



The Widow's Fang



More than three decades ago, a young child became ill with a horrible disease and died. Instead of departing, her spirit lingered on as a ghost, haunting the hospital where she spent the last days of her life. Now, a new owner hopes to reopen the hospital, but first the ghost must be exorcised. Can you help the child find peace at last? A Two/Four-Hour Adventure for Tier 1 Characters. Optimized for APL 4.

CREDITS

Lead Designer: Lucas Curell

Artwork: Lucas Curell

Editing: Claire Hoffman, Travis Woodall

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Rich Lescouflair

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

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

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Adventure Primer

The Widow's Fang is a ghost story. The Characters stop off in a tiny village and find themselves drawn into the tragic tale of a young girl, long dead.

Background

Three decades ago, a terrible plague swept through the village of **SHADEHARBOR**. Local priests did what they could, but the damage was beyond their ability to control. When the plague ended, the population was decimated with one out of every two villagers dead. **CHERISE FEN**, a child of nine years old, was among the victims.

ANTONIA SEGAR, the daughter of a rich miser named **JOSEF SEGAR**, promised Cherise she could help. She begged her father to pay to have her friend healed, but her father sneered, giving Antonia a single copper fang as he stated bluntly that he would give Antonia, “the value of her friend’s life.” Antonia hated her father for refusing to help, a rift that never healed.

Cherise died, but her spirit did not find peace. Instead, she lingered in Shadeharbor as a ghost, haunting the hospital where she was treated. At first, her hauntings were harmless pranks, but as time went on, Cherise became angrier, and the pranks evolved into dangerous assaults. Eventually, the hospital was shuttered, leaving the ghost to suffer in solitude.

Recently, a young nurse named **ALEXIS** acquired the hospital’s deed and moved to Shadeharbor intending to re-open it. However, she quickly realized the place was haunted by the spirit of a lonely, embittered child. Refusing to see the suffering child as a monster, Alexis has pledged to aid the ghost find peace. This task, however, is beyond her abilities and she needs help.

Episodes

The adventure’s story is spread over three **story episodes** that take approximately 2 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

If you’re planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you’ll want to revisit the **Call to Action** each time you play.

- **Episode 1: Bullies.** The characters are in Shadeharbor where they find themselves facing down a bully and receive an unexpected request to help a ghost!
- **Episode 2: Digging Around.** If they’re going to help the ghost find peace, they must first learn a bit about her in life. Episode 2 follows them as they talk with townsfolk about the ghost.
- **Episode 3: The Hospital.** Armed with the information they need; the characters must delve into a haunted hospital teeming with undead and demons to save a child.

Bonus Objectives

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure’s appendices, as follows:

- **Bonus Objective A: A Lost Child.** A village child has become lost in the hospital and his life is in danger. To overcome this bonus objective, the characters must rescue the child. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: The Dark One.** A demon lurks in the hospital, holding a key to the ghost’s home. To succeed in this bonus objective, the characters must recover the key. This bonus objective is found in **Appendix 5**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

How Will You Play?

