

D&D
ADVENTURERS
LEAGUE

CCC-SHINY-02

AN OPEN SECRET



An Open Secret

In a smoky tavern in the frontier town of Ylraphon, a drunken sailor cries in her beer. Befriending a group of adventurers, she confesses that she saw her spouse with someone else, and she worries what may come of it. Beseeching the adventurers to help her, the sailor asks them to investigate to find if her fears have come true, or if it is all a simple misunderstanding.

A 2-Hour Adventure for 1st-4th Level Characters



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CCC-MAL-02 An Open Secret

Introduction

Welcome to *An Open Secret*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Con-Created Content program.

An Open Secret takes place in the frontier town of **Ylraphon** (IL-ra-FON).

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	Very weak
3-4 characters, = APL	Weak
3-4 characters, > APL	Average
5 characters, < APL	Weak
5 characters, = APL	Average
5 characters, > APL	Strong

6-7 characters, < APL	Average
6-7 characters, = APL	Strong
6-7 characters, > APL	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

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

To provide greater replayability, this adventure has several different courses it can take, as chosen by the DM or determined randomly by a die roll prior to the game session.

Adventure Background

Ylraphon is a growing frontier town to the south of the Moonsea. Destroyed during the Year of the Rogue Dragons (1373 DR), the town has been slowly rebuilt over the years, and has become a point of interest for entrepreneurs, adventurers, and those looking to build a new life.

One such couple is Faith Wheatley and Tsarra Erreith, a married couple who recently put down roots in Ylraphon. Faith is a sailor, and her ship duties take her up and down the River Lis for tendays to months at a time. Both women understand the strain long separations can place upon a relationship, but are committed to one another. Their marriage is an open one, and both understand that the other may take someone else to their bed. For Faith, these are always women that she meets in other port towns, but for Tsarra, both men and women have enjoyed her company. With an understanding that they cannot afford to have a child at this time, Faith has asked Tsarra that no child be conceived of these relations. In addition, Faith requires that none of the flock of Chauntea, or other deities of fertility, be welcomed to Tsarra's bed. Tsarra agreed to these terms, though partially for other reasons, as she does not

wish to pass on her secret lycanthropy to any offspring. While Tsarra longs to have children, that is only a dream that brings wracking sobs to her in the night while Faith is away.

Unknown to any others, Tsarra is a weretiger, cursed by the bite of a mangy worshipper of Malar during an attack upon her homeland of Gwynneth in the Moonshae Isles. It was a search for a cure for her condition that brought her to Ylraphon, and her fated meeting with Faith, who would become her wife. A druid, Ilasera, was rumored to have knowledge of rituals that could stem the curse of lycanthropy, if not removing it altogether. This rumor proved to be true, and for awhile, Tsarra was free of her curse, as long as periodic rituals were performed by Ilasera to keep the lycanthropy at bay. Recently, however, the druid disappeared, and Tsarra has been panicked to find another solution. She met another half-elf, Luirlan Gilgwyn, a druid who had come to Ylraphon hoping to study under Ilasera. Hoping the druid, a devout Chauntean, would be able to carry on Ilasera's rituals for her, Tsarra sought Luirlan out.

Meanwhile, Faith has been away for several tendays, on a shipping run around the coasts of the Moonsea. Upon her return, she set out to return to the home she shares with Tsarra, but spied her wife walking with a young half-elf, a Chauntean by his garb and the goddess's icon of a bundle of wheat hanging from his rope belt. The strange intensity between them was obvious to Faith, and she immediately became suspicious, a feeling she had never felt before about her wife. As any wise sailor would do, she immediately headed off to the nearest tavern, the Drink o' the Lis, and began drowning her worries in pints of ale.

This is where our adventurers enter the story. What will play out depends on which path the DM (or the die) chooses, and may be significantly different in outcome for everyone involved.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Faith Wheatley (FEYTH WEET-lee). Faith is a human female with short-cropped black hair and well-tanned skin. Her eyes are so dark as to appear almost black, revealing themselves to be brown only in bright light. Lithe and powerfully built, Faith's frame is well suited to life aboard a sea-faring vessel.

Tsarra Errieth (SEH-rah AIR-ee-ETH). Tsarra is a half-elf who hails from the Moonshae Isles. Her shoulder-length hair is silvery-blond, seeming to shimmer between silver and gold depending on the light. With pale blue eyes and a fair complexion, she seems almost angelic.

Luiran Gilgwyn (LOO-r-LAN GIL-win). A handsome half-elf, Luirlan's skin has a dark, nutty complexion, his brown hair so dark as to seem almost black. Standing just over 6 feet tall, the druid's ears were not rounded by his human mother, though his eyes are the same startling shade of violet as hers. While he will don a robe on colder days, Luirlan has a tendency to go about in only breeches, revealing his muscular physique, as well as several large tattoos which cover his torso, tribal designs of various animals of the Chondalwood Forest. The half-elf also has tattoos on his ears, which he admits were quite painful to have done.

On Open Marriage and Other Choices

Characters (and players) may question the NPCs involved in this adventure. That is completely understandable, as not everyone comprehends or agrees with other people's life choices. However, this game is about inclusion of lifestyles that don't necessarily fall inline with our own. The Realms are full of cultures that color outside the lines of the beliefs of players, and hopefully everyone can embrace these differences at the gaming table. You may wish to inform your players ahead of time that this module includes mature content, such as talk about sexuality and relationships beyond that of a traditional marriage.

A common misconception about open marriage is that it is a free ticket to sleep with whomever someone wants. That often is very far from the truth, with an open marriage being based on honesty and trust, often with limits or agreements about interactions with people outside the marriage. Such is the case with Faith and Tsarra in this module. Another thing to remember, which Faith or Tsarra may explain to characters that ask, is that being in an open marriage does not make one immune to jealousy or unable to make mistakes. Faith's need to ask the characters for help comes from a combination of these issues, a choice that she will have to deal with the ramifications of.

This adventure is really about a client hiring the characters to be investigators, with a theme of these relationship choices and issues playing a part of the story. I hope you and your players enjoy it, even when it goes outside the typical!

Adventure Overview

The adventurers strive to help Faith Wheatley determine the truth of a relationship between her wife and a stranger.

The adventure is broken down into eight parts. However, characters will only play through three of those parts, with the middle of the adventure being selected by the DM or the roll of a die.

Part 1. The adventurers meet Faith Wheatley, a sailor who is trying to drink away a broken heart. Her suspicions bolstered by ale, Faith pleads with the adventurers to investigate the relationship between her wife, Tsarra Errieth, and a newcomer to Ylraphon, the half-elf druid of Chauntea, Luirlan Gilgwyn. After agreeing to help her, the adventurers ask around the

tavern and town to find any clues as to what is going on.

Part 2 – Part 7. The characters investigate the situation based on the clue they received in Part 1. Only one of these sections will be played during a single adventure, as determined by the **What's Actually Going On?** table.

Part 8. At the conclusion of the adventure, the characters return to meet with Faith Wheatley, and collect their reward.

Adventure Hooks

Here are some sample reasons that the characters may be in Ylraphon, ready for this adventure.

Ylraphon. Ylraphon is undergoing a rebirth, rising from the ashes of destruction from a flight of dragons which leveled the town over one hundred years ago. Adventurers are commonplace in this frontier town, coming to help the city grow, protect from orcs and other invaders, and explore the ruins that surround the town. As such, the adventurers may very well already be in the town, looking for work, when they meet Faith Wheatley.

Emerald Enclave (Faction Assignment). With the disappearance of Ilasera Kombul, the Emerald Enclave has lost a powerful representative in the area in and around Ylraphon. Emerald Enclave faction members have been asked to investigate a druid who arrived recently in Ylraphon, a half-elf named Luirlan Gilgwyn, and see if his intentions line up with their own. Though no one can replace Ilasera, the Emerald Enclave would be interested in bringing Luirlan under their wing if he checks out and proves willing.

What's Actually Going On?

Prior to running the adventure, the DM should choose one of the following, or roll a die to choose a random outcome.

d6	Chapter / Tavern NPC	Overview
1	Part 2. Prior Indiscretions Michelle Navarra	Tsarra and Luirlan are not having relations, but have become close friends as they have spent time together, while Luirlan studies the rituals Ilasera was using to help Tsarra. Luirlan is not without fault, however, and along his journey to Ylraphon, did sleep with another man's wife. That man has sent his thugs to capture Luirlan and return him to the man for punishment. The adventurers arrive just prior to the attack, and have the opportunity to help the druid.
2	Part 3. Good Intentions Yi Zhong Fan	Tsarra and Luirlan are not having relations, and simply been seen together a lot around town as they seek out the required components for Ilasera's ritual. The adventurers hear they were seen heading off into the woods not too long ago. Following, they find a ritual in process, which goes terribly wrong, as Luirlan transfers the energy of the lycanthropy into a waiting vessel, only to have that vessel change and attack.
3	Part 4. Nefarious Charms Varun Upadhyay	Tsarra and Luirlan are not having relations. While investigating the Flooded Forest, Luirlan was captured by a vampire in nearby ruins. Charmed to do the vampire's bidding, Luirlan has been leading unsuspecting townsfolk to the ruins to become food for the vampire. He has managed to keep himself from leading Tsarra to her doom until now, but the adventurers find him leading her deep into the forest, where they are able to stop him, and hopefully free him of the charm.
4	Part 5. To Fulfill a Wish Tobias Hartling	Tsarra and Luirlan are not having relations. Pouring through Ilasera's notes about the lycanthropy ritual, Luirlan feels that he can cure her. This has led to talks about Tsarra's desire to have a child with her wife, something that Luirlan feels that he can help with, but requires a certain component that he has no access to. If the adventurers would be willing, they can seek out the component to help Tsarra.
5	Part 6. Deep Undercover Circe Moorcaster	Tsarra and Luirlan have a strong attraction to one another, though they have not yet acted upon it. Tsarra is loyal to her promise to Faith, and wishes to speak to her wife about possible relations with the Chauntean. Not is all as it seems, however. Though his feelings for Tsarra are true, his befriending the woman started as a ruse to get him closer to Faith. For this scenario only, Luirlan is a spy for the Red Wizards of Thay. Faith's ship, the Elusive Jewel, is rumored to transport information for governments, wizards, and factions, as well as highly valuable physical

		cargo. The Thayans sent Luirlan to gain Faith's confidence, and then to learn any secrets he could. The adventurers may be able to ferret the truth out, and keep such vital information from the Red Wizards. In truth, Luirlan may be swayed from his bargain with the Red Wizards, with heartfelt words rather than combat.
6	7. A Gift of Life Ueman Luraxxol	Tsarra and Luirlan are not having relations. Close friends of Tsarra and Faith, Willow and Xander, have been attempting to conceive a child, but have been unsuccessful. They too had been speaking with Ilasera, prior to her disappearance, and have now turned to Luirlan for help. While unconventional, Luirlan believes Tsarra could act as a surrogate for the couple. The blessings of Chauntea for such a magical act require a rare component, however, something not seen locally for hundreds of years. If the adventurers could help to locate it, everyone involved would be grateful.

Roleplaying Tsarra Errieth

Tsarra comes off as a carefree, light-hearted half-elf. She is, however, quite level-headed and capable. It is her opinion that despite the curse that she lives with, taking it out on others through her mood or actions is unfair, and does not make her own life any easier. Therefore, she uses much of her free time, when not harvesting mushrooms or researching lycanthropy, helping those in need in the town of Ylraphon and in the area around it.

Tsarra agreed to be in an open marriage with her wife, Faith. Tsarra does not have many lovers outside of her marriage, and those she does have are close friends. She understands Faith's responsibilities to her duties aboard the *Elusive Jewel*, and holds nothing against her for the time she spends away. However, Tsarra does appreciate the ability to have someone close, both physically and emotionally, when Faith is gone for long periods of time.

Quote: "The land here is scarred and broken, much like many of the people who call Ylraphon home. Yet, if you look closer, beauty grows in abundance here, no matter what dragon fire and poison may have done to the surface."

Tsarra's Lycanthropy

Players may have access to the *remove curse* spell, and offer to cure Tsarra of her lycanthropy. However, Tsarra's affliction is far beyond their ability to help.

Lycanthropes of the Moonshae Isles are considered children of the Beastlord, an aspect of the god Malar. His gift to his children is their ability to shift into the form

of animals, and his gifts are not so easily rebuked. Tsarra became afflicted in her homeland, and her curse will be much harder to break than the casting of a simple spell.

