



Nature's Defense

A recent earthquake has revealed an unexplored cave system in the forests around Zhentil Keep, and rumors of old pirate treasure are drawing treasure hunters. Yet something is warping nature and causing attacks on the unwary. You've been asked to find the source and to set things right. Are you ready?

A 4-Hour Adventure for 1st-4th Level Characters



MAXINE HENRY
Author

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Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

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Introduction

Welcome to *Nature's Defense*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak
3-4 characters, APL greater than		Average
5 characters, APL less than		Weak
5 characters, APL equivalent		Average
5 characters, APL greater than		Strong
6-7 characters, APL less than		Average
6-7 characters, APL equivalent		Strong
6-7 characters, APL greater than		Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

Generations ago pirates used to roam the area around Zhentil Keep, the forests and coves providing ample space for hideouts where they could recover health after raids, and also store treasure for later retrieval.

Kashit Ycrandel, a blue dragonborn, was known for daring attacks on the open water as well as along the Moonsea coastline. However, with the passage of time, Kashit passed from memory to myth.

3 weeks ago, an earthquake rocked the area around Zhentil Keep. Soon afterwards, pirate artifacts began to surface. While tremors still roll through the area, treasure hunters have begun to trickle into Zhentil Keep hoping to discover Kashit's hidden treasure.

But that is not the only thing emerging from the forests around Zhentil Keep. Rumors run that Kashit himself wakes from the sleep of death and is calling citizens to form a new pirate crew. That must be why people are disappearing, mustn't it?

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

The Inn of Last Resort. Where the party meets with their employer and gains information.

Hina Shakish (HEE-nah Sha-KEESH). Human woman employing the party.

Ieschira Zarchis (Ish-EERA Zar-KIS). Tiefling female and co-owner of the farm that was attacked.

Fa-Che (FAH-ch). Half-orc owner of Way Finders, LLC.

Ninys Malatar (NIN-is MAL-a-tar). Scion of a minor noble house of Teshwave, human amateur archaeologist.

Kashit Ycrandel (KAH-sheet Ee-CRAN-dell). Blue dragonborn pirate of yore.

Soimdra Chiral (So-IMM-dra CAI-ral). Human druid turned wight.

Rirak Lor (RI-rak LORE). The ghost.

Adventure Overview

The adventure is broken down into 3 main parts and a wrap up:

- **Part 1: Where's Ninys?** The party is hired by Hina Shakish to find her boss, the minor noble Ninys Malatar, an amateur archaeologist gone missing from the forest west of Zhentil Keep. The party may also

agree to help out Ieschira and Jewel Zarchis, whose farm has been attacked.

- **Part 2: Unnatural Risk.** The party can hunt for and then rescue the noble and/or they can investigate the farm, but either way, the party ends up on the cusp of entering a cave system which seems to have links to the dragonborn pirate Kashit Ycrandel.
- **Part 3: Caves of Wonder.** The party explores the caves, and is attacked by oozes, fungi and rats. At the end of their exploration, they encounter a ghost and a wight. That encounter can either be solved by combat or by successful skill checks or role-playing.
- **Part 4: Let Sleeping Corpses Lie.** The party exits the cave system moments before more tremors collapse it. On their return to Zhentil Keep and their factions with answers, they gain small rewards.

Adventure Hooks

Party members may be drawn by the following hooks, if they aren't part of an established faction:

- People are disappearing from Zhentil Keep; surely there's money in retrieving them.
- Guides are always needed at Way Finders, Inc., what with all the treasure hunters.

For Lords Alliance or the Order of the Gauntlet:

- Find out where the rumors of pirates are coming from and assess the degree of threat to the relative peace of Zhentil Keep.

For Zhentarim:

- Find and retrieve any evidence of treasure as this could be leveraged for influence.

For Harpers:

- Find out who or what is behind the recent disappearances.

For Emerald Enclave:

- Find out the truth about rumors of druids gone bad.

Part 1. Where's Ninys?

Estimated Duration: 45 minutes

The characters meet with Hina Shakish, who has hired them to find her boss, Ninys Malatar, a scion of a minor noble house in Teshwave. The party then investigates around town and decides to either go straight into the forest after Ninys, or go out to the Zarchis' farm, which was recently attacked.

This part is primarily investigation- and RP-based. If the group wants combat, when they leave the inn, run the optional **05. Thieves and Brigands** encounter. If time is low, and the optional encounter is run, the thugs flee when more than half their members drop.

General Features

Zhentil Keep is a large walled city with a population dominated by humans, although non-humans are not rare. The city is grim and gritty, as are the people.

Terrain. Urban

Weather. Cloudy and overcast. Moving from threatening rain, to spitting rain and then back again. Thunder rolls occasionally.

Light. Less than full daylight.

Smells and Sounds. Horses on cobblestones. People bustling along. Slight smell of sewers when the wind changes, alternating with the cleaner smell of the river.