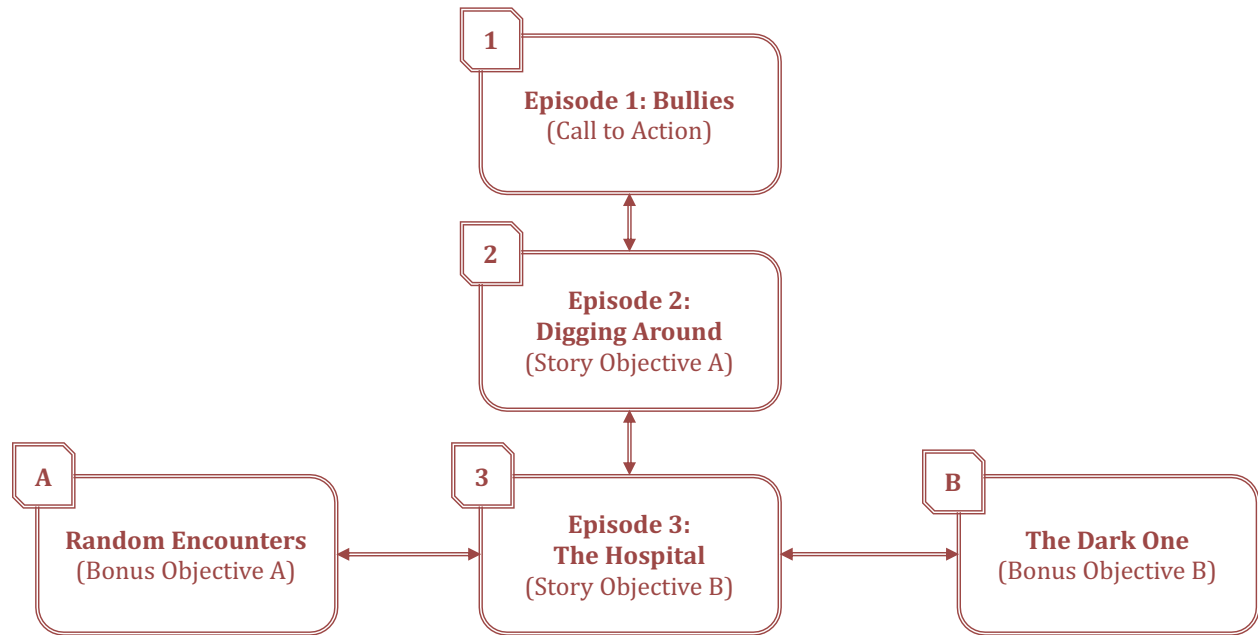
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete the both of the adventure’s story objectives, the characters play in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Bullies (Call to Action)

Estimated Duration: 30 minutes

The adventure begins with the characters in the village of Shadeharbor.

The village of Shadeharbor sits on the southern shore of the Moonsea, between Hillsfar and Elventree. It is a quiet, forgettable place. Once, long ago, people talked about Shadeharbor as the next up-and-coming Moonsea settlement. That all changed three decades ago, when a horrible plague swept through the town, decimating its population. Shadeharbor never recovered, and over the years it has been mostly forgotten.

- A young woman, clearly disheartened, sits alone at the bar, while nearby, a table of rowdy locals, deep in their cups, jeers at her.

Scene A. Tomal

The young woman is **Alexis**, currently unhappy with her inability to help the ghost Cherise.

The local bullies are led by a half-orc named **Tomal**. He is intoxicated and sees Alexis as an easy mark for what he considers a “bit of fun.” They all know the stories of the ghost that haunts the hospital but Tomal doesn’t believe them, instead insinuating that Alexis has lost her mind. If the characters do nothing, the men escalate their taunts until they run Alexis from the bar in a fit of tears. Hopefully, however, they intervene.

“There aint no ghosts in the old hospital, some people just jump at shadows.”

“I been through that place top to bottom, this one is just looking for attention is all.”

“You’d ‘ave to be barmy to think a dead kid was haunting that place.”

“Every child in Shadeharbor has spent a night or two in the hospital and you don’t see THEM jumping at every shadow.”

Dealing with Tomal

Tomal is full of liquor, which makes him brave. He can be shouted down with a **successful DC 15 Charisma (Intimidation) check**, but cannot be persuaded to back down with Persuasion. His companions, however, can be roused to call off their friend with a **successful DC 15 Charisma (Persuasion) check**.

If the situation turns violent, Tomal and his five companions (**thugs**) grab bottles, chairs, and anything at hand to fight the characters. None of them have weapons. Tomal flees if he is reduced to half his hit points or fewer, his companions following him out in a rush.

Request for Aid

Once Tomal has been dealt with, Alexis shares her story, telling the Characters how she came to Shadeharbor hoping to reopen the hospital, but instead found it haunted. She has made several attempts to communicate with the spirit but thus far has failed to learn anything more than its name:

Cherise Fen.