Roleplaying Luirlan Gilgywn

Luirlan is gregarious and boisterous, though never intentionally offensive. Growing up in the wilderness of Chondalwood, he has little grasp on the ways of "civilized" folk, and is often humored by the way they stare at him, walking about with chest bared and tattoos shown proudly. A promising druid, the half-elf seeks to learn all that he can, so he can use his knowledge and powers to make a difference in the suffering that he sees in the world. To this end, he has already fallen into trouble more than once since leaving his homeland, gullible to the machinations of less honest folk.

Quote: "There are days I miss the Chondalwood...laying about, communing with Nature and her children. But the world does not wait for the idle, and the forces of corruption move swiftly if we are not watchful."

Part 1. Tear In My Beer

Estimated Duration: 30 minutes

The characters meet Faith Wheatley, a sailor who is obviously upset, and more than a little drunk. Whether they think to involve themselves or not by asking what is wrong, Faith soon spies the adventuring group, and a plot hatches in her inebriated mind.

Once roped into assisting Faith, the characters ask around to find any rumors of the source of their investigation; Tsarra Errieth, Faith's wife.

General Features

The Drink o' the Lis is a rough tavern near the town's docks, and is decorated with weapons and strange trophies.

Terrain. The tavern's furniture is crowded, but laid out so people may move easily about.

Weather. A light rain falls outside, with dark clouds threatening a heavier downpour.

Light. Oil lamps hang from the walls and rest on tables, providing comfortable light throughout the tavern.

Smells and Sounds. The mouthwatering smells of roasting meats and the sweet scents of flavored pipe tobacco combat with unwashed bodies of adventurers, spilled mushroom whiskey, and other unsavory odors.

The Drink o' the Lis

The bulk of fresh goods that the inhabitants of Ylraphon rely on to survive are actually imported from elsewhere. The lands around the town were destroyed and poisoned during the destruction of the town during the Year of the Rogue Dragons. As such, food and drink not made locally usually costs more than adventurers may typically expect. Ale and wine are no exception, and foods found in the *Player's Handbook* are more expensive by half.

To keep costs down, entrepreneurs like Ueman Luraxxol, the owner of the Drink o' the Lis, have started distilling uncommon spirits.

Ueman's Finest Fungal Likker, or Ueman's for short, is mushroom-infused whiskey. Ueman purchases large quantities of the cheap whiskey and has it imported to Ylraphon, then infuses it with a variety of mushrooms that grow wild locally. The taste is an acquired one, but many locals have come to appreciate it, and its low price. A shot sells for 1 sp. Ueman has been experimenting with root-based vodka, distilled locally from plants that manage to survive in the forest. It tastes horrible, however, and he infuses it with mushrooms as well, selling it for the same price as the whiskey.

Mare is fermented horse or cow milk, also known as airag, and sells for 3 cp. Ueman keeps a batch of it brewing, as it has become quite popular. He also ferments small batches of goat milk airag, which goes for a few copper more per mug.

1. A Matter of Faith

As the adventurers lounge around the tavern, an anguished wail rises up.

Ready to partake in food and libations, your group sits down around a circular wood table that has seen better days. The chairs are wobbly, and smoke hangs in the air, making it difficult to even see across the room.

The Drink o' the Lis has several other occupants today, adventurers and sailors by the look of them. Some go about their business, while others eye you warily.

Weapons, mundane and exotic, hang from the walls, and you note some are even suspended from the ceiling, oddly within reach for someone just tall enough.

A half-elven woman approaches your table, her dark green apron matching her eyes, which quickly take you all in. She flashes a smile and says, "I'm Sylie. What can I get you?"

Sylie Estelda (SEE-lee ess-TELL-duh) appears in CCC-YLRA01-08, *Breaking Point*, and CCC-YLRA02-02A, *The Sly and Avaricious*.]

As the characters make their order, a sobbing wail goes up from the bar. Sylie glances back and then shakes her head, returning her attention to the characters.

At the bar, a human woman cries into her beer. A few other patrons at the bar glance nervously at her, then scoop up their drinks and move to less...volatile seats.

If the characters ask about the crying woman, Sylie will tell them the following. Her name is Faith Wheatley. She is a sailor aboard the *Elusive Jewel*, which just put into port this afternoon. Shortly thereafter, Faith came into the Drink and began drowning some apparent sorrow. Sylie does not know what Faith's sadness is caused by, as the woman has remained silent and gruff other than to order another mushroom whiskey.

Roleplaying Faith Wheatley

Faith is usually levelheaded and quick with a joke or a laugh. She is also quite defensive of those she cares about, especially her wife, Tsarra. When it comes to those whom she loves, she is quick to anger when they are threatened, and her good judgment can falter.

Faith agreed to be in an open marriage with Tsarra, suggested it in fact. While she is not overly promiscuous, she understands that her long bouts of time away from Ylraphon leave her wife alone for tendays to months at a time. Faith believes that physical love is different than emotional love, though they are closely entwined, and having physical relations with people outside her marriage is perfectly acceptable, as long as she and Tsarra are honest with one another. Faith has lovers in other port cities, though none in Ylraphon.

Quote: "I had only one love in my life before Tsarra, that was the sea. When I first saw Tsarra, it was like my heart was broken in two, and my whole world was flooding with her."

Should the characters move over to talk with Faith, she will quickly begin to spill the beans about her troubles, the alcohol loosening her tongue about her troubles. If they do not seem interested in helping her, she will seek them out, swaying drunkenly across the room to their table, where she will tell them her story, whether they want to hear it or not. She will share the

following with the characters, in a disjointed, drunken manner.

- Her ship, the *Elusive Jewel*, has been abroad for almost two months, traveling their extensive circuit around the Moonsea, down the River Lis, and around the Dragon Reach. They were not due into port for another few days, but good winds sped them along from Tantras. They went wide of Calaunt, those thieving bastards.
- Ready to be off the ship for awhile, Faith started into town, heading to the home she shares with her wife, Tsarra, when what did she behold but Tsarra walking all too amiably, arm-in-arm, with a bare-chested half-elf, who was covered in tattoos.
- Faith isn't a jealous woman, and to be honest, she has an agreement with Tsarra that they may have physical relations with others outside of their marriage. Faith isn't dumb, and she knows Tsarra has needs. Faith has her own needs that she sees to in other port towns, and their open arrangement is mutually agreed upon.
- However, that tattooed, bare-chested half-elf was marked with the symbol of Chauntea, and that just won't do! Tsarra had agreed to not bed a Chauntean cleric, nor any other clergy that follow deities of fertility. This was Faith's request, as she is very superstitious about such clergy.
- Faith and Tsarra cannot afford to raise a child currently. On a DC 13 Insight (Wisdom) check, a character may realize there is more to this statement. If questioned, Faith will burst into more tears and admit that while she is not jealous of Tsarra's lovers, she does not want her wife to become pregnant with the child of one.

Faith pleads with the characters to investigate the matter for her. They seem like capable adventurers, and she would reward them with **100 gold pieces** if they could determine the truth of the matter, whether Tsarra is engaged in intimate relations with the Chauntean or not. If they decline, she will offer up **50 gold pieces** more, and will begin wailing and sobbing until they agree.

Once they take on the task, read or paraphrase the following.

Faith, her eyes red and puffy, looks around the room at all the people not-so-secretly gawking at her. Those patrons quickly look away, pretending to not be paying attention to her outburst.

“You might as well start with these miscreants! I’m sure the rumor mill ‘round these parts has been grinding away while I’ve been gone.”

2. Getting a Clue

The characters can begin their investigation by asking around the tavern to see if any rumors about Tsarra and Luirlan are circulating.

The clue the adventurers should find will correlate to the direction the story will go, as determined by the DM prior to the game session. Characters may speak with various NPCs, but only the one chosen for the adventure will have information for them.

General Rumors

Characters may hear this information from NPCs that they talk with beyond their quest-giver.

- Ah yes, I’ve heard of the druid you’re looking for. His name is Luirlan, I believe, a follower of Chauntea. Came here several tendays ago, if memory serves me.
- Tsarra? You mean Faith’s ol’ lady? She’s a sweet one, that lass, always helping those

down on their luck here in a place where luck is scarce to begin with.

- A half-elf druid? You must mean that Chauntean that walks around without a shirt on all the time. He was in here asking about Ilasera after his arrival, something about coming to learn from her. Looks like he made quite a journey for nothing.
- If the characters are playing through the **Nefarious Charms** track, they hear people in the tavern muttering about people disappearing over the last few tendays. No one knows the names of those missing, only that it seems some new faces were seen around town, and now they are gone.

Speaking with Michelle Navarra

Michelle is a human in her late 20’s, and is a sometimes-lover of Tsarra’s. She might be considered plain looking, except for her fiery mane of red hair, and piercing green eyes.

Michelle, who has been sitting at the bar while Faith talked with the adventurers, has overheard their conversation. After Faith moves off, Michelle catches the attention of one or more of the characters, and motions them over.

Roleplaying Michelle Navarra (MIH-shehl NAH-vahr-AH)

Michelle has been in Ylraphon for just shy of two years. Looking to escape big city life, she left Baldur’s Gate and traveled to the Moonsea area. Hearing of the newly rebuilt frontier town of Ylraphon, she decided to settle there to see if it suited her better. Michelle took to small town life quite well, and works as a mushroom harvester, which is how she met Tsarra.

Michelle has an easygoing nature, part of why she found life in Ylraphon so much more palatable than living in Baldur’s Gate. She is not ignorant or gullible, however, and does not take kindly to people who attempt to trick or use her.

Quote: “People complain about mushrooms all tasting like dirt, but they simply haven’t tried the right mushrooms.”

There is a whole constellation of flavors waiting for you, if you open yourself enough to try them."

Michelle has seen Tsarra and Luirlan several times recently out near the druid's residence, a small house near the Flooded Forest. They seemed friendly, but she couldn't begin to guess if the two are lovers. Michelle cares for Tsarra and Faith, and hopes nothing bad has happened. While she has seen the druid around town, she hasn't had the chance to meet him yet, so can't speak to his demeanor or intentions.

Proceed to Part 2. Prior Indiscretions.

Speaking with Yi Zhong Fan

Leather garb, dyed green for camouflage, marks the golden-skinned Shou man as a forester, though he bears several of the trappings of a sailor as well, including a mariner's cutlass at his side.

Yi has been savoring some new elven wine, recently imported and quite expensive, during Faith's outburst. He watches the adventurers as they ask about for information about Tsarra and the druid, waiting for them to approach him. In the meantime, he procures enough wine glasses for each of the characters, and pours them each some of the fine wine if they agree to sit with him while they talk. During their conversation, Yi strokes his long mustache when he isn't sipping from his glass.

Roleplaying Yi Zhong Fan (eeh JAH-ung FAHN)

[Yi Zhong first appeared in CCC-YLRA01-03, *Bound by Duty*, and CCC-YLRA01-08, *Breaking Point*.]

Yi Zhong has spent more of his life on a boat than on land. He is warm, approachable, and always composed. In addition to being a capable diplomat and negotiator, he was once the Chiang Emporium's best navigator (characters who played CCC-YLRA01-03 *Bound by Duty* recognize him from the ship called *the Golden Blade*). Yi Zhong has traveled to many of House Chiang's trading outposts throughout the Moonsea and the Dragon Reach. Of all his life experiences, however, the most passionate was his secret love affair with Ting-Ting Chiang, whose arranged marriage to Orrin Marsh broke his heart. Since then, he has found solace in nature along the Dragon Reach coast, becoming a ranger and joining the

Emerald Enclave. Though not a high-ranking member of that faction, he is currently the Enclave's main contact and messenger to its members in Ylraphon.

Quote: *"Never underestimate the perils that dwell within the Dragon Reach. Respect for its waters has kept me alive throughout my travels."*

Yi has seen Tsarra and Luirlan walking arm in arm around the town market on more than one occasion. Recently, he saw him buy her a bouquet of monkshood, a pretty flower, though not one Yi would expect for courting a lover. He also saw the two of them at the apothecary, and at a livestock barn. Not even an hour ago, Yi saw them stealing away into the forest.

Proceed to Part 3. Good Intentions.