01. The Inn of Last Resort

Hina Shakish wants to hire the adventurers to find her boss, Ninys Malatar, the scion of a minor noble house in Teshwave. She and the party meet to discuss her offer in The Inn of Last Resort, where she is staying, and where Ninys is also registered.

The floor is flagstones covered with rushes. Long tables break up the open space, and both the table and the row seats are made from rough-cut planks that have been smoothed by years of use. The bar runs halfway along the back of the room, edged by a large hearth on one side, and a door on the other that leads to the kitchen and innkeeper quarters. On either side of that wall, stairs lead up to the 2nd floor.

A human woman with feathery brown hair and care-worn lines around her face gets up from the tables nearest to the door when you come in.

Hina Shakish is a short and muscled female human, with short cut brown hair and light brown eyes. Harried lines outline her eyes and mouth, and her hands frequently attempt to tame her hair (it doesn't work). She is always seen with a small notebook and a stub of a pencil, and she walks with purpose.

Hina can tell the party the following:

- She has worked for House Malatar for the past 5 years, as a sort of assistant to Ninys, making sure he gets to his appointments and that he doesn't forget his responsibilities. He likes to play at being an archaeologist and often forgets that he's actually a noble with duties.
- Ninys came to Zhentil Keep on the strength of rumors about ancient pirates. He had gotten hold of some sort of artifact: coins, a dagger, Hina isn't sure of the exact item.
- Hina came to the inn yesterday, to make sure that Ninys didn't forget about his tailor's appointment 2 days from now, but Ninys hasn't shown up yet. This is extremely unusual for him, because while he likes to putter, he doesn't like to sleep rough.
- Hina has been asking around, and she thinks that Ninys hired guides from Way Finders, LLC. But her investigation says that Way Finders has already lost a group of guides, so maybe they aren't that reliable.
- Hina heard something about a local farm being attacked and hopes that it was nowhere where Ninys was headed. She had no specific details on either.
- The bottom line is that Ninys needs to be back in his family's holdings in 72 hrs for a tailor's appointment, otherwise all hell will break loose. Hina can offer the party 100 gold to make that happen.
- In the unlikely event that Ninys is dead, Hina would like to take his body back to his family.

Hina waits for the party to make up their mind, worrying the cuticle on her left hand.

At this point, the door to the inn opens and two people enter. One is clearly a teifling female, and the other is swathed to obscurity with cloth. The aproned half-orc behind the bar comes around and seats the couple with care. There are some patrons in the bar, and conversation lapses briefly before picking back up again.

At the table next to the party, there are two halflings. The male is Twobit, and the female is Atticus. They are painters (canvas, insides of houses, etc.), and are in the middle of going over their budget for the month. Mugs of ale sit next to their papers.

Perception (WIS) checks (DC 10) allow the party to hear whispers from the halflings' table:

- The couple is Ieschira and Jewel Zarchis.
- Their farm was attacked 4 days ago, and some of their workers were killed. One is still missing.
- Jewel was severely injured and the commenters are amazed that they aren't dead. There had been so much blood.

If questioned directly, the halflings are embarrassed to be overheard and don't have any more information. They tell whoever asks to talk to Ieschira directly.

At this stage, the party can

- A. talk to the Zarchis' to get more information (see **02. Ieschira & Jewel Zarchis**), or
- B. go to the Way Finders Inc. to get more information on where Ninys might be headed (see **03. Way Finders, LLC.**), or
- C. ask questions of folks in the city (see **04. Rumors About Town**).

02. Ieschira & Jewel Zarchis

Ieschira and Jewel Zarchis are sitting near the hearth, across from each other at one of the tables. Ieschira, is a female tiefling. Her black eyes are over-large, and stubby horns poke up through elaborately braided hair. When anyone gets close to her, the scent of sulfur mixed with lavender rises from her dark blue skin. Jewel wears a wrap obscuring their features. Their feet, enclosed in leather boots, and their hands, covered by a fine gold mesh, are the only parts visible.

A Perception (WIS) check, DC 13, reveals that Jewel smells of cinnamon & black pepper.

Ieschira can tell the party the following

- She and Jewel are farmers; they grow vines for rope making and other sorts of weaving (fabric, baskets, etc.).
- Four days ago, their farm was attacked by piles of leaves and shrubs that came alive. Even some of the domestic vines attacked.

- As a result of the attacks, 2 farmhands died, 1 went missing, and Jewel was severely injured. Ieschira herself shows signs of recent wounds.
- The bodies of the farmhands were taken to the morgue at the temple of Bane and families were notified.
- Although animals sometimes come out of the forest, this is the first time that anything like that had happened.

Ieschira offers to pay the party in the form of a **Potion of Resistance Against Poison**, and a **Bag of Caltrops**, if the party is willing to figure out what caused nature to attack them.

If the party goes to the temple of Bane, the bodies have been disposed of to decrease risk of plague. All the priests can tell the party is that the bodies were pretty cut up, as if rough knives or daggers were used.