Alexis insists the characters not harm the child. She wants to help the ghost find peace, not drive it away with violence.

Although Alexis knows little of banishing ghosts, she explains that she spoke with the local priest and he told her to find out what ties the ghost to this life to help it find peace. Only then, would it depart.

Getting Started

Alexis suggests that the characters ask around town, looking for people who knew Cherise when she was in the orphanage. She offers the names of several people who she has been meaning to speak with regarding the ghost. Distribute **Player Handout 1**.

Roleplaying Alexis

Alexis (*uh-lex-iss*) is a **kind nurse**, filled with an abiding **love of life** and **desire to help** others. She was born male, but always felt uncomfortable with her situation and has since abandoned her biological gender, assuming her true feminine gender. She has a tender spirit, and chose the field of medicine to help others.

Quote: “She’s just a child, she needs help, not persecution.”

Call to Action

The objective of this adventure is to help the ghost of Cherise find peace. To do that, the characters must:

- Learn the things that bind Cherise’s soul to the mortal realm, this is dealt with in **Episode 2**.
- Infiltrate the haunted hospital and help Cherise find peace. This is dealt with in **Episode 3**.

Treasure

If the characters agree to help and promise to do what they can to not harm the child, Alexis offers them *a scroll of revivify* and two potions of healing.

Episode 2: Digging Around (Story Objective A)

Estimated Duration: 30 minutes

In this episode, the characters talk to some of the people who knew **Cherise** in life, gaining insight into things she felt were important. **It is critical they make their way to Antonia Segar and either convince her to accompany them into the hospital or recover the copper fang from her (see Scene E below).**

Story Objective A

The characters should accomplish three things in this episode:

- Discover the things Cherise valued in life.
- Learn that Cherise believes her friend Antonia abandoned her.
- Secure proof that Antonia did not abandon Cherise.

Area Information

This episode takes place in the village of Shadeharbor.

- Shadeharbor is a **quiet, forgettable place**, once talked about as the next up-and-coming Moonsea settlement. That changed **three decades** ago, when a **horrible plague** swept through the town, decimating its population. Shadeharbor never recovered and, over the years, has been mostly forgotten.
- The village has an unusually **large number of abandoned structures**, left over from the days when it was a thriving community.

Scene A. Mayweather Bell

Mayweather Bell worked as a nurse in the hospital. He lives alone in a small home and greets the characters cheerfully. Mayweather only helps if he believes the characters have the ghost's best interest at heart. To convince him they intend to help, the characters must make a **successful DC 13 Charisma (Persuasion) or (Deception) check**. If they truly do intend to help, give them advantage on the Persuasion check.

When Mayweather is ready to talk, he shares:

- The plague was a dark time for Shadeharbor, and the hospital was filled with the sick, among them a young orphan named Cherise Fen.
- Cherise had few valuables, bringing everything she owned with her. **Mayweather recalls a small doll of which she was very fond.**
- Upon arriving, Cherise showed few signs of illness, and was cheerful and confident, certain that "her friend" would save her. However, as the days passed, and this friend never showed up, Cherise became increasingly afraid. It wasn't long after that the illness took her in earnest.
- A few days after she died, Mayweather saw her with her doll in the playroom. When he looked away, she was gone, and he believed he had been seeing things until others also began reporting similar sightings.
- The ghost, like the girl, was friendly and cheerful when it first manifested. It still spoke of a "friend" coming to save it. However, as time went on, and still this friend did not appear, the ghost became lonely, forlorn, and eventually violent.

Mayweather does not recall the name of Cherise's supposed friend. He never met her and doesn't actually believe she exists.

Roleplaying Mayweather

Mayweather is an old man with skin the rich brown of coffee, and a deep **voice filled with kindness**. He spends his days **tending his many flowerbeds** and often speaks to visitors while showing them off. He can usually be found in the early evenings among a circle of children, whom he regales with wild stories of grand adventure.

Quote: "Can you imagine anything as beautiful as these orchids in bloom?"

What Mayweather Knows

Mayweather can tell the characters about Cherise's doll, which the ghost cherished in life.