Speaking with Varun Upadhyay

Varun sits at a small table with three chairs. One chair sits empty, while the other is occupied by Circe Moorcaster. Varun holds a stein of dwarven ale, while Circe grips a mug of Mare. On the table, at the empty seat, is a shot of Ueman's Finest Fungal Likker, waiting as though for a third person to join them. As the group approaches, Varun and Circe raise their drinks in a silent toast, clank them together, then gently touch them to the glass on the table, finishing with a long draw on their drinks. Circe notices the adventurers and says to Varun, "I'll let you deal with this," as she stands up and heads off to the bar to refill her Mare.

Varun is a hard-eyed Durpari human, with dark walnut-colored hair and ragged black stubble. Though he is in his late-20's, his experiences seem to have aged him prematurely, making it difficult to gauge his age by looking at him. Wearing a boiled-leather surcoat, with at least three daggers visible on his person, he resembles a sailor or a woodsman. Sewn near the collar of the Brixmarsh cloak he wears, unusual

religious symbols are the only signs of the ranger's mystical learnings.

Roleplaying Varun Upadhyay (vaa-ROON oo-PAAD-hee-yay)

[Varun Upadhyay appears in CCC-YLRA02-01A, *The Empty School*, and CCC-YLRA02-01C, *The Magician's Compass*.]

A human orphan from Durpar, Varun was raised by pirates aboard a ship called the *Demon Tusk*, until his instinctive sense for planar portals led him to accidentally enter one. After months in the Inner Planes, he returned and found his beloved shipmates had been slaughtered by a crew of githyanki slavers. Varun enrolled at the Brixmarsh academy of magic for only one reason: to develop his unique gift for planar magic and learn how to take revenge on the githyanki who killed his friends. Varun's closest friend at the school is a much younger 1st rank student, Elden, an aasimar cleric of Selûne. They share both Durpari roots and belief in the Adama (a reincarnation-based Shining Lands religion teaching that all gods are aspects of one divine force). Elden is wise beyond his years, but Varun refuses his counsel to abandon the cause of vengeance. The recent murder of Varun's best friend in Ylraphon, a fellow student and drinking buddy named Kellam Gos, has only hardened his resolve.

Quote: "When the gods won't balance the scales of justice, we have to reach out and do it with our own hands."

Varun has seen Luirlan meeting with several people new to Ylraphon over the last several tendays since his arrival, including with Tsarra. Come to think of it, Varun hasn't seen some of those people recently. Where could they have gone off to? Well, Varun saw Tsarra and Luirlan heading off toward the forest to the east of town not long ago. **Proceed to Part 4. Nefarious Charms.**

Speaking with Tobias Hartling

Tobias is a tiefling, his skin a deeply hued purple, and his black horns sweeping back over his forehead.

Having been out hunting all morning, Tobias is relaxing in a corner booth in the tavern. Unable to not overhear Faith's outburst, the tiefling approaches the adventurers while they are asking tavern patrons for information about Tsarra and Luirlan. While he has seen nothing worrisome, he is concerned for Tsarra's

well being, and is open and honest with the characters.

Roleplaying Tobias Hartling (TOH-bay-UHS harht-LING)

Tobias' family has long been a part of Ylraphon, going back generations, before the town was destroyed by dragons. When resettlement of the area began, Tobias joined his aging parents to be a part of the effort.

Tobias' parents both appear human, and giving birth to a tiefling was initially a shock to both of them. Neither know which side of their family has fiendish ties to their bloodline. After the surprise passed, however, Tobias' parents cared for him as they would a human-looking child, and the acceptance they showed him, along with the community around him, has kept him from worrying about his appearance. Nowadays, if someone says something derogatory about his parentage, he just laughs it off. Having grown up in a community that accepts him, Tobias is outgoing and cordial, almost always respectful, and enjoys a good joke.

The tiefling has become one of the top hunters for the town, delving into the Flooded Forest and the hills around Ylraphon to bring back wild game.

Quote: "What horns? Oh, these? Well, Tymora took pity on me, knowing I was going to end up with this face, so she gave me something to give people to look at and not freak out."

Tobias has been Tsarra's lover before, though they are currently not having relations. He has seen Tsarra and Luirlan together quite often of late. They've been dining together, and always seem to be pouring through tomes and scrolls of antiquity, some stuff about pregnancies and such, though he cannot believe it has to do with Tsarra, as it was an explicit point of their relationship that she not become pregnant. He saw them shopping at Hunter's Market earlier in the day, so he is sure they are dining in tonight, probably at Tsarra's home just outside the walls of Ylraphon. **Proceed to Part 5. To Fulfill a Wish**

Speaking with Circe Moorcaster

Circe sits at a small table with three chairs. One chair sits empty, while the other is occupied by Varun Upadhyay. Varun holds a stein of dwarven ale, while Circe grips a

mug of Mare. On the table, at the empty seat, is a shot of Ueman's Finest Fungal Likker, waiting as though for a third person to join them. As the group approaches, Varun and Circe raise their drinks in a silent toast, clank them together, then gently touch them to the glass on the table, finishing with a long draw on their drinks. Varun stands, slightly wobbly, and moves off to the bar to retrieve more drinks, nodding to the characters as he passes.

Circe nods to the adventurers and says in a loud, smoky voice, "I overheard that you are looking for dirt on a certain half-elf lass and the tattooed druid she has been spending time with."

With skin the color of storm clouds, and shockingly bright sky-blue hair, Circe's air genasi heritage is fairly obvious. Short and slight, her presence still seems to fill up the room. Her foreign dark-purple kimono and black sandals seem out of place in this frontier town, though her accent seems to mark her as a local.

Roleplaying Circe Moorcaster (SER-say MOHR-kah-STER)

[Circe Moorcaster appears in CCC-YLRA02-01A, *The Empty School*, and CCC-YLRA02-01C, *The Magician's Compass*.]

Animated, unpredictable, and given to frequent debauchery, Circe doesn't seem much like a monk or a student at the local magical academy called Brixmarsh, though she is both those things. She spent her mid-teens at a Chessentan monastery because her aristocrat parents didn't know what to do about her wildness—no one predicted her talent for martial arts. Her first love led a secret cult of Shar among the monks, but she reported him when his zealotry went too far. Circe blames the Kun-Warreths, Joanna's family, for her own house's exile from Airspur. Deeply insecure at heart, Circe walls over vulnerabilities with thick layers of condescension, hedonism, and competition. While her actions are often underhanded, Circe hates those who hide their intentions with charming words, and she shares her opinions and insights with shocking bluntness. She often drinks with Varun Upadhyay, and they share toasts to a fallen fellow student named Kellam Gos.

Quote: "Whether by foes' hands or gods' whims, pain and darkness await us—learn to lay back and enjoy the ride."

Circe just saw Tsarra and Luirlan together at Hostettler's House, another inn and tavern in town (at which point, Sylie will ask loudly, "What were YOU doing at Hostettler's, Circe?"). They were dining, all cozy like, and seemed very fond of one another. **Proceed to Part 6. Deep Undercover**

Speaking with Ueman Luraxxol

Ueman sits at the end of the bar, though it is unclear if he is there working, or simply hanging out. He chats with Sylie as she moves to and from the bar, and seems to be keeping an eye on things while she has stepped away, keeping anyone from snagging a free drink while the barkeep isn't looking. Spread out before him are several pieces of parchment, which seem to have recipes for experimental brews. Every so often, he reaches down to rub his leg, the lower portion of which is a gold-plated peg.

Ueman's long, salt-and-pepper hair is pulled back into a ponytail to keep it out of his way while he jots down thoughts at the bar. His sandy complexion does nothing to hide the innumerable scars that cover his body, trophies of his career as an adventurer.

During Faith's outburst, Ueman sits and watches, a look of worry on his face. As the adventurers ask around for information, he will wave them over to chat with them, keeping his voice down, in case his information may upset Faith. Usually loud and boisterous, the former adventurer knows when tact is called for.

Roleplaying Ueman Luraxxol (EW-mon lure-RAX-sull)

[Ueman Luraxxol appears in CCC-YLRA01-08, *Breaking Point*, and CCC-YLRA02-02A, *The Sly and Avaricious*.]

A former captain of an Amnian merchant fleet, Ueman's heart longs for adventure. A pirate battle cost him his right leg and forced him to retire and settle down. Ylraphon's rugged, lawless setting suits his restless nature well, as does

the influx of adventurers from which he pries stories of the world beyond the town palisade. He is well-liked, and well-known about Ylraphon. Trusting, witty, and a great judge of character, Ueman is also easily irritated or angered.

Quote: *"The nicks and dents in your blade and your armor tell an interesting tale. Why don't you sit a spell and tell me your story?"*

Ueman has seen Tsarra and Luirlan out with another couple several times in the last few tendays, both at the Drink o' the Lis and around town. Willow and Xander Lathom, their names are, a married couple that has resided in the area for several years. Ueman heard rumor that the couple has been trying to get with child, but no patter of little feet has blessed their house yet. Perhaps Tsarra and Luirlan can be found with the Lathoms. **Proceed to Part 7. A Gift of Life.**

Part 2. Prior Indiscretions

Estimated Duration: 1 hour, 15 minutes

The party follows their lead to Luirlan's residence, where the druid is about to be set upon by thugs.

As the characters near Luirlan's house, read or paraphrase the following.

Mists cling to the edges of the Flooded Forest, and the stench of the swamp seeps out and curdles the air around you. Yet between you and the Forest stands a solitary home, a small shack with windows that glow from a warm light within. Smoke rises from the stone chimney that juts from the roof, a sure sign that someone is home.

Inside the small house, **Tsarra** and **Luirlan** sit talking. Tsarra is seated in a wooden rocking chair, while Luirlan sits on a wood stump that he has placed across from her. Between them is a small table, on which are playing cards. The two are engaged in a game of Three Dragon Ante, and are in good spirits.

If the adventurers knock, Luirlan answers the door and will invite them in if they are not aggressive. If questioned about an affair, Luirlan looks chagrined, but Tsarra laughs and explains that the two of them are simply friends. She has been teaching Luirlan card games to pass her free time while Faith has been gone.

A DC 13 Insight (Perception) check does reveal to a character that Luirlan seemed very nervous when any questioning of an affair comes up. If asked about it, he will sigh and say, "Well, it's bound to come up sooner or later." Then he will begin to explain about the tryst he had with a married woman, Quara, whom he did not realize was wed, on his journey to Ylraphon. Later, he was accosted in the street by her husband, Salazar Domine, who swore an

oath of vengeance against Luirlan. The druid quickly moved on, but has been on the lookout for the husband or his cronies since then.

Shortly after Luirlan explains this, or whenever seems appropriate if the characters do not give the druid a chance to explain, a **bandit captain**, three **bandits**, and one **acolyte** of Hoar, the Doombringer, break into the house to subdue Luirlan. They were hired to return the druid, dead or alive, to Salazar Domine in Sapra, and they do not mind causing collateral damage along the way.

The men are from Sapra, a port city in Turmish on the south side of the Sea of Fallen Stars. They have dark mahogany skin, and well-groomed, square beards. Each wears a sea green sash emblazoned with an anchor crossed over by a curved sword, the sigil of House Domine in Sapra.

Tactics

Due to their preparation for possible combat with Luirlan, the acolyte has cast *bless* on the bandit captain and two of the bandits the round before they burst into the house.

The Turmishans are there for Luirlan, and have no qualms with the characters or Tsarra, as long as they hand the druid over. After they kick the door open, they will move into the room but not attack until provoked, attacking the first aggressor in range with their scimitars via a held action. Once battle is initiated, they will fight to the death if necessary, part of their code as mercenaries for House Domine. They will not attack someone who has not attacked them first.

Luirlan will help the characters in combat. Tsarra, however, did not come prepared for battle, and does not have her scimitar with her. If given a weapon, she will help to

defend against the Turmishans, but she will not reveal her true nature in this battle. Otherwise, she can take the Help action to aid Luirlan and the adventurers.

Should the adventurers hand Luirlan over to the Turmishans, the druid will plead with them to help him. He knows that Salazar Domine has no interest in simply torturing him, and Luirlan understands that he will not survive his next meeting with Salazar.