03. Way Finders, LLC.

This building is one story. The door squeaks a little as it opens, revealing walls crammed with shelves holding leather bound books. A massive gray-brown half-orc stands at a desk in front of some shelves, talking to a half-elf dressed in forest browns and dark greens, with a long-bow across his back.

As the party enters the building, the half-orc looks up, nods at them, and goes back to her conversation.

"We've been over this. If you want to work, then fine, but if not, stop taking jobs then sending me urgent messages about familial illness preventing you from working. If I'm to believe you, this is your fourth grandfather to be incapacitated by gout. And I'm also to believe that even in," she looks down at the book open in front of her, "Elventree, he has no one else to massage his feet?"

"We're a big family. I actually have 5 grandfathers."

The half-orc rubs her face. "Look. Just. Okay. I'll make a note."

She turns to the party. "I'm Fa-Che. Are you looking to hire on as guides, or are you looking to hire guides?"

Fa-Che can tell the party the following:

- The recent group that went out with Ninys left three days ago. They should have been back yesterday. The protocol is to send a message if they are going to be delayed, and the group hasn't done that.
- She heard about another group that went missing in the forests around Zhentil Keep, and would prefer that her group not follow their example. She doesn't have information about the other group except that it was a group of treasure hunters that had come in from Melvaunt.
- Fa-Che offers the party 50 gold if they retrieve her group, and another 25 gold if they find any evidence of what happened to the other group that went missing; forewarned is forearmed.

04. Rumors About Town

If the party explores Zhentil Keep, they hear the following information:

- There was an earthquake a couple weeks ago, and every couple of days more tremors roll through.
- Kashit the Wily, a pirate who used to roam this part of the Moonsea hundreds of years ago has returned in ghostly form. Several people are sure that they saw him walking through the Keep at night. Insight (WIS) checks (DC 5) reveal they don't know what Kashit actually looked like.
- Incidents of sleep-walking have been occurring more frequently, and if not stopped, the sleep-walkers head towards the western side of Zhentil Keep. Usually, the sleepwalkers are male.
- Some people have disappeared in the nights, and it wasn't because they owed other people money.
- "A long time ago, pirates would steal villagers. I hope that isn't starting up again."

Places the party might go include the main square around the temple of Bane, the guardhouse, and the street market.

05. Thieves and Brigands (optional encounter)

As the party begins their investigation outside of the Inn of Last Resort, they are attacked by a group of 5 **Thugs**.

Be creative in the reasoning for the attack. Perhaps the local thieves guild takes exception to any rogues (Thief archetype) encroaching on their territory. Perhaps someone is trying to even an old score with a party member. Perhaps the bard gave a terrible performance, thus changing the course of local politics, and the wronged party wants revenge.

At the end of combat, the thugs have no loot on them. However, each of them does have a light blue ribbon sewn on the inside of their shirts. (The ribbons has no significance to the current adventure, but the DM is welcome to play the ribbons as they please.)

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Weak and Very Weak:** Remove two **thugs**
- **Strong and Very Strong:** Add five **thugs**

Part 2. Unnatural Risk

Estimated Duration: 60 minutes

The party has the choice to either visit the Zarchis' farm, or immediately head into the forest after Ninys. They can do either or both parts, however, the Zarchis' farm encounter can be skipped or done last if you think you will need extra time.

Be aware that if the farm encounter is run first, then Ninys and his group are already being attacked when the party meets them.

01. The Zarchis' Farm

Ieschira and Jewel's farm sits at the end of a road and is bounded on two sides by forest. The land is clear cut into field areas behind a small house. At the side of the property is a low, barn-like structure. The air is still, and there are no bird-calls. It smells of dried plants and hints of fleshy decay.

If investigating the house or fields, successful Survival (WIS), Perception (WIS), or Investigation (INT) checks reveal the following:

- DC 10: that nothing in the house has been disturbed.
- DC 15: the fields have been trampled by what looks like many individuals.
- DC 20: tracks that came out of the forest and lead back in.

The outbuilding appears to be a storage shed and workshop. Inside are coils of rope and two workstations where vines can be worked, along with relevant tools.

The body of a human male is in the field between the workshop and the forest, on the side closest to the forest. Successful Medicine (WIS) or Nature (INT) checks reveal the following:

- DC 10: he has been dead for 4 days (if the party goes directly to the farm after investigating in town).
- DC 15: he died from weapons that were similar to edged daggers, and that he was restrained while the damage occurred.
- DC 20: what appears to be broken bits of brush around him are actually the remains of vine blights.

Insight (WIS, DC 5) tells the party that the dead man was probably being pulled into the forest and mostly concealed by the blights at the time of his death, which explains why the rest of the household didn't see him.

If the party heads toward the forest, they encounter a **shambling mound** after seeing the corpse. The mound is moving from one side of the field to the other, on its way into the forest. If the party doesn't get out of the mound's trajectory, it will bump into them and initiate combat.

