 + 3) poison damage and the target must make a DC 14 Constitution saving throw or contract the Green Filth Decay disease.

Throw Infected Carcass (12/Day). *Ranged Weapon Attack:* +8 to hit, reach 60/240 ft., one target. *Hit:* (2d10 + 5) bludgeoning + (1d10 poison) damage and the target must make a DC 16 Constitution saving throw or contract the Green Filth Decay disease.

Items: Ruxabar's Censer of Pestilence, Plaguespreader's Ring, Staff of Decayed Intestines.

New spell: **Breath of Decay**

3rd Level evocation; Sorcerer/Wizard

Casting Time: 1 Action

Range: 30ft

Components: V, S, M (a piece of decayed lung)

Duration: Instantaneous

A billowing line of disease filled gas 35ft long and 5ft wide emanates from your mouth in a direction you face. Each creature in the line must make a Constitution saving throw. A creature takes 3d12 poison damage on a failed save or half on a success.

When you cast this spell using a spell slot of 4th or higher, the damage increases by 1d12 for each slot level above 2nd.



PLAGUE HYDRA

Huge Monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 200 (16d12+96)

Speed 30 ft., swim 30 ft..

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	22 (+6)	4 (-3)	14 (+2)	7 (-2)

Skills Perception +6

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities disease, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 12 (8,400 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies. At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 15 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads. Alternatively, the hydra can make two acid spit attacks and the remaining available heads can use their bite attacks in conjunction.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target.

Hit: (2d10 + 6) piercing damage and the target must make a DC 19 Constitution saving throw or contract the Green Filth Decay disease.

Acid Spit. *Range Weapon Attack:* +10 to hit, reach 60 ft., one target. *Hit:* (2d8) acid damage.

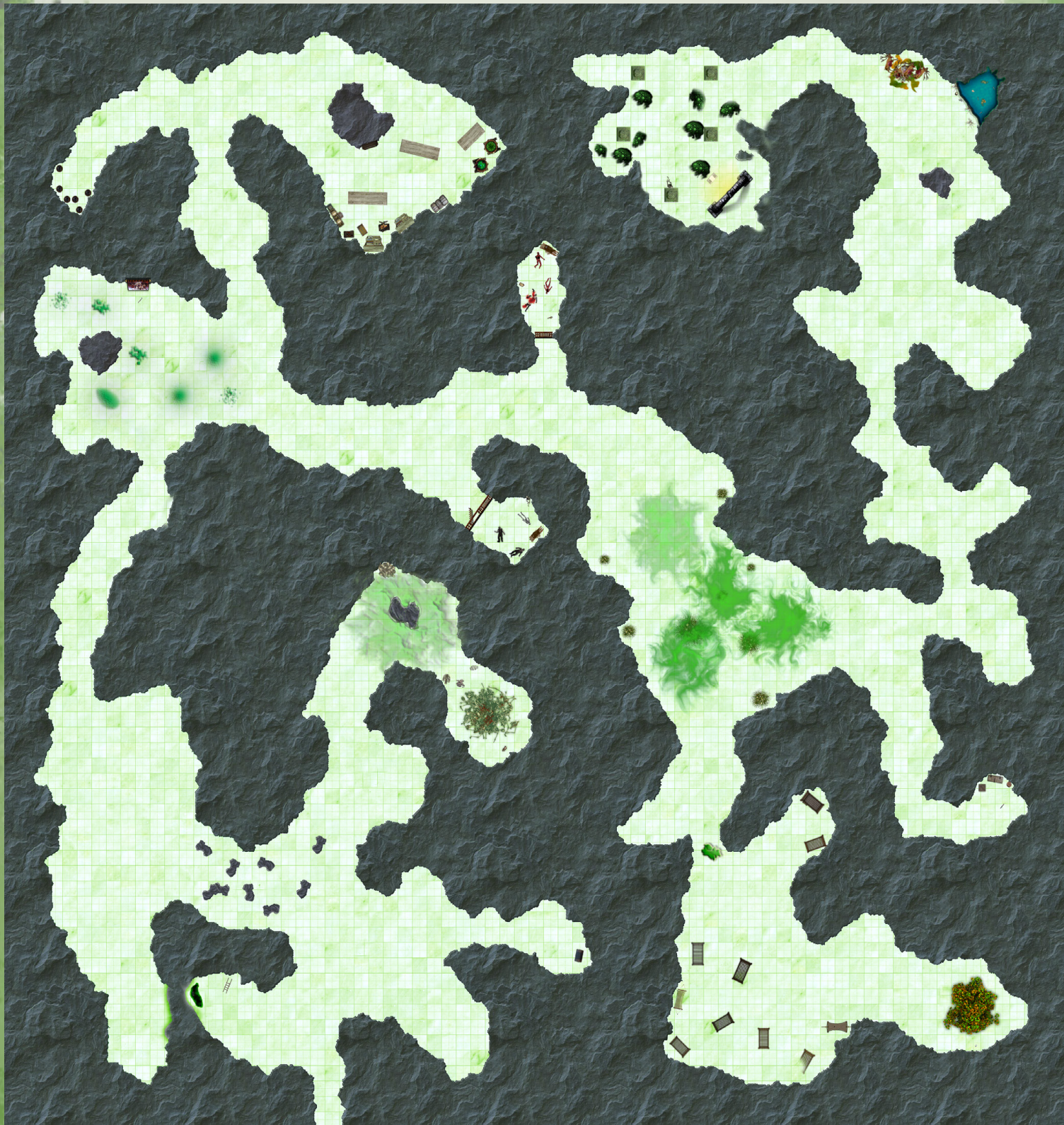
Noxious Spray (Recharge 5-6). The hydra unleashes a noxious spray in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity and DC 18 Constitution saving throw, taking 54 (12d8) poison damage on a failed save and contract Green Filth Decay disease, or half as much damage and no disease on a successful one.



DM'S Map



Player's Map



POSTer'S Handout

BRAVE HEROES !NEEDED!

CITIZENS OF GRIMAL, PEOPLE OF STAGWOOD,
MERCENARIES, ADVENTURERS AND ANYONE THIS
MIGHT CONCERN.

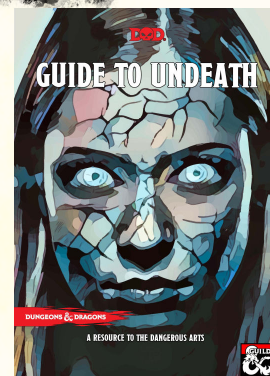
THE WOODS OF STAGWOOD HAVE BEEN INFECTED
WITH AN ABHORRENT POISONOUS GREEN CLOUD
OF MAGICAL ORIGIN THAT, RUMOUR HAS IT,
ITS SOURCE IS FOUND WITHIN THE 'DREADED
'TUNNELS OF RUXABAR'.

ANYONE BRAVE ENOUGH TO END THIS MADNESS,
CURE THE FOREST AND BRING PROSPERITY TO
THESE LANDS ONCE MORE, WILL BE REWARDED
WITH THE GREAT AMOUNT OF 650 GOLD PIECES!
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WHO WILL PAY THIS SUM MAYOR??
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WHO WILL PAY THIS SUM WHY NOT?
Mayor of Grimal



=10FT

M

=MONSTER

T

=TRAP