The Turmishans may be swayed to let Luirlan go. While they are honor bound to their duty, even the acolyte feels that death may be too strong of a punishment for the druid's misdeed. They were told to bring proof of Luirlan's death back to Salazar Domine, should the druid prove to be unwilling to come back alive, and transporting a body would prove problematic at best. The mercenaries also were not expecting adventurers to be with the druid, and this may sway them from violence. With a successful DC 16 Persuasion or Intimidation (Charisma) check, the Turmishans will agree to return to Sapra, but they will need evidence of Luirlan's demise; his ears.

Luirlan, shocked at first, will agree to their terms in order to save lives, both those of the adventurers, Tsarra, and his own. Allowing one of the Turmish men to cut his ears off deals 10 points of slashing damage to the druid, wounds that can be magically healed, though won't regrow his pointed ears. If this happens, Luirlan suffers a -4 penalty to his Charisma score, as the scarring to his features is quite terrible.

Adjusting this Encounter

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

- **Very Weak:** Tsarra has brought her scimitar, and will help to defeat the Turmishans.
- **Weak:** The acolyte has not cast *bless* upon his allies prior to the fight. Replace the **bandit captain** with two **bandits**.

- **Strong:** Replace two **bandits** with a **bandit captain**.
- **Very Strong:** Replace one **bandit** with a **bandit captain**.

Treasure

The Turmish mercenaries have **175 gold pieces** between them. In addition, the acolyte carries a large gold coin with a two-faced head printed on one side, the holy symbol of Hoar, worth **50 gold pieces**.

Proceed to Part 8. Conclusion.

Part 3. Good Intentions

Estimated Duration: 1 hour, 15 minutes

Following their lead, the adventurers head off into the forest where Luirlan and Tsarra were last seen. There, they find the unexpected, and the consequences of good intentions.

General Features

The nesting area has the following general features:

Terrain. The waters of the Flooded Forest have not reached into this part of the woods, so the ground is mostly even, though mushrooms and other fungus grow in abundance. Trees grow thickly, which causes movement through them to be problematic. Movement through treed areas on the map count as difficult terrain.

Weather. It is humid and warm, causing the air to be thick with the stench of the Flooded Forest.

Light. With the sun low on the horizon, it is dim in the woods, which offer no light other than what the adventurers bring with them. In the clearing, the light is a bit stronger.

Smells and Sounds. The rot and muck of the Flooded Forest lingers even outside its borders. The earthy, musty smell of mushrooms and mold is quite noticeable. Sounds of wildlife are oddly missing, though the caw of a raven can be heard from time to time.

The path that Tsarra and Luirlan took into the forest is a well-known one, though it leads off to a clearing seldom used. It heads off to the east from Ylraphon, skirting the Flooded Forest to the north.

As the characters near the clearing, read or paraphrase the following.

The air is dense and sticky, the stench of the Flooded Forest reaching even into this section of regular forest.

As you search for signs of Tsarra or the Chauntean, you hear chanting from up ahead; some ritual is in progress, and the words being uttered make your skin crawl.

Allow the players to plan their approach to the clearing. As they come within view, read or paraphrase the following.

In the center of the clearing, a beautiful half-elf kneels, her silver-blond hair damp and dangling over her face. Her arms have been chained to large boulders, and she fights against her bonds, growling and cursing at another figure who stands before her. Sigils mark her skin, smudged on with some purplish poultice.

That figure, a well built half-elf, his bare torso and arms marked with tattoos, recites a chant that seems to make the air around them shimmer. Between them, a white and woolly horned sheep munches contentedly on mushrooms that seem to cover much of the ground. It too has sigils smeared on it, covering its face and horns.

Suddenly, both Tsarra and the Chauntean cry out in pain...and perhaps fear. The woman shudders violently, orange and black striped fur sprouting from her skin, and then collapses to the ground. The fur disappears, and she lays quietly as the druid moves to check on her

If the players wait to see what happens, they notice the sheep begin to shake uncontrollably, and then it begins to grow in a hideous manner. Luirlan shouts in dismay, and moves to free Tsarra from her bonds. He has a key, though characters may help with a DC 15 Thieves' Tools check.

If they characters rush in, the sheep begins to change, but Luirlan does not immediately notice, distracted by their sudden appearance. Characters with passive Perception of 13 or who roll a DC 13 Perception (Wisdom) check, notice the sheep changing.

The sheep, infected by lycanthropy by the ritual Luirlan was attempting, takes on the statistics of a **wereboar**, with the following changes.

- The sheep counts as a monstrosity, not a humanoid.
- It can turn into a monstrous horned sheep or a humanoid-sheep hybrid, but cannot shape change into a humanoid.
- The sheep has no maul attack.
- Count the tusk attack as the sheep's curled horns, causing bludgeoning damage instead of slashing. In addition,

the attack cannot spread the lycanthropy curse.

Adjusting this Encounter

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

- **Very Weak:** The weresheep starts with 44 hit points, and is not immune to bludgeoning, piercing, and slashing damage from non-magical weapons.
- **Weak:** The weresheep is not immune to bludgeoning, piercing, and slashing damage from non-magical weapons.
- **Strong:** The weresheep picks up a thick tree branch lying nearby, and can use it to make maul attacks.
- **Very Strong:** The weresheep's change takes only one round. It picks up a thick tree branch lying nearby, and can use it to make maul attacks. It also starts with 120 hit points.

Tactics

The weresheep's transformation into a horned sheep-humanoid hybrid takes two rounds from when Tsarra collapses to complete. Once the transformation is done, it attacks the nearest creature. The weresheep fights to the death, and has the wereboar stats before characters can act.

Luirlan will help to defeat the weresheep. In addition, the chains are silver, and can be removed from Tsarra and the boulders. The chains can be used as an improvised weapon, dealing damage as normal due to them being silver. Luirlan has the key to the manacles that hold Tsarra, which also unlock the padlocks holding the chains to eyebolts driven into the boulders.

Once the weresheep is defeated, Luirlan will explain the following.

- He was attempting a ritual to help Tsarra control her lycanthropy. The archdruid, Ilasera, had developed the ritual to aid Tsarra, hoping to cure her some day. Unfortunately, Ilasera vanished, and Tsarra asked Luirlan to attempt the ritual before she lost control once again.
- The ritual was meant to pull the energies of the lycanthropic curse, and place it in a

receptacle, in this case, the sheep, where it would be safely stored until the sheep were slaughtered for food. The meat would be a bit tough, but otherwise wouldn't harm anyone eating it.

- The ritual is obviously beyond his current abilities, which he feels terrible for. Luirlan believes he has bought Tsarra some time, but without the adventurers' intervention, another lycanthrope would be running rampant in the area, something Ylraphon does not need. (Luirlan can tell the adventurers about a war going on in the Flooded Forest between tribes of lycanthropes, if the DM chooses. This ties in to the YLRA line of CCC titles, and is not covered in more detail here.)
- Luirlan will have to study the ritual more, and do his best to master it, not only for the sake of Tsarra, but all those affected by lycanthropy.
- If questioned about the poultice that is smeared on the sheep and Tsarra, Luirlan tells them it is part of the ritual, and is made of monkshood and other such ingredients.
- He will need the silver chains for use in future ritual attempts. They keep Tsarra's lycanthropy at bay during the procedure, which would otherwise rise to the surface and cause her to do harm to those around her.

Tsarra can be roused with a successful DC 13 Medicine (STAT) check, or by receiving magical healing. Otherwise, she will wake a few minutes after the battle ends.

If questioned, Tsarra and Luirlan can both attest to the fact that they are not in a romantic relationship with one another. Tsarra confirms that she does not engage in relations with clergy of fertility gods.

Treasure

Luiran and Tsarra are thankful for the help of the adventurers. After returning to town, the Chauntean offers them a golden chalice given to him by someone he helped on his trip to Ylraphon. He has no need of such trinkets, but is glad to give it to the characters for their trouble. The golden chalice is worth **225 gold pieces**, and can be given to them when the group returns to town.

Proceed to Part 8. Conclusion.

Part 4. Nefarious Charms

Estimated Duration: 1 hour, 15 minutes

The characters delve deep into the Flooded Forest near Ylraphon, and find Luirlan leading Tsarra to a messy end.

Luirlan has been charmed by a vampire, Sharamph Steelchewer, whose lair lies further on into the Flooded Forest. He was captured by the vampire while he was exploring the swamp, trying to determine what the archdruid, Ilasera, had been doing there, and was placed under the vampire's power for his effort. Since then, he has been under the compulsion to take one person into the swamp every tenday, and hand them over to Sharamph's minions. He has delivered several others unto the vampire, with Tsarra to be his next offering. Afterward, he has no memory of doing so. Luirlan has been lucky to kidnap people who have only recently moved to or visited Ylraphon, so their disappearances have not raised any alarms. With no newcomers or travelers that he is aware of, the vampire's compulsion drives Luirlan to take Tsarra for this tenday's offering.

General Features

Terrain. Though the ground is soggy, even submerged by foul-smelling water here and there, it is easily traversed.

Weather. A few clouds could be seen between the branches, though the setting sun has left only a hint of the sky visible. By the time Luirlan reaches his destination, mists have risen, obscuring anything more than 60 feet away, with targets between 30-60 feet away are considered to have half cover.

Light. Dusk quickly passing, the characters must rely on themselves for light sources.

Smells and Sounds. The nightlife of the Flooded Forest waking and becoming active, as night birds hoot and cry, toads croak, and unseen animals splash through the waters just out of sight.

When ready, read or paraphrase the following.

Following the path suggested to you by Varun Upadhyay leads you deep into the Flooded Forest. The ground becomes damp, then soggy, foul water rising up in your footsteps. Soon you are having a hard time following any sign of a trail, as a few inches of water covers the ground in many places.

Frustrated, you are unsure of how to proceed, when you hear a shout from ahead of you, someone calling for help.

If the characters advance, they find Luirlan struggling with Tsarra on the road. As the characters reach the druid and Tsarra, the sounds of the wildlife go suddenly silent. The minions of the vampire are nearby, and arrive moments later. Read or paraphrase the following.

Through the mist and gloom you see a half-elf woman being led by another half-elf, this one a man, wearing simple robes. The woman seems groggy, and stumbles as she tries to pull free of the man's grip. "Please, Luirlan, don't make me hurt you," the woman says.

Without warning, the robed man lets go of his captive. Dark shapes shamble out of the dark around them, reaching for the woman.

Two **ogre zombies** shuffle out of the gloom of the forest to seize Tsarra and carry her off into the swamp if they are not stopped.

Adjusting this Encounter

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

- **Very Weak:** Replace both **ogre zombies** with four **orc zombies**.
- **Weak:** Replace one **ogre zombie** with an **orc zombie**.
- **Strong:** Add two **orc zombies**.
- **Very Strong:** Replace both **ogre zombies** with one **human vampire spawn**.

Where's My Map?! There is no map for this encounter, as it is simply in a wooded area. Allow for nearby trees for cover and keep in mind the obscuring mists that have risen.

Tactics

The minions of the vampire will attack anyone not charmed by the vampire who is trying to stop the zombies from carrying Tsarra off. Minions will focus on a single target, the one who attacked them or tried to free Tsarra first, until that target is unconscious. The minions will deal non-lethal damage if possible, so they can carry more offerings off to their master.

Luiran, his compulsion to deliver someone to the vampire's minions complete, turns and begins to trudge back to town. He is unaware of what is transpiring around him, and makes no effort to defend himself if attacked.

Luiran can be freed from his charm, but the characters likely have no access to the magic to do so (*greater restoration*). However, if they subdue him and return him to Ylraphon, or allow him to return on his own, the charm will break a few hours before dawn, the vampire unable to renew his hold on the druid.

Tsarra has been drugged, and is unable to shapechange. She should be considered poisoned for another hour after the battle. If given a weapon, she can help to combat the vampire's minions.

Treasure

The vampire's minions have pouches with various coins and gems worth **225 gold pieces**.

Tsarra can tell the characters that she has been not having any relations with Luiran other than friendship. She had been teaching him how to play Three Dragon Ante, when the druid's whole demeanor suddenly changed. Moments later, she had fallen unconscious; apparently from something Luiran had put in her tea to knock her out.

After being freed from the charm, Luiran will explain that he was set upon by a dark and twisted creature in the Flooded Forest. After that, he has no memory of luring people into the forest, for which he feels terrible, and seeks a way to atone for his involvement, charmed or not.

The druid cannot recall where he saw the creature that charmed him. Dealing with Sharamph Steelchewer will have to wait for another time.