- Combat can be entered, or the party can resolve this part using Nature (Int) or Arcana (Int) checks (DC 12) to determine that warped druidic magic has caused the shambling mound.
- Survival (Wis), Nature (Int), Investigation (Int) checks (DC 12) tell the party that the shambling mound comes from deeper into the forest.

If the party does not follow the shambling mound, go to the next part of this adventure **Into the Forest! (02)**.

If the party traces the shambling mound back into the forest (Survival [Wis] checks, DC 15), they come across the exploration party with Ninys. They are under attack by **blights [2 vine, 2 needle, 4 twig]**. The two porters are already down. If the party does not interfere, Ninys (who has 8 hp, being a noble) and his guide also die.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Weak, and Very Weak:** Remove the **vine blights**
- **Strong, and Very Strong:** Add two **vine blights**

If Ninys and his guide survive, they tell the party:

- They didn't intend to stay out as long as they did, but the forest has been moving around them, getting them lost
- They found artifacts (a tarnished but still usable silver dagger, and 3 silver-tipped arrows) not far away
- Near the artifacts was an entrance to a cave that they were planning to enter when they were attacked

Go to **03. Prelude to a Cave**.

02. Into the Forest!

The forest is full of leaves rustling underfoot, and occasional bird calls. There isn't a particular trail to follow, only what could be animal trails.

Having talked to Hina and Fa-Che, the party should have an idea of where Ninys' group entered the forest. If the party has visited the Zarchis farm, they should realize that the farm isn't too far from where Ninys and his group were initially headed.

Successful Survival (WIS), Nature (INT), or Investigation (INT) checks (DC 12) pick up Ninys' trail.

Ten minutes inside the forest boundary, the party is attacked by 3 **swarms of insects**.

Once the swarm encounter is resolved, the forest is very quiet. If the party has been calling out to each other, or if the party has been talking post-combat, there is a 25% chance that Ninys' group, which isn't too far away will call out for help. If that doesn't happen, a Survival (WIS), Investigation (INT), Nature (INT) check (DC 12) will find Ninys' tracks again. DC 20 indicates that the group was running confusedly.

In a clearing, a man matching Ninys' description and one other person are looking at a map of the area around Zhentil Keep. Two other people are keeping watch and call out with relief to the party as it approaches.

Ninys and guide tell the party:

- They didn't intend to stay out as long as they did, but the forest has been moving around them, getting them lost, and
- They found artifacts (a tarnished silver dagger, and 3 silver-tipped arrows) not far away, and
- Near the artifacts was an entrance to a cave, and
- They are planning to enter the cave.
- "Who cares about a tailor; this is excitement, right here!"

While in discussion, the party, including Ninys and the guards, is attacked by **blights** [2 **vine**, 2 **needle**, 4 **twig**].

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Weak, and Very Weak:** Remove the **vine blights**
- **Strong, and Very Strong:** Add two **vine blights**

Continue on to **03. Prelude to a Cave**.

03. Prelude to a Cave

Post-combat, Arcana (Int) and Nature (Int) checks (DC 12) reveal that warped druidic magic has caused the blights and has affected the swarms.

The entrance that Ninys found isn't far from the combat area (see Cave Map, Appendix C). Investigation (Int, DC 12) shows that the entrance is more of a large crack than anything else. The party should be able to guess that there are actual entrances, although they are welcome to squeeze through this one if they like. And squeezing is the only way to get through; this passage is narrow.

If the party just wants to return to Zhentil Keep with Ninys, he offers them 50 gold if they explore the cave with him. If they refuse, he casts Invisibility on himself and heads for the cave entrance. Once through the cave entrance, he steps right into a patch of **violet fungus** and is attacked by it.

If the party accepts his offer, or if a relevant faction mission is invoked, Survival (WIS, DC 12) or Nature (INT, DC 12) checks will find the two closest entrances to the cave. The one closest (to Cave Room A) is impassible due to rocks from the earthquake, however, there is a body near there (Passive Perception of 12 needed to spot).

Gnarled tree roots are wrapped around the remains, making them almost invisible among the leaves and other debris. Investigating the dead turns up a signet ring with the $\frac{3}{4}$ profile of a dragon on it, as well as a wrought iron dagger with the same profile along the blade. History (INT, DC 12) checks indicate this could be the dead pirate Kashit the Wily.

The other entrance (to Cave room B) has debris and vegetation clogging it, but is more passable than (to Cave room A). Also, it looks like someone has been through here within the last couple of weeks.

Part 3. Caves of Wonder

Estimated Duration: 120 minutes

Inside the cave, the party explores the three parts of the cave system and solves the mystery of the unnatural happenings. For the map, see Appendix C.

General Features

Inside the cave is dark. The scents of damp and age are prevalent. Once through the opening, the cave floor is slightly uneven and made of rough rock. Sounds are muffled.