Scene B. Stella Gertrude

Cherise had no family and spent the few years of her life in Shadeharbor's orphanage. The orphanage has been closed for over a decade, but **Stella Gertrude**, the orphanage's matron, still lives in Shadeharbor. Stella is 89 years old and is now cared for by one of the many orphans, themselves nearly sixty years old.

Stella's memory is full of gaps, and she begins by claiming she can recall nothing of Cherise. To help her remember, the characters must make a **successful DC 13 Wisdom (Medicine) check**.

What she recalls of Cherise includes:

- The child was mischievous and would often track mud through the orphanage.
- Once she caught the girl with a brand-new pair of ruby red slippers. When Stella demanded Cherise tell her who they were stolen from, the girl insisted they had been a **gift from her friend Antonia Segar**. Stella saw this for the "lie" it was and confiscated them.
- Somehow Cherise learned to read, and she spent hours poring over the few books in the orphanage's library. Her favorite stories were those of high adventure.

Roleplaying Stella

Stella is a **stern woman** with an angular face and a rail-thin body. She keeps her gray hair in a bun on top of her head. Her **memory is failing**, and occasionally she'll slip into confusion. She thinks of anyone younger than 80 as a child, and **speaks down** to them, as if she were their caretaker.

Quote: "Stop fidgeting boy, it is unseemly."

What Stella Knows

Stella knows two important facts that can help the characters:

- Cherise "claimed" to be friends with Antonia Segar, a claim Stella never believed.

Scene C. Dannel Star

Dannel Star, Shadeharbor's cobbler, spent his youth in the orphanage. He was not particularly close to Cherise, but, as children do, they played together often. Now a man of nearly 60, Dannel has spent his entire life in Shadeharbor. He married young, has several adult children, including a son who apprenticed with him and works alongside him in the family business.

The cobbler is evasive when asked about Cherise, not because of his feeling towards Cherise, but rather he is reluctant to talk of his childhood at all, fact that can be noticed by any character who makes a **successful DC 10 Wisdom (Insight) check**. He can be convinced to do share what he knows with a **successful DC 13 Charisma (Persuasion) check**, made with advantage if the characters noticed his general reluctance to speak of his childhood. Once the characters get him talking of Cherise, he shares:

- Cherise was a happy child with an incredible imagination.
- Her parents died when she was very young, and the only thing she had from them **was her doll**.
- She loved reading, and somewhere had gotten her own **copy of the book, 100 Tales of King Hekaton**. Dannel jokes that she could recite nearly all of the stories from memory.
- Although she played with everyone at the orphanage, her **best friend was a girl named Antonia**, daughter to Josef Segar, the richest man in Shadeharbor.
- Cherise insisted that her friend Antonia would "save" her from the plague.

Roleplaying Dannel

Dannel (*dan-el*) is a **simple-minded man**, who has enjoyed a quiet life. He takes pride in his work but **treasures his family** above everything else. When troubled, he retreats to his work, patching shoes as he remembers his orphanage days.

Quote: "This is my granddaughter Bella, she received top marks in her class for writing."

What Dannel Knows

Dannel has quite a lot of information for the characters, if they can get him talking. Including:

- Cherise had a doll, her only memento remaining from her time with her parents.
- Cherise loved books and owned a copy of *100 Tales of King Hekaton*.
- In life, Cherise was friends with Antonia Segar. Antonia promised to "save" Cherise.

Scene D. Elinor Fayrn

Elinor Fayrn was a child when the plague struck, and spent weeks in the hospital, some of that time in a bed next to Cherise. Elinor's mother was killed by the ghost of Cherise just before the hospital was shuttered.

The woman is eager to share what she knows if she believes the characters want to destroy the ghost. Her intense hatred of Cherise should be self-evident from any conversation with her but can also be discovered with a **successful DC 10 Wisdom (Insight) check**.