Proceed to Part 8. Conclusion.

Part 5. To Fulfill a Wish

Estimated Duration: 1 hour, 15 minutes

The group finds Tsarra and Luirlan, learning of Tsarra's desire to have Faith's child. She asks the adventurers to make this dream come true, and locate a rare magical component in a nearby ruin.

1. A Secret Wish

When ready, read or paraphrase the following:

Following Tobias' directions, you come to a small but nice home northeast of the town walls. Fresh flowers are planted in boxes under each window, and bloom in the fading sunlight. From the open windows, you hear the sound of laughter from within.

Within, Tsarra and Luirlan are preparing an evening meal. Atop most other surfaces of the room are ancient tomes and scrolls, as though they have been studying them.

Tsarra answers the door if the characters knock upon it, not expecting any trouble. In fact, the arrival of adventurers makes her smile and beam with excitement.

If asked if she and Luirlan are having an affair, Tsarra laughs, though Luirlan blushes deeply. They explain the Luirlan has been meeting with Tsarra at her request. She has asked him to help her find a way for her to become pregnant with Faith's child. It is meant to be a surprise for Faith, and she did not want word of it getting back to her wife until she knew if it were possible.

If the characters voice Faith's concern about not being able to afford a child, Tsarra scoffs kindly and tells them that she has adequate money to take care of them all; she understands that Faith does not want her carrying someone else's child, a responsibility that will bring the father

deeper into a lifetime of commitment that makes Faith rather uncomfortable.

Luirlan has done a marvelous job in researching the subject, and while it is not common, quite rare in fact, he does not believe it is impossible.

To the point, he was just talking with Tsarra about hiring some adventurers to seek out a specific ingredient needed for the ritual, a mushroom known as satyr's gold. While quite rare, the area is a veritable treasure trove of fungus, and a small grove of satyr's gold is rumored to grow in the hills to the south of Ylrathon.

If the characters would be interested in procuring a handful of the mushrooms, Tsarra is willing to pay them **100 gold pieces**. In addition, if there are left over satyr's gold, she has heard that Ueman Luraxxol, the owner of the Drink o' the Lis, is willing to buy them. Tsarra suggests that they harvest what they find, and sell them to the tavern owner. Once he has them, Luirlan should be able to determine if the ritual will be a potential success or not, and Tsarra will share the news with her wife, Faith.

Luirlan warns the adventurers that strange creatures have been said to lair in the caves, so they should proceed with caution, and protect the satyr's gold as best they can.

2. Satyr's Gold

When the players are ready to continue, read or paraphrase the following.

Luirlan's guidance leads you to a steep hill south of Ylrathon. As you approach, you can see a cluster of boulders near the top of the hill, and from what the druid said, the satyr's gold should grow in a cave that opens up into the depths near those stones.

The cave entrance can be found with a successful DC 13 Survival (Wisdom) check. If a check fails, the group may continue to look for it, with each check reflected by 30 minutes of in-game time spent looking for the entrance. Once found, read or paraphrase the following.

The jagged hole in the ground is barely 5 feet across, and the ground declines steeply within. As you enter, you see the walls are carpeted with mushrooms, a good sign that the druid is correct in his hope that satyr's gold may grow here.

The path downward begins to spiral, opening up to circle around a yawning pit that descends into the blackness of the earth.

As the adventurers descend, the characters notice other openings in the walls. Some are tiny, others are large enough for a horse to move through, but all seem naturally formed. A DC 13 Survival (Wisdom) check reveals that creatures use these other tunnels, with a variety of tracks and spoor of underground beasts can be seen within. The tunnels do not seem to be overrun with mushrooms and other fungus, however, and the adventurer's best bet is to continue their descent until they find the satyr's gold, or realize that none grows here.

Halfway down the climb, characters with a passive Perception of 13 or higher notice that the mushroom species have changed. If touched, the mushrooms light up, their color of their illumination shifting through the myriad of the rainbow. This causes a ripple effect to the mushrooms around and below them, causing an ongoing wave of light to cascade down the walls of the pit. Though somewhat disorienting at first, the effect provides light enough to see by, though it ends after five minutes, and the mushrooms cannot cause the effect again for 24 hours. Those who look over the edge of the walkway while the light effect is active will notice that they see a golden

glow, like a illuminating pot of coins, at the bottom of the cavern when the cascade reaches that far down.

The pit itself is just over 100 feet deep. The floor at the bottom is completely covered in mushrooms. The ones that glow golden are satyr's gold. Other, benign species that are edible also grow in the carpet of fungus.

Black and dark purple mushrooms interspersed in the area are powerful hallucinogens. Characters moving through the area, reaching to harvest golden satyrs, or that are in combat must succeed on a DC 13 Dexterity saving throw to avoid bumping them and releasing spores. If spores are released, a DC 13 Constitution saving throw must be made, rolling for effects on the table below on a failed save. Successful saves are immune to the mushrooms for 24 hours. PCs can re-roll the save at the end of their turns, ending the effect on a success.

d4 Effect

1 PC can no longer see allies, but shadowy forms (or hook horrors if the hook horror battle is underway) appear from nowhere (but are, in fact, the PC's allies) and appear to be aggressive.

2 PC suddenly ignites, flames wreathing their body. At the start of each following turn, the PC takes 3 (1d6) psychic damage. If this damage reduces the PC to 0 hit points, they are stable and not dying.

3 The PC becomes blinded by psychedelic colors swirling before them. Though they can hear, sounds seem to come from several feet away from their true location.

4 The PC sees the ground erupt in black water, which quickly surrounds them. Try as they may, they cannot seem to reach the surface, and they begin to drown. They cannot seem to hold their breath like they

usually might, and they remain conscious for a number of rounds equal to 2 times their Constitution modifier, minimum of 1 round. At the end of the final round, they fall unconscious for 1d4 minutes, at which point they awaken and no longer experience the effects of the mushrooms. Characters who suffer this effect do not re-roll their saving throw at the end of their turn once they have fallen unconscious.

A shadowy nook in the stone of the cave hides a tunnel that leads further on, all the way to the Underdark. Nested nearby is a **hook horror**, which may be alerted if the characters are not stealthy (DC 15), or if they pass within 20 feet of the nook. The hook horror is 40 feet from the entrance, and will move to investigate if it senses someone.

Adjusting this Encounter

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

- **Very Weak:** The **hook horror** is old and frail. Its AC is only 13, and it starts with 40 hit points. In addition, it has a single Hook attack, which deals 7 (1d6 + 4) piercing damage. If the battle goes very badly for the characters, the hook horror can flee when it reaches half its hit points.
- **Weak:** The **hook horror** is old and frail. It starts with 50 hit points, and its two Hook attacks deal 7 (1d6 + 4) piercing damage.
- **Strong:** One round after battle with the **hook horror** begins, a colony of eight **stirges** erupt from the same tunnel the hook horror came from and attack the nearest humanoid creatures.
- **Very Strong:** Add one **hook horror**, and each begins with 100 hit points. One round after battle with the hook horrors begins, a colony of eight **stirges** erupts from the same tunnel the hook horrors came from and attack the nearest humanoid creatures.

Tactics

The hook horror will attack the creature nearest to the hidden tunnel, and will focus on that creature until it falls unconscious, another creature begins to deal more

damage to it than the first target it, or a creature moves closer to the hidden tunnel.

If stirges are included in the battle, they will focus on the nearest humanoid, having grown tired of hook horror blood. If all surviving stirges detach from their prey, having caused 10 blood drain damage, the colony will leave, flying back down the tunnel from which they came.

Treasure

Covered by the overgrowth of mushrooms are the bones of previous adventurers who did not make it back out. Along with their bones, the characters can find **50 gold pieces** worth of gems, jewelry, and loose coins. If they harvest the available satyr's gold to sell to Ueman Luraxxol at the Drink o' the Lis, he will purchase them for **75 gold pieces**.

Proceed to Part 8. Conclusion.

Part 6. Deep Undercover

Estimated Duration: 1 hour, 15 minutes

At the Hostettler House, the group finds Tsarra and Luirlan having a meal together. They reveal the truth of their relationship, but the characters may detect something is not quite what it seems.

In this scenario, Luirlan has been working secretly for the Red Wizards of Thay. It is not by choice, however, and they hold something precious to him in their clutches to ensure his obedience.

1. Dinner, Interrupted

When ready, read or paraphrase the following.

At the suggestion of Circe Moorcaster, you have decided to stop by Hostettler's House to find Tsarra and the Chauntean. The tavern is packed today, but you easily spot the silver-blond half-elf and the tattooed druid. They seem lost in conversation with one another, without a care in the world.

If the players wish to listen in on Tsarra and Luirlan's conversation, they may ask to be seated nearby the two. The barmaid is happy to oblige, though it will be a short wait for others to finish up at a table in the area. Tsarra and Luirlan talk about trivialities, mostly, though the conversation strays to Tsarra talking to Faith when she returns in a few days, bringing up a possible physical relationship with the Chauntean. Of course, proper precautions would have to be taken to ensure no pregnancy occurs.

If the characters decide to go with the direct approach, and simply walk up and confront Tsarra and Luirlan, the two seem a bit startled by the interruption. However, Tsarra has nothing to hide, she simply has not seen Faith yet in order to speak with her about the topic. She is a bit perturbed

that Faith has sent adventurers to spy on her, but she will discuss that with her wife.

In either case, characters with a passive Insight of 13, or who roll a successful DC 13 Insight (Wisdom) check, notice that Luirlan seems a bit nervous, even a little pushy to meet Faith. Tsarra has attributed his nervousness to the situation of meeting her wife, but the truth of the matter is less obvious.

With a successful DC 13 Persuasion or Intimidation (Charisma) check, Luirlan will reveal his secret; he has been acting in accordance with the wishes of Thayans. He originally befriended Tsarra in order to get close to her, and then to Faith, so he could try to glean information from the sailor for the Red Wizards. Luirlan is honestly sorry, and has developed feelings for Tsarra that he had not expected.

Tsarra is rightly upset by this revelation, and her trust in Luirlan is broken. Once the druid's situation is explained, however, she will support his plea to the adventurers to help him.

Luirlan is not truly in league with the Red Wizards; their actions often go against the very foundations of his beliefs. They, however, hold hostage a relic sacred to his order, a holy symbol of Chauntea that was, until recently, in the possession of Ilasera, a local druid that recently disappeared. This symbol was vital to Ilasera's attempt to hold the Flooded Forest at bay, and even push the waters back from the edge of Ylraphon. In order to ensure its safety, and to eventually obtain it from the Thayans, he has obeyed their demands to spy upon Faith.

It is the belief of the Thayans that Faith has access to information, secreted aboard the *Elusive Jewel*, the ship she serves on. They have forced Luirlan to coax this

information from Faith, with smooth talk or threats of violence if necessary.

The druid is desperate to regain the relic, and is willing to work with the adventurers to get it back. Tsarra suggests that they approach Faith with his plea, and see if she has any information that Luirlan can give the Thayans. Luirlan mutters that the Thayans have what's coming to them, and suggests the adventurers seek them out and take the relic back, by force if necessary; in his embittered state, he is willing to condone violence against them.

If the players choose to speak with Faith, run section **2. Have Faith in the Truth**. If they decide to find the emissaries of the Red Wizards and take back the symbol, run section **3. Return to Sender**. If the characters wish to not be involved with helping Luirlan, they can simply return to Faith and give her the details they have learned. She may ask them to help Luirlan, if you would like them to play through the rest of this section, or you may run **Part 8. Conclusion**. Be aware that this choice will probably cause the game to run in less than 2 hours.

2. Have Faith in the Truth

The adventurers, along with Tsarra and Luirlan, approach Faith, and reveal the truth of what has happened. They must convince her to share the secrets the Thayans are seeking, or risk losing the Chauntean relic.

They can find the sailor at the Drink o' the Lis, though she has sobered up considerably since they saw her last.

Explaining the situation to Faith, the sailor remains quiet, as a look of embarrassment overcomes her. When they are done with their story, she tells Tsarra that they have much to discuss. However, she is willing to help Luirlan, if she can.

Luirlan tells her that he seeks information that has been rumored to be sent via her ship, the *Elusive Jewel*. Specifically, he needs to find out if an alliance between Cormyr and Hillsfar is in the works.

Faith nods, and tells the group that the ship has indeed been used to spirit intelligence, both by word and by document, over the various waterways of the region. Unfortunately, she has heard nothing about such an alliance.