Room A: Living Quarters

This room, roughly 20 x 30 ft., has an open tunnel towards the west, and a mostly collapsed tunnel to the north. This tunnel can be cleared enough to gain passage, but it will take about 20 minutes to do so.

Rustling noises disturb the cool darkness. The air smells of mold and decay.

The party is attacked by 2 **swarms of rats** as well as the 4 patches of **violet fungi** that the rats are ducking through.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Weak, and Very Weak:** The **swarms of rats** disperse after being reduced to half their hit points
- **Strong, and Very Strong:** Add two **swarms of rats**

Investigation (INT), Perception (WIS), or Survival (WIS) checks (DC 12) reveal that this room was once used as living space for about half a dozen people. There are remains of clothes, boots, and mattresses.

Searching the area reveals two sets of navigators' tools in sealed wooden containers in good condition (worth 25 gold each), and an ancient waterproofed map of the Moonsea that archivists or collectors would be happy to pay 100 gold for.

Investigating the collapsed tunnel to part C, reveals the remains of glyphs of warding on the collapsed tunnel. Arcana (INT) checks (DC 17) reveal that the glyphs were set to prevent individuals from exiting the tunnel to Room A, not entering the tunnel to Room C.

Party members who investigate the tunnel to part B find that the ceiling in this passageway has been damaged by the earthquake and is very unstable. Loud noises (ex. Shatter, Thunderwave, etc.) will cause the roof to fall, requiring Dex saves (DC 12) from anyone within 10 feet of the passage.

Room B: Foyer and Weapons Cache

This room, roughly 20 x 25 ft., has seen less damage than the previous one. There is one exit to the outside (that might have been found in **03. Prelude to a Cave**, and one open tunnel to Room A.

In this cave, the party encounters 3 **gray oozes** and 1 **swarm of bats**. (The bats stay on the ceiling until the oozes attack.) There are fissures in the ceiling of the cave that allow the bats to come and go at their leisure.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Weak, and Very Weak:** Remove the **gray oozes**, and add one **swarm of bats**
- **Strong, and Very Strong:** Add two **gray oozes**

This cave contains three shortswords and two rapiers. The blades aren't exciting, but the hilts each contain a piece of bloodstone carved into a dragonhead profile. Successful History (INT, DC 17) checks reveal that the profile belongs to Kashit Ycrandel, lesser known pirate of the Moonsea. Each hilt can be sold for 45 gold each.

Room C: The Darker Side of Things

It takes 20 minutes to dig through the partially collapsed tunnel. Room C (roughly 20 x 20 ft.) has a floor and walls that show damage from the recent earthquake. The floor is difficult terrain.

The walls are covered with murals in reds and browns. The murals are flaking and old. Successful Insight (WIS, DC 15) checks reveal that the scenes depict a wedding, although specific details are not able to be made out. Nature (Int) or Medicine (Wis) checks (DC 12), reveal that the pigments are human-derived. DC 15 reveals that they are made out of blood and feces, with a hint of bile as fixative, and that the brush was made with human hair.

The room is furnished nicely. There is a wooden armoire, with silver inlay. Inside the armoire are the remains of beautiful clothes. There are ornately carved chairs, with gilt (peeling). In a corner are framed paintings; they are all slashed. There is an escritoire, with carvings of climbing roses with remnants of red and green pigment. There is a bed with linens that have rotted away. Clerics who follow Leira, Lliira, Loviatar, or Sune, will see a brief image of how this room would have looked in the past: like a wedding bower, designed with care.

There are two doors leading out of the room, other than the one that the party uses to enter. One leads to a rough (composting) toilet. The other opens into a tunnel that eventually ends outside at a concealed entrance. Currently, it is blocked and would take hours to dig out this way; effectively the tremors render this exit unstable.

When the party enters the room, a body lies clearly visible on the bed, and a human female (a **wight**) stands on the opposite side of the bed from the party.

The wight will interact with the group and will try to convince the party to leave before the **ghost** appears. If the party attacks, the ghost enters the room and combat on the following round. If the party doesn't immediately attack, the wight can give the following information:

- Kashit killed her in a double cross, but she got him back.
- Since the binding broke (the earthquake damaged the glyphs), the ghost keeps calling and killing villagers in an attempt to get vengeance on Kashit.

Once the wight has given the two pieces of information, if the ghost hasn't already appeared, it now comes through a wall. The ghost manifests as a human male in a wedding outfit.

The Ghost's Tactics:

Rirak Lor preferentially attacks any party member who has been unfaithful to a cause, a lover, etc. If no one answers to that persuasion, he attacks the party member with the highest Charisma score, preferably a male party member.

If the party is weak, or if they choose to attempt negotiation, the only thing that can prevent combat is to persuade the ghost that Kashit is already dead. This can be an artifact from Kashit's body, or a body

part. The DC for this Persuasion (CHA) check is 20. If there is physical evidence then the check is made at advantage, and the DC is 15.