She refuses to offer any help if she thinks the characters intend to help Cherise. No words can convince her, but she can be threatened into talking with a **successful DC 13 Charisma (Intimidation) or (Deception) check**. The Deception check is made with disadvantage if the characters have already given her reason to think they intend to help.

What she knows includes:

- She spent several days in a **room everyone called the "death ward," a basement store room** converted into a ward for patient who were expected to die.
- Elinor was kept in a bed next to Cherise, although they never spoke to one another, Cherise could no longer speak when she was brought to the ward.
- Elinor didn't see the ghost until it turned violent, after which it became a near-constant companion in the death ward.
- On the day Elinor was to be discharged, her mother came to see her. Cherise killed Elinor's mother in a fit of rage. Elinor fled the attack, and the hospital was shuttered shortly thereafter.

Roleplaying Elinor

Elinor Fayrn (*el-i-nor fay-rin*) is an **embittered woman** with an intense **hatred for the ghost**. A survivor of the plague, she was left **nearly blind** by the sickness. She married young and **became a widow** after only a few years, a turn of bad luck she blames on the ghost - as she blames all her misfortunes.

Quote: "It's a monster, not a child. Destroy it!"

What Elinor Knows

Elinor knows the lair of the ghost – the basement of the hospital.

Scene E. Antonia Segar

As a child, **Antonia Segar** and Cherise were best friends. When Cherise became sick, Antonia swore she would get money to pay for her friend's treatment. However, her father Josef refused, stating bluntly, "I will give you the value of her life." as he handed over a copper fang.

Ashamed, and terrified for her friend, Antonia locked herself in her room and, by the time she built up the courage to see Cherise, the girl was dead. For Antonia's entire life, she has carried a burden of shame and guilt over her inability to help.

Antonia has never entered the hospital, afraid to see what has become of her friend, but she knows from conversations with others, that **the ghost believes Antonia abandoned her** all those years ago. She begs the characters to tell her friend that she never did so, and **as she speaks, she produces the copper fang given to her by her father**, muttering over and over, "It was not enough, it was all I had, but it was not enough."

Wracked with guilt, she shares everything she knows freely, often pausing as she sobs.

Roleplaying Antonia

Antonia Segar (*ann-tony-uh say-gar*) is a **guilt-stricken** woman with an **abiding hatred of her father**. She is **terrified of seeing her friend, blaming herself** for Cherise's suffering. She will do anything she can to help, but only if someone helps her overcome her own fear and guilt.

Quote: "It is all my fault."

Key Objective

Antonia and her story are critical elements in successfully helping Cherise find peace. When the characters confront Cherise in **Episode 2**, it is important that they either:

- Reunite Antonia and Cherise
- Or bring the copper fang to Cherise

Antonia remains wracked with guilt over her part in the situation and is not ready to face Cherise. If asked, she refuses to accompany the characters into the hospital without a **successful DC 20 Charisma (Persuasion) check**. The DC for this check **decreases to 15, and is made with advantage**, if the characters revealed her father's role in the plague during the events of *CCC-Ziege-04-01: The Miser's Glory*.

If the characters fail to convince her to go to the hospital with them, she offers the copper fang as proof of her abiding love for Cherise and begs the characters to take it to Cherise.

Understanding the Coin

Some players may think that the coin would be viewed negatively by the ghost. After all, it was thrust upon Antonia spitefully. While this is true, and while Antonia sees the coin as a symbol of her failure, Cherise will receive the coin as proof that her friend *did not abandon her*.

As the conversation with Antonia unfolds, if this realization does not come out naturally, subtly steer things towards what needs to happen for Cherise to find "peace," and guide the characters to this realization.

The chain of logic should go something like this:

- Antonia promised to find a cure for Cherise.
- After Cherise got sick, Antonia was ashamed and afraid to go see her friend.
- Cherise interpreted this absence as abandonment.
- Antonia did everything she could to help her friend, but her efforts amounted to a single copper fang.
- The copper fang, and Antonia's act in keeping it all these years, is a physical object that may prove to the ghost that her friend did not abandon her.