Delivering the News

The characters can choose to accompany Luirlan to deliver the information to the Thayans, or allow him to go by himself.

They may also choose to give them the information, or provide a false report to the Thayans.

If the adventurers go with Luirlan, they must succeed on a group DC 13 Deception (Charisma) check to fool the Thayans if they deliver a false report. If they fail, the wizards sense their lie, and tell Luirlan that he shall not regain the object they hold hostage. Throwing down a vial, the area is quickly engulfed in smoke. When it clears, the Thayans are gone, taking the relic of Chauntea with them.

If the characters succeed in deceiving the Thayans, or relate the truth to them, the Red Wizards look displeased, but hand the relic of Chauntea over to the druid. Quickly, they take their leave. If attacked, one of the Thayans throws down a vial, engulfing the area in smoke. When it clears, the Red Wizards are nowhere to be seen.

Treasure

If the characters help Luirlan to deliver the information to the Red Wizards, and regain the relic of Chauntea, he is very grateful. He gives them a golden chalice worth **225 gold pieces** when they return to town.

3. Return to Sender

The characters seek out the Thayans blackmailing Luirlan with the intention of taking back the holy relic of Chauntea.

Luirlan tells the group that he can contact the Red Wizards, letting them know he has found the information they are looking for, and setting up a time and place to meet them.

The Thayans agree to meet the druid, and tell him to find them at the edge of the Flooded Forest, just north of his own home, at noon of the following day.

Accompanying the druid to the meeting spot, the characters may attempt to hide from the Thayans, setting up an ambush as Luirlan meets with them. The Thayans are not trusting, however, and have taken precautions. With familiars on the lookout in the trees, roll Perception (Wisdom) checks to notice sneaking players at advantage.

In a small clearing of waterlogged trees and brambles, two **red wizards** await Luirlan. In the trees on the far side of the clearing, a **spy** hides (DC 16 Perception check to notice the spy if a character is moving into the area from the north), ready to attack if something goes awry for the Thayans.

Adjusting this Encounter

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

- **Very Weak:** Replace the **red wizards** with **apprentice wizards**.
- **Weak:** Replace one **red wizard** with an **apprentice wizard**. The remaining red wizard does not have access to 3rd level spells.
- **Strong:** Add one **spy**. Each spy has 54 hit points
- **Very Strong:** Add one **red wizard** and one **spy**. Each red wizard has 66 hit points, and each spy has 54 hit points.

Where's My Map?! There is no map for this encounter. The clearing is only 25 feet

across, both ways, and is surrounded by trees. The trees here can grant cover, but do not grow so close together as to be difficult terrain.

Luirlan is able to find the relic of Chauntea on the bodies of the Red Wizards, and is most grateful to the adventurers for their help.

Treasure

The Thayans have various coins, jewelry, and gems worth **225 gold pieces**.

Proceed to Part 8. Conclusion.

Part 7. A Gift of Life

Estimated Duration: 1 hour, 15 minutes

The investigation leads the characters to the home of Willow and Xander Lathom. There, they find Tsarra and Luirlan, and learn of Tsarra's wish to help the Lathoms to have a child. Powerful magic is needed, however, and a spell component might be located in the ruins of Old Ylraphon.

1. For the Lathoms

Conversation with Ueman Luraxxol guides the adventurers to the home of Willow and Xander Lathom. As they near the house, read or paraphrase the following.

A small but homey-looking cottage is surrounded by small gardens of flowers, their scents pleasant and heady. In the afternoon light, you see thin smoke rising from the chimney, a sign there are probably people inside.

If the group wishes to scout out the situation, they may sneak up to look in the windows of the cottage with a successful DC 13 Stealth (Dexterity) check. Two windows look in upon the home's main room, where four people are sitting around the hearth, drinking tea and eating from a plate of cheeses and bread. On a failed Stealth check, Luirlan will accompany Xander out to investigate the noise, confronting the group if they are caught snooping.

Listening at the window, characters may make a DC 13 Perception (Wisdom) check to overhear the conversation inside the home. Willow and Xander are talking about baby names ("Giles if it's a boy, Tara if it's a girl"), while Tsarra and Luirlan listen and smile. If the characters listen for longer, they hear Willow talking about possibly moving from Ylraphon if the ritual is

successful ("I'm not sure a town built on poisoned land is the best place to raise a child...").

If the group chooses to knock, Xander will open the door to greet them. He is hospitable as long as the adventurers are polite and do not treat his guests, or himself and his wife, poorly. If that happens, he will demand they leave, and will send Willow to fetch the town guards if necessary. Xander and Willow are **commoners**, and will not fight back if attacked, but will dodge and attempt to get away to summon help.

Inside the cottage, the group is invited to sit and speak with Luirlan and Tsarra, though the space is small and there are not enough chairs for a large group.

Tsarra can relate the following information.

- She is not having relations with Luirlan, and she is embarrassed that the adventurers have made the effort to investigate the issue. She thanks them for helping her wife, though she is upset that Faith did not come speak with her directly.
- Willow and Xander are friends of hers and Faith's. The couple has been trying to conceive a child for many months, which Faith is fully aware of.

Luirlan can relate the following information.

- He and Tsarra have been friends since shortly after his arrival in Ylraphon, a few tendays ago. She has been teaching him how to lay Three Dragon Ante, when his duties are not keeping him busy in the Flooded Forest.
- Willow and Xander had been speaking with Ilasera, the archdruid that once watched over the town, until her recent disappearance. They were hoping she could help them with their problem of not

being able to have a baby, using magic where natural methods had failed. When Luirlan arrived, the couple sought him out, as he practiced the same faith as Ilasera, worshipping Chauntea.

- Luirlan found an ancient ritual, one that would allow Willow and Xander to have a child, but it calls for a third party to act as the vessel to carry the child to term, as well as spell components Luirlan does not readily have available.
- Many of the spell components are things he has been able to order from other towns in the region, but one has remained elusive; a cocoon of a moon moth. Three cocoons, specifically. Moon moths are rumored to be found in the area, but he has not been able to locate any.
- Luirlan knows that moon moths have been found in the Underdark. There are ruins nearby said to contain a path into the underground realm. He wants to investigate, but going by himself was ill-advised by the locals; the area is infested with monsters, and he is a single person.

Xander tells the adventurers that if they would be willing to help him and his wife to procure the ritual component, he would be happy to pay them **100 gold pieces**.

If the group chooses to not take Xander up on his offer, and return to Faith to report their findings, the sailor will be obviously embarrassed, and will ask them to please help the Lathoms. She will have to discuss the details of the process with Tsarra, but she is more than willing to help her friends in any way she can.

Once the group has agreed to help the Lathoms, Luirlan can tell them of a set of ruins, part of old Ylraphon, which are still mostly intact below the surface. He has heard that somewhere in the ruins is a tunnel that leads even deeper, down into

the Underdark, where moon moths have a good likelihood of being found.

2. Into the Ruins

Following the guidance that Luirlan gave them, the adventurers head into the ruins of Old Ylraphon. Descending into the depths of the ruins, they easily find the entrance to the Underdark.

Delving through the earthen tunnels, you have wandered for what seems like hours. Unsure if you are any closer to finding your objective, you round a corner into a small cavern. Barely a stones throw away stands a group of squat, powerfully built reptilian humanoids. Behind them, a large shape that resembles a giant shell of some marine creature, juts from a pile of boulders, debris that seem to have fallen from the wall and ceiling of the cavern to partially bury the structure.

The creatures bristle defensively at your sudden appearance, but do not rush to attack.

A **troglodyte champion of Laogzed** and two **troglodytes** huddle near what looks like a huge shell buried in the rock. They do not immediately attack, though will fight to the death if assaulted.

Adjusting this Encounter

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

- **Very Weak:** Replace the **troglodyte champion of Laogzed** with two **troglodytes**. One of these is Glozbortk.
- **Weak:** The **troglodyte champion of Laogzen** has 40 hit points, and can only make two attacks with its Multiattack action; one bite and one claw or great club attack.
- **Strong:** Add two **troglodytes**. Each troglodyte has 20 hit points.
- **Very Strong:** And one **troglodyte champion of Laogzed**. Each **troglodyte** has 20 hit points.

A Trog of a Different Color

These troglodytes are something of a rarity. While most troglodytes are voracious hunters that will kill other humanoids on sight, these, particularly the

leader, have some level of control and foresight. Understanding that they will be unable to get into the spelljammer, the trog champion, Glozbortk, will parlay with the adventurers to see if they will be willing to help him. He speaks Common, though rough and brokenly.

In return, he can help them find what they have come searching for. In fact, they have been passing by the burrows of moon moths for awhile now, but the creatures hide themselves well while in their metamorphic state.

Glozbortk is searching for a suitable trophy to present to a potential mate. If the group will help him find something, he will help them locate the object they seek.

While these troglodytes are not as immediately aggressive as would be typical, Glozbortk cannot lose face in front of his clansmen. If a character attempts an Intimidations (Wisdom) check to make the troglodytes do as they wish, it causes the troglodyte champion to retaliate, and he and his fellow trogs attack the character who tried to intimidate them.

The huge shell turns out to be a strange shipwreck, an oddity this far underground. The ship was once a spelljammer, a flying ship powered by magic. This one was built and operated by beholders, and was downed while trying to return to a headquarters in the Underdark. If the characters do not fight the troglodytes, run the **Gaining Access to the Spelljammer** section. If they do attack and kill the troglodytes, they do not see any access to the strange shell shape buried in the rock, and come to believe it is just an oddity of the Underdark. Run the appropriate section under **Finding the Moon Moths**, if this is the case.

Gaining Access to the Spelljammer

If the adventurers agree to help the Glozbortk, read or paraphrase the following.

The immense troglodyte nods, baring its jagged teeth in what you can only assume is a smile. Waving for you to follow, he leads you toward the strange form buried in the rocks. Glozbortk begins to climb, and disappears over a hidden edge at the top of the structure. His fellow troglodytes watch warily, but remain at the base of the rocks.

Following, you reach the pinnacle of the enormous shell...or could it be carved stone?...and look down into what appears to be a small, roofless room. Glozbortk stands in the center, staring at the wall beneath your vantage point.

When the first character drops down to join Glozbortk, read or paraphrase the following.

Joining the troglodyte, you turn to see what he is staring at, and come face to face with a floating orb of flesh, a singular eye staring out from its center. Ten stalks jut out from its body, an eyeball protruding from the tip of each. Glancing back, you see another, almost identical to the first, seems to have appeared behind you.

The beholders are cunningly crafted and realistic looking carvings that are recessed into the walls so as to be unseen from above.

The roofless room is 15 feet wide and 25 feet long. In the center of the floor, a hatch is hidden and sealed by magic. The carvings of the eye tyrants are a puzzle, one that the troglodytes could not figure out, which can allow them access to the ship below if solved. Allow players to use **Player Handout 1**.

Inspecting the carvings reveal that each eye has a hinged lid that can be closed to cover the eye, and that each eye can also be depressed like a button. In order to open the door, all eyes except the center one, on both carvings, must be flipped closed, and the central eyes pressed. The antimagic field that forms from the central eyes then

uncovers the secret doorway in the floor, revealing a staircase that goes downward. Incorrectly solving the puzzle results in one of the random effects listed on **DM**

Handout 1.

Once inside, read or paraphrase the following.

Below the hatch, a large room lies in ruins, one side completely smashed and buried in rock. Exploring what you have access to, you come to realize the structure is the remains of some strange ship, though how it was seaworthy, or how it came to be partially buried in this Underdark cavern is anyone's guess.

Characters who succeed on a DC 16 History (Intelligence) or Arcana (Intelligence) check realize the ship was a spelljammer, a vessel that could fly through the air, and even into the space above worlds, according to stories.

While the ship proves to be empty and unsalvageable, the body of the orbus, the single-eyed, white skinned beholder that acted as the spelljammer's helm, is still aboard, mummified. Glozbortk believes his potential mate would find this to be a suitable gift. If the characters take it for themselves, however, it quickly crumbles to dust once it is taken to the surface, the air and light wreaking havoc on it.

Treasure

Where the adventurers find their treasure depends on if they choose to fight the troglodytes or help them.

If the characters attack and defeat the troglodytes, the creatures carry various gems and idols worth **125 gold pieces**.