Clerics of Shar get advantage on Charisma checks with the ghost, while clerics of Selune get disadvantage on Charisma checks with the ghost.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Weak, and Very Weak:** The **wight** doesn't use life drain
- **Strong, and Very Strong:** Add two **will-o'-wisps**

Investigating the room reveals that there is one set of skeletal remains with tattered clothing (Rirak), and one set of skeletal remains with tattered clothing and a mostly rotted traveling pack (Soimdra). There is also a small metal box. The body on the bed is one of the missing persons from Zhentil Keep.

History (Int), and Medicine (Wis) checks (DC 15) reveal that the two long-dead have been dead for generations.

The only thing salvageable from the pack is a journal, which indicates:

- The wight used to be a human druid called Soimdra Chiral, and was hired by Kashit to prevent Rirak's ghost from leaving the cave.
- Kashit was obsessed with the ghost when the ghost was alive. (Insight checks, DC 10, will indicate that one of the faces in the murals resembles Kashit, or his profile on the found items.)
- In the course of binding the ghost, Soimdra found out that in life, Rirak had been kidnapped by Kashit and had died trying to free himself. In death, he declared vengeance on Kashit.
- Soimdra was certain that Kashit was planning a double-cross, but was also certain that she'd come out on top.

The small metal box is unlocked and contains a set of gem-studded rings. Opening the box triggers a poison gas trap requiring a Constitution save. DC 12 halves the damage (2d6 poison).

Part 4. Let Sleeping Corpses Lie

Estimated Duration: 30 minutes (includes giving rewards and xp, and closing the adventure)

Now that the undead are no more, the warped magic begin to fade. As the party leaves the cave system, aftershocks begin to rumble through the area. The caves collapse on themselves, letting the dead finally enjoy their rest in peace.

If the party takes the gem-studded rings or the silver dagger with them, both items disappear mysteriously in transit.

Also on the way back to Zhentil Keep, the party can attempt to track the group from Melvaunt (they can also attempt this at any earlier part of the adventure). Successful checks (Survival [WIS], DC 15) find tracks beyond the Caves of Wonder (DMs feel free to adjust location as needed). If the tracks are followed, they dead-end at a ravine. A shoe and a torn back-pack are the only things found.

On their return, Hina takes charge of Ninys and hands over the promised reward. If the party investigated the Zarchis' farm, Ieschira gives them the promised reward.

If the party was able to save the guide's life, Fa'Che gives them a standing offer of work if they ever need it. Fa'Che also accepts the shoe and/or backpack as potential evidence of the Melvaunt group.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

Combat Awards

Name of Foe	XP Per Foe
Blight, Needle	50
Blight, Twig	25
Blight, Vine	100
Ghost	1,100
Gray Ooze	100
Shambling Mound	1,800
Swarm of Bats	50
Swarm of Insect	100
Swarm of Rats	50
Thug	100
Violet Fungus	50
Wight	700
Will-o'-Wisp	450

Non-Combat Awards

Task or Accomplishment	XP Per Character
Not getting killed	100

The **minimum** total award for each character participating in this adventure is 100 **experience points**.

The **maximum** total award for each character participating in this adventure is 350 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Reward from Hina	100
Bag of Caltrops	1
Reward from Ninys	50
Reward from Fa'Che	75

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Potion of Resistance Against Poison

Potion, uncommon

This item can be found in the *Dungeon Master's Guide*. This item can be found in **Player Handout 3**.

Potion of Healing

Potion, common

This item can be found in the *Player's Handbook*.

Story Awards (see Player Handouts 1-2)

During the course of this adventure, the characters may earn the following story award:

And My Horses Also! You are beloved of House Malatar for returning their wayward scion with his retinue, and thus may be called on again in times of need.

At Least I Survived. You are appreciated by House Malatar for returning their wayward scion, but they really, really wish you had also returned their valued servants.

Renown

Each character receives **one renown** at the conclusion of this adventure.
Faction members gain one additional **renown**.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Appendix A. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Hina Shakish (HEE-nah Sha-KEESH). Human woman employing the party.

Ieschira Zarchis (Ish-EERA Zar-KIS). Tiefling female and co-owner of the farm that was attacked.

Jewel Zarchis (Ju-ell Zar-KIS). Co-owner of the farm that was attacked.

Fa-Che (FAH-ch). Half-orc owner of Way Finders, LLC.

Ninys Malatar (NIN-is MAL-a-tar). Scion of a minor noble house of Teshwave, human amateur archaeologist.

Kashit Ycrandel (KAH-sheet Ee-CRAN-dell). Blue dragonborn pirate of yore.

Soimdra Chiral (So-IMM-dra CAI-ral). Human druid turned wight.

Rirak Lor (RI-rak LORE). The ghost.

Appendix B. Monster/NPC Statistics

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 23 (10d8)

Speed 0 ft., fly 40 ft

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 +3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within the first 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Gray Ooze

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

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

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

Languages –

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made out of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Blights, Needle

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	4 (-3)	8 (-1)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) piercing damage.