The Miser's Glory

If your players have already played through *CCC-Ziege-04-01: The Miser's Glory*, they may already be familiar with Antonia Segar and know the significance of the copper fang. Antonia will also likely be aware of the role her father played in the death of Cherise. In this instance, you should adjust this scene accordingly, the knowledge of her father's role only adding to the grief and guilt Antonia now suffers.

Alternately, you may wish to forgo conversations with any of the other NPCs in this episode, weaving the important pieces of information they know into the story told by Antonia. The time saved can be used to accomplish bonus objectives during **Episode 3**.

The key facts that Antonia would need to relate include:

- Cherise had a doll given to her by her parents, the only memento she retained of them.
- Cherise loved reading, her favorite book was *100 Tales of King Hekaton*, and she owned a copy of it.

Episode 3: The Hospital (Story Objective B)

Estimated Duration: 90 minutes

In this episode, the characters enter the haunted hospital where they must face down demons and undead before they can help the ghost of Cherise find peace and depart the mortal realm.

Story Objective B

The characters objective in this episode is to banish the ghost. They can accomplish that through violence or helping it find peace.

General Features

The hospital has the following general features:

Terrain. The floor of most rooms is cluttered with debris: broken bedding, decaying linens, shards of glass, discarded medical instruments, and scattered bones.

Light. During the day, dim light filters in from numerous windows. At night, the hospital is in complete darkness, with ominous shapes flitting about, just at the edge of perception.

Smells and Sounds. The hospital smells of age and dust and is unnaturally quiet.

Wrongness. A general feeling of wrongness pervades the hospital. The entire area registers as desecrated ground if subjected to magic such as *detect good and evil*.

Haunted. The hospital is haunted, and this manifests in many ways (see **Hauntings** below).

Hauntings

Many things in the hospital are not what they seem. In the text, these events are referred to as “hauntings.” In addition to those specified, the hauntings may manifest in other ways, such as:

- Rooms seem clean and in use one moment, the next abandoned, and the next filled with bones.
- Unseen watchers lurk in the shadows, and characters occasionally catch movement from the corner of their eye.
- A nurse, or a patient, appears wandering the halls, jabbering incoherently, only to transform into a shrieking apparition before vanishing.
- Fresh blood pools on the floor, drips from the ceiling, or runs down the wall.

The hauntings have a semblance of form. They can be touched, manipulated, and interacted with, until they abruptly vanish.

Use these hauntings, and others of your own devising, to create a sense of ever-present danger, and to impress upon the characters that even the environment hungers for their demise.

Planar Rifts

The negative energy within the hospital has opened holes in the fabric of reality, connecting the hospital to the Abyss. A small number of demons have passed through these holes.

Detecting the Rifts

A sense of these rifts is automatically noticed by some characters as soon as they enter. This includes:

- A character with a divine patron (such as a cleric or paladin),
- a warlock who chose The Fiend as patron or,
- anyone employing magic such as *detect good and evil*.

Describe the sensation as a sense of wrongness, as if the “veil between worlds” were thin.

Once they are aware of the sensation, characters can “track” the energy with a **successful DC 12 Intelligence (Arcana) check**. A successful check leads them to one of the areas where a planar rift exists (**Scene I**, **Scene J**, and **Bonus Objective B**).

Once the characters are near a rift, they can locate and close it as described in the appropriate area descriptions. **If a rift is closed, it immediately banishes any surviving demon in that area.** If the rift is not closed, a vanquished demon returns to the hospital 24 hours after its body is destroyed.

If the spirit of Cherise is put to rest, any open rifts are immediately closed, and the hospital loses the feeling of “wrongness” that permeates it.

Approaching the Hospital

The old hospital sits alone on an abandoned street, separated from the rest of the village by a row of large trees.

- The hospital is an **imposing structure of stone**, built when the town was growing.
- **Eight gargoyles stand vigil** at each corner of the structure, water gushing from their open mouths when it rains.
- The **front doors are closed**, but not locked.