If the adventurers help the troglodytes to gain entry into the spelljammer, they find a single large amethyst worth **125 gold pieces**. Glozbortk is happy to let the characters keep it, thankful for their help in obtaining the orbus.

Finding the Moon Moths

If the characters help Glozbortk to retrieve the orbus from the ruins of the spelljammer, he leads them to a nearby tunnel after they exit the remains of the ship. Read or paraphrase the following.

Glozbortk creeps slowly ahead of you, watching the ground and walls for signs of...something. Finally, he motions for you to halt and to remain silent. A deep thrumming noise begins to softly rumble from the troglodyte's throat. In response, a soft pale green glow rises from the walls around you.

The glow is emitted by the moon moths themselves, which are deep in hibernation as they undergo their metamorphosis. The caterpillar form of the moon moths, prior to entwining themselves in their cocoons, weave a thin layer of material over the hole in which they will hibernate. This material looks amazingly like the rock around it, and cleverly hides the helpless creature while it is in the cocoon.

If the characters battled the troglodytes instead, they soon find a short tunnel from which they notice a slight glow. Investigating the tunnel, they find small portions of the wall from which a pale green light emits. Behind the camouflage erected by the moon moth caterpillar, they find the cocoons they have been seeking.

3. Back to the Lathom's

The adventurers can easily remove the three cocoons they were sent for, and return to Luirlan without incident.

Once there, he inspects the moon moth cocoons excitedly, and exclaims that they are perfect. He has only to wait until the moths finish their metamorphosis, and then he can use the cocoons in the ritual.

Overcome with joy, Xander pays the characters, and embraces each of them with a great hug.

Proceed to Part 8. Conclusion.

Part 8. Conclusion

Estimated Duration: 15 minutes

The adventurers meet with Faith Wheatley again, and give her the outcome of their investigation.

When the players have returned from their investigation, read or paraphrase the following.

Your investigation ended, you return to the Drink o' the Lis to find Faith and tell her what you found.

Faith still sits at the bar, though it looks like Sylie is filling her with hot kaeth* instead of more liquor. Faith takes a drink and winces, fanning her scalded mouth with her free hand. "Sweet baby Ilmater, are you trying to murder me, Sylie?!" the sailor shrieks. The bartender plops down a carafe of sweet cream and smiles stiffly at Faith, and then notices your arrival and gestures toward you.

Faith turns on her stool, and grimaces. "So, what have you found out?"

*The common name for coffee in the Forgotten Realms.

Most of the outcomes will relieve Faith more than worry her. If the characters have learned that Tsarra is a lycanthrope, and choose to tell Faith of her condition, she will become immediately upset, worried for her wife. But Faith is steadfast in helping Tsarra to find a cure for her curse.

If the characters played through Part 6, Deep Undercover, then Tsarra had been interested in a physical relationship with Luirlan, and she and Faith now have much to discuss.

Treasure

Faith pays the adventurers the gold she promised them. In addition, she presses a pair of goggles, **eyes of the eagle**, into the hands of one of them. She explains that she has much to think about, and the idea of

being gone from Ylraphon and Tsarra for tendays at a time simply does not appeal to her anymore. She's going to take a break from the sailor's life, and therefore no longer has need of the goggles. She gives them to the adventurers, along with her gracious thanks.

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 / Foe
Acolyte	50
Apprentice Wizard	50
Bandit	25
Bandit Captain	450
Cultist	25
Cult Fanatic	450
Hook Horror	700
Ogre Zombie	450
Red Wizard	450
Spy	200
Stirge	25
Troglodyte	50
Troglodyte Champion of Laogzed	700
Vampire Spawn	1,800
Wereboar	1,100
Zombie	50

Non-Combat Awards

Task or Accomplishment	XP / Character
Help the Lathom's	200
Convince the Red Wizards to return the Chauntean Relic	200
Help Glozbortk find an adequate trophy	200
Solve Faith's Mystery	250

The **minimum** total award for each character participating in this adventure is **450 experience points**.

The **maximum** total award for each character participating in this adventure is **600 experience points**.

Treasure

The characters can 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
Faith's Reward	100 or 150
Turmish Treasure	175
Symbol of Hoar	50
Gold Chalice	225
Zombie Treasure	225
Tsarra's Reward	100
Mushroom Cave Treasure	50
Satyr's Gold Mushrooms	75
Thayan Treasure	225
Xander's Reward	100
Troglodyte Treasure	125
Amethyst	125

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*.

Eyes of the Eagle

Wondrous Item, uncommon (requires attunement)

The lenses, which are tinted blue, are affixed in a set of leather goggles, the double breaking waves of Umberlee worked into the leather on either side of the crystals. This item can be found in **Player Handout 2**.

Renown

Each character receives **one renown point** at the conclusion of this adventure.

Members of the Emerald Enclave that succeed in converting Luirlan Gilgwyn to their faction earn **one additional renown point**.

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).

originally from Chondalwood, far to the south of the Moonsea, and across the Sea of Fallen Stars.

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Faith Wheatley (FEYTH WEET-lee). Faith is a human female of Arkaiun descent, who speaks fluent Common, Arkaiun, Halruaan, and Undercommon. She is a crewmember of the Elusive Jewel, a shipping clipper that sails the Moonsea, the River Lis, the Dragon Reach, and beyond, and is married to Tsarra Errieth.

Tsarra Errieth (SEH-rah AIR-ee-ETH). Tsarra is a half-elf who hails from the Moonshae Isles. She met her wife, Faith Wheatley, on the ship that sailed her up the River Lis to the frontier town of Ylraphon. While she has voyaged with Faith, Tsarra resides in Ylraphon for reasons she has told no one, not even her wife. Prior to leaving the isle of Gwynneth, Tsarra was afflicted with lycanthropy during an attack from Black Blood tribe invaders from the isle of Moray. While the magic of those who worship the Earthmother helped to hold back her curse, Tsarra heard tales of a druid in Ylraphon who may hold answers to curing her. Journeying to Ylraphon, Tsarra befriended Ilasera, who was able to completely subdue the half-elf's lycanthropy with periodic rituals. With the disappearance of Ilasera, Tsarra has turned to another druid of Chauntea with hopes that he can perform Ilasera's ritual.

Luirlan Gilgwyn (LOO-r-LAN GILJ-win). A handsome half-elf, Luirlan only recently arrived in Ylraphon. A disciple of Chauntea, the druid came to seek tutelage from Ilasera, only to arrive in the frontier town to news that she recently went missing. Undaunted, Luirlan remains in Ylraphon to spread the word and deeds of Chauntea. The half-elf is

Appendix. Monster/NPC Statistics

Acolyte

Medium humanoid (human), chaotic neutral

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common, Elvish, Turmish

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (3 slots): *bless*, *cure wounds*, *sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Apprentice Wizard

Medium humanoid (human), chaotic neutral

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses passive Perception 10

Languages Common, Turmish

Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mending*, *prestidigitation*

1st level (2 slots): *burning hands*, *disguise self*, *shield*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Bandit

Medium humanoid (human), chaotic good

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Turmish

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Bandit Captain

Medium humanoid (human), chaotic good

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common, Dwarvish, Turmish

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Hook Horror

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., darkvision 10 ft., passive Perception 13

Languages Hook Horror

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

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

Actions

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Luiril Gilgwyn (druid)

Medium humanoid (half-elf), neutral

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +4, Nature +3, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Elvish

Challenge 2 (450 XP)

Spellcasting. Luiril is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

Actions

Quarterstaff. *Melee Weapon Attack:* +4 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage with *shillelagh* or if wielded with two hands.

Ogre Zombie

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands Common and Giant but can't speak

Challenge 2 (450 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Red Wizard*

Medium humanoid (human), chaotic neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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8 (-1)	13 (+1)	14 (+2)	16 (+3)	9 (-1)	11 (+0)
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Saving Throws Wisdom +1

Skills Arcana +5, Investigation +5, Medicine +1

Senses passive Perception 9

Languages Common, Elvish, Thayan

Challenge 2 (450 XP)

Grim Harvest (1/Turn). When the Red Wizard kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level.

Spellcasting. The Red Wizard is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Red Wizard has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *chill touch*, *dancing lights*, *mage hand*

1st level (4 slots): *false life**, *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*, *web*

3rd level (3 slots): *animate dead*, *vampiric touch*

Swift Animation (Recharges after a Long Rest).

When a living Medium or Small humanoid within 30 feet of the Red Wizard dies, the Red Wizard can use an action on its next turn to cast *animate dead* on that humanoid's corpse, instead of using the spell's normal casting time.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

*based on Oreioth, *Princes of the Apocalypse*, pg. #.

Spy

Medium humanoid (human), neutral evil

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +4, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common, Elvish

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Stirge

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages --

Challenge 1/8 (25 XP)

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The 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 stirge.

Troglodyte

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

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

Skills Stealth +2

Senses darkvision 60 ft., passive Perception 10

Languages Troglodyte

Challenge 1/4 (50 XP)

Chameleon Skin. The troglodyte has advantage on Stealth (Dexterity) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Troglodyte Champion of Laogzed

Medium humanoid (troglodyte), chaotic evil

Armor Class 14 (natural armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+3)	8 (-1)	12 (+1)	12 (+1)

Sills Athletics +6, Intimidation +3, Stealth +3

Senses darkvision 60 ft., passive Perception 11

Languages Troglodyte

Challenge 3 (700 XP)

Chameleon Skin. The troglodyte has advantage on Stealth (Dexterity) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

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

Actions

Multiattack. The troglodyte makes three attacks: one with its bite and two with either its claws or its greatclub.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Acid Spray (Recharge 6). The troglodyte spits acid in a line 15 feet long and 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Tsarra Errieth (weretiger)

Medium humanoid (half-elf, shapechanger), neutral

Armor Class 12

Hit Points 120 (16d8 + 48)

Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +5, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish (can't speak in tiger form)

Challenge 4 (1,100 XP)

Shapechanger. Tsarra can use her action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into her true form, which is a humanoid. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Keen Hearing and Smell. Tsarra has advantage on Perception (Wisdom) checks that rely on hearing or smell.

Pounce (Tiger or Hybrid Form Only). If Tsarra moves at least 15 feet toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, Tsarra can make one bite attack against it as a bonus action.

Actions

Multiattack. In humanoid form, Tsarra makes two scimitar attacks or two longbow attacks.

In hybrid form, she can attack like a humanoid or make two claw attacks.

Bite (Tiger or Hybrid Form Only). *Melee*

Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee*

Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) slashing damage.

Scimitar (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) slashing damage.

Vampire Spawn

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from non-magical weapons

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. **Hit:** 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wereboar

Medium humanoid (shapechanger), neutral evil

Armor Class 10 in humanoid form, 11 (natural armor) in boar or hybrid form

Hit Points 78 (12d8 + 24)

Speed 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2

Damage Immunities bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Senses passive Perception 12

Languages Common (can't speak in boar form)

Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or a boar, or back to its true form, which is humanoid. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only).

Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage.