Blights, Twig

Small plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 4

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	12 (+1)	4 (-3)	8 (-1)	3 (-4)

Skills Stealth +3

Damage Vulnerabilities fire

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a dead shrub.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Blights, Vine

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +1

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

Shambling Mound

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances cold, fire

Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft (blind beyond this radius),
passive Perception 10
Languages –
Challenge 5 (1,800 XP)

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 14), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can only have one creature engulfed at a time.

Swarm of Bats

Medium swarm of Tiny beasts, unaligned

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 11
Languages –
Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Insects

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 60 ft., passive Perception 8
Languages –
Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Rats

Medium swarm of Tiny beasts, unaligned

Armor Class 10
Hit Points 24 (7d8 - 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages –
Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Thugs

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.
Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.
Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Violet Fungus

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages –
Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.

Actions

Multiattack. The fungus makes 1d4 Rotting Touch attacks.
Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 +2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit points to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

Will-o'-Wisp

Tiny undead, chaotic evil

Armor Class 19
Hit Points 22 (9d4)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities lightning, poison
Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life
Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 ft of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

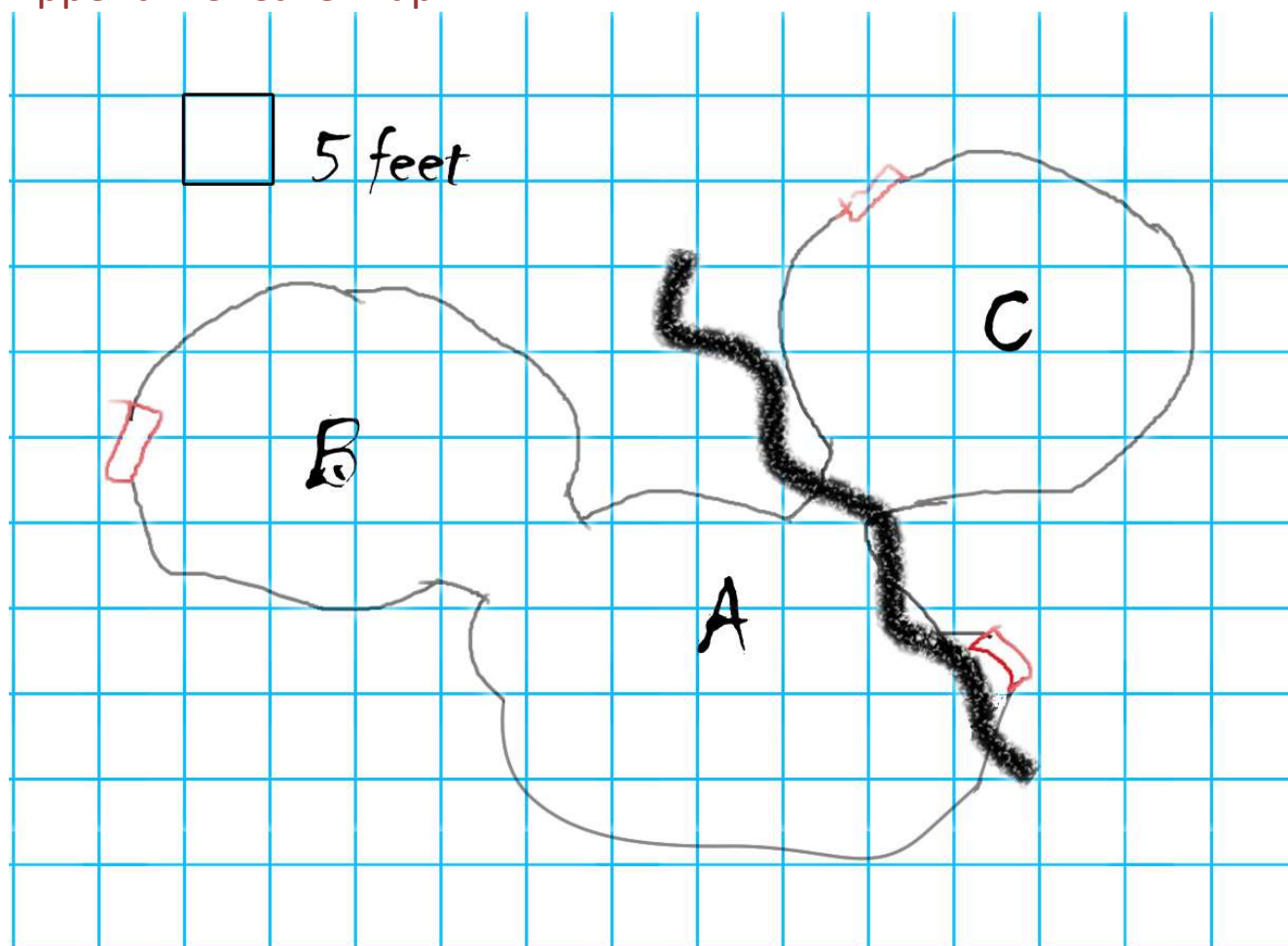
Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Actions

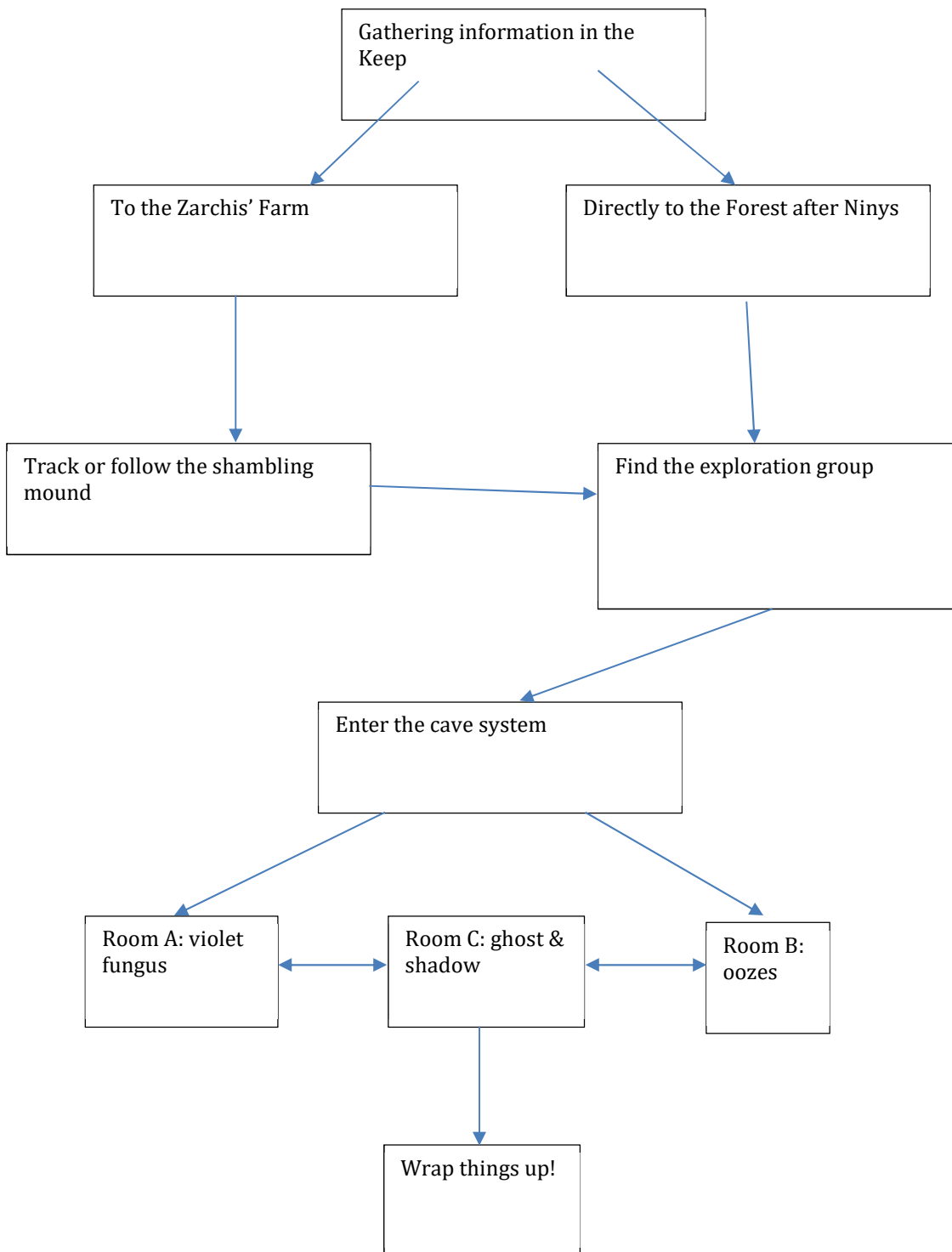
Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.
Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Appendix C. Cave Map



- The dark squiggly line is the earthquake/instability track.
- Placement of monsters has not been marked so that DMs may print out the map for players and/or place monsters for maximum effect.

Appendix D. DM Handout: Clue Flow Chart



Player Handout 1. And My Horses Also!

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Story Award

And My Horses Also! You are beloved of House Malatar for returning their wayward scion with his retinue, and thus may be called on again in times of need.

Player Handout 2. At Least I Survived

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Story Award

At Least I Survived. You are appreciated by House Malatar for returning their wayward scion, but they really, really wish you had also returned their valued servants.

Player Handout 3. Magic Item

During the course of this adventure, the characters may find the following consumable magic item:

Potion of Resistance Against Poison

Wondrous Item, uncommon

When you drink this potion, you gain resistance to poison for 1 hour.

The potion is pale green in color, and fizzy. The label on the vial is an elegant “#7.”

This item can be found in the *Dungeon Masters Guide*, pg 188.