Tusks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throw Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew life but can't speak

Challenge 1/4 (50 XP)

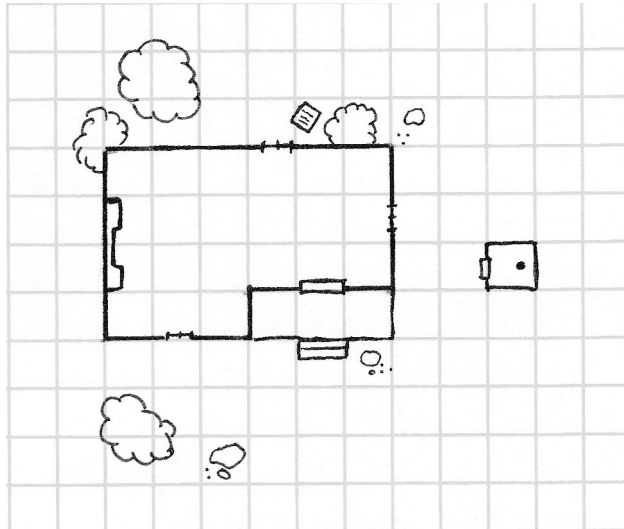
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

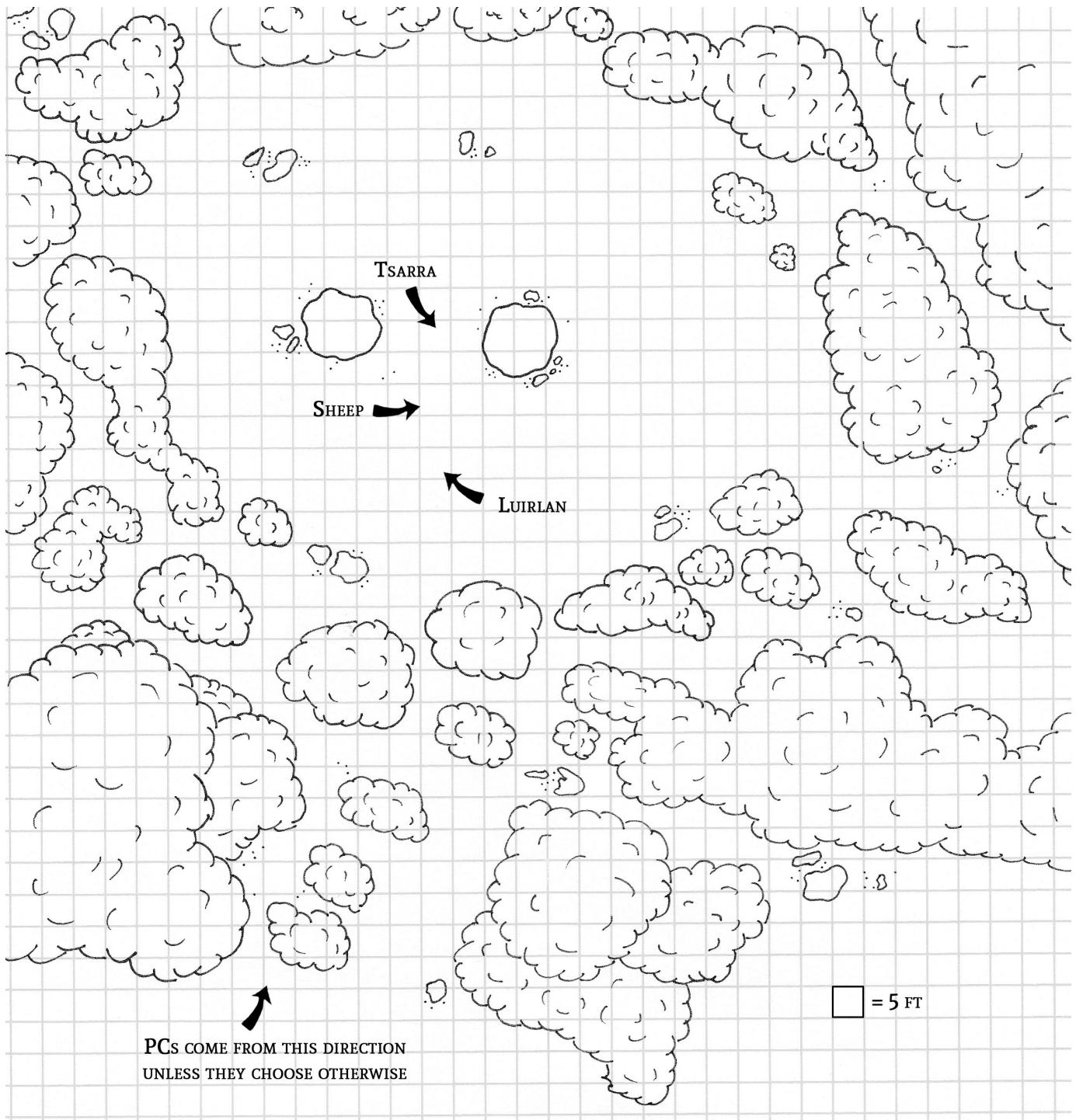
Appendix. Map: Prior Indiscretions

A layout of Luirlan's single room cottage, with fireplace, windows, door, uncovered porch, and outhouse.



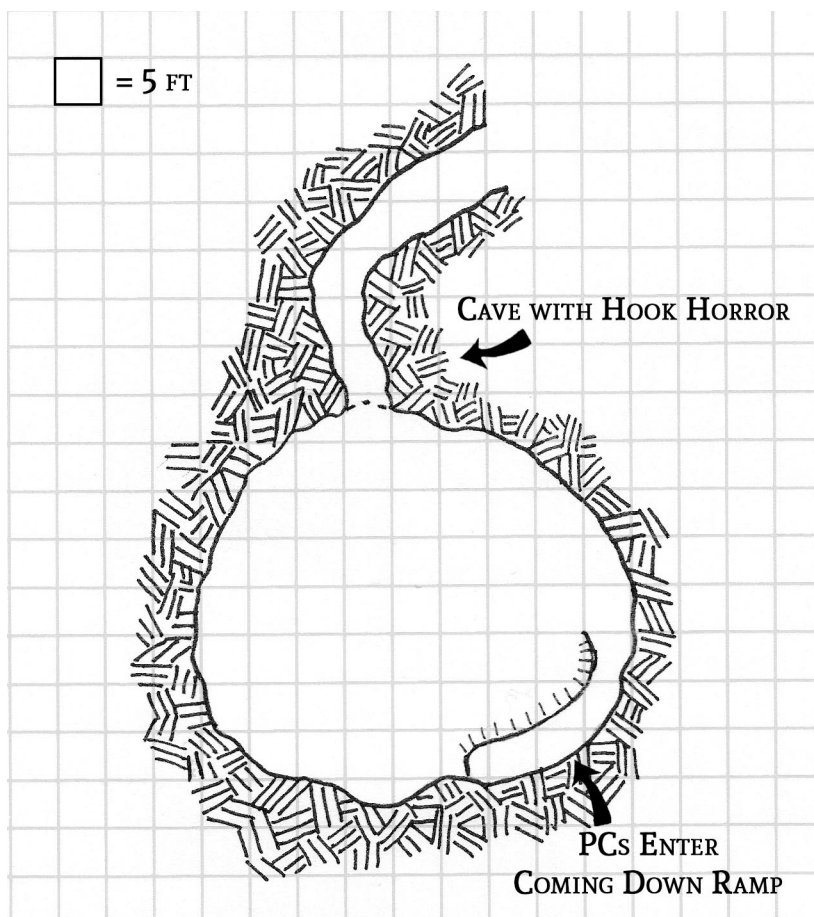
Appendix. Map: Good Intentions

The forest clearing where a well-intentioned druid attempts a ritual far beyond his scope.



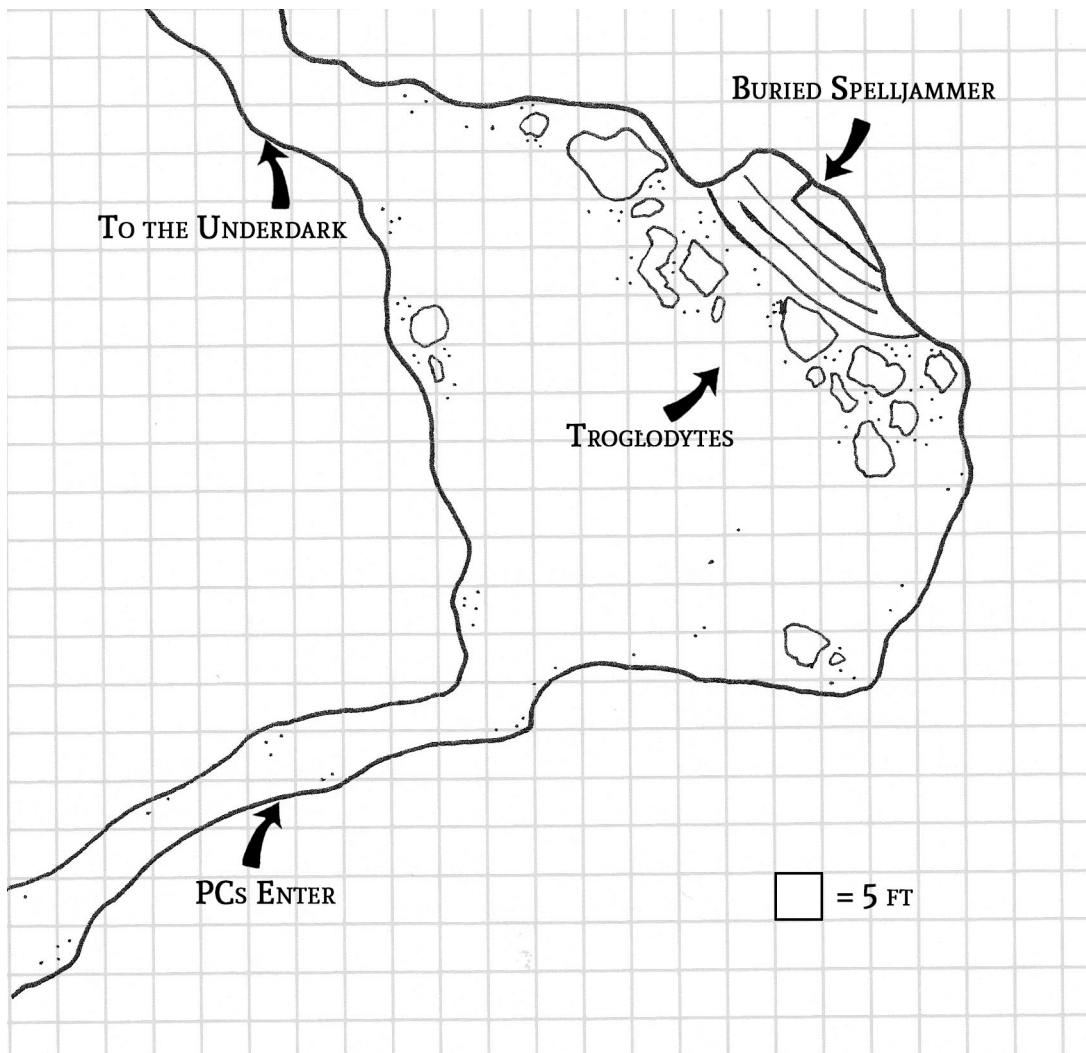
Appendix. Map: To Fulfill a Wish

The bottom of a deep cavern, where mushrooms grown abundantly, and horrors lurk in the shadows.



Appendix. Map: A Gift of Life

A cavern in the Underdark where lies the buried remains of a spelljammer, and the troglodytes who are attempting to gain access to it.



DM Handout 1: Beholder Carving Effects

d10	Effect
1	The creature who presses the button must succeed on a DC 16 Wisdom saving throw, or become charmed by the nearest beholder for 1 hour, or until the beholder harms the creature.
2	The creature who presses the button must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3	The creature who presses the button must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. During this time, the creature must use its action to move away from the ship at its full movement speed. The creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4	The creature who presses the button must succeed on a DC 16 Dexterity saving throw. On a failed save, its speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5	The creature who presses the button must succeed on a DC 16 Constitution saving throw, taking 9 (2d8) necrotic damage on a failed save, or half as much on a successful one. In addition, the carving of one of the eye stalks flares and appears scorched, as the ray of necrotic power erupts from it. This effect can no longer occur, and nothing happens if this effect is rolled again.
6	All creatures in the room must succeed on a DC 16 Strength saving throw or be pushed 5 feet away from the wall on which the eye button was pressed. In addition, they are restrained 2 rounds, held just above the floor. The creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The magic once held intruders for much longer, but has dwindled and it far less potent.
7	All creatures in the room must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. An unconscious creature awakens if it takes damage or another creature uses an action to wake it.
8	The creature who presses the button must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified. While this would be permanent until changed by <i>greater restoration</i> or other magic, the magic of the trap has waned, and lasts for only 1 minute.

9	The creature who presses the button must succeed on a DC 16 Dexterity saving throw, or take 4 (1d8) force damage, the magic of the trap greatly weakened.
10	A black, crackling ray of necrotic energy begins to emerge from one of the eye stalks, then fizzles and blinks out, the magic of the trap failing.

Player Handout 1.

Two intricate carvings of terrible creatures stare across the room at one another. Each of the carvings have ten eye stalks, and a central eye, all of which have hinged lids to close the eyes.



Player Handout 2. Eyes of the Eagle

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

Eyes of the Eagle

Wondrous Item, uncommon (requires attunement)

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

The lenses, which are tinted blue, are affixed in a set of leather goggles, the double breaking waves of Umberlee worked into the leather on either side of the crystals.

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