Playing the Pillars

COMBAT

Pay close attention to the three encounters that include a planar rift. If the characters approach them head-on, they may be overwhelmed. Help encourage groups to think creatively and guide them towards alternatives beyond simply hitting things with a big stick!

EXPLORATION

While your characters work through the hospital, play up the otherworldly haunted nature of the place. Embrace the hauntings, think back to horror movies and use them as inspiration for adding exciting hauntings of your own.

SOCIAL

Cherise is not intended to be fought. At her core, she is a frightened child. In addition, there are several roleplaying encounters included in Bonus Objective A to break up the hospital scenes and keep it from feeling like one long combat slog.

Scene G. Hospital Administration

The cluster of rooms inside the hospital's front doors were administrative areas: a lobby and attached waiting room, a nurse's station, several private waiting rooms, a break area, storage, and the like.

The door opens with a long creak and sunlight filters into an empty room where motes of dust drift lazily through streamers of light.

- **Debris litters the floor:** several broken chairs, a desk missing two of its feet, its drawers open and hanging askew.
- Empty alcohol bottles and the remnants of a small fire suggest the **homeless residents** of Shadeharbor have, on occasion, **used this room as a resting place.**
- Dark passages mark the entrances to **several connected areas.**
- A **doll lies in one corner**, seeming to stare at the characters from sunken eyes blackened by soot or mold. Its **face is worked into a smile**, revealing yellowed teeth, and **one side of its mouth has been torn open**, the fabric peeled back like split flesh. Stringy **black hair sprouts wildly** from the doll's slightly oversized forehead, in which a hole gapes and dirty stuffing pokes out.
- The lobby is empty, but not without incident.

The Doll

The doll is not real. It seems real, and can be handled, but it is one of the ghost's manifestations. At some point, before the characters leave this room, they notice the doll has repositioned itself in a corner opposite where the characters first spotted it. This occurs even if the characters picked up, stowed, or destroyed the doll.

The Giant

Before the characters leave the room, a haunting occurs.

The ground trembles and quakes with massive footfalls as a creature, its body so large that its head and shoulders are hidden by the wall, lumbers past an open doorway.

The "giant" takes no interest in the characters, passing before the door and moving east. As soon as it passes out of sight, it vanishes. If the characters attempt to catch it, or follow it, they find it gone, having left no signs of its presence.

Scene H: Main Hall

A wide hallway connects the two hospital wings with the administration areas to the south and the functional areas to the north.

A long, empty hall stretches away into darkness.

- **Dim light fills the corridor**, originating from the eastern and western wings, which are lit during the day, their glow filtering into the hall.
- **Debris** – broken gurneys, discarded scrubs, rotting blankets, bones, etc. – **litters the corridor.**
- **Rats scurry away from the characters' light**, fleeing into small holes in the walls.

Cherise's doll lies amidst the garbage (marked "D" on the map). It is easily missed in the other detritus, and once noticed, vanishes before it can be collected.

Scene I. West Ward

During the plague, the west ward of the hospital was used to house patients in the early stages of sickness. When the characters enter, they step into a vision.

As you describe the vision, and the people in it, highlight small irregularities: a feeling that everyone is watching, but only when the characters are not looking at them; people moving with unnaturally jerky or sudden movements; or beds that housed a patient upon first glance are empty when viewed again.

You step into a bustling hospital ward.

- **Several nurses**, wearing white uniforms, tend to a **dozen suffering patients**.
- The **groans of the sick** create a continuous background hum, and the **stench of feces and decay** intermingles with the **smell of cleaners**.
- A small **girl sits cross-legged on one of the beds**, cradling a doll in her arms. The girl is Cherise, and the doll is the same as the one that the characters may have been seen earlier, although in better condition.

As the characters enter, Cherise glances up at them, mischief in her eyes. She hops off the bed, darting away into a nearby room (marked “A” on the map), a nurse trailing behind, protesting as she goes.

The vision persists for only a few moments, long enough for the characters to interact with the caretakers or the patients. Although no one, other than Cherise, gives any indication that they are aware of the characters.

The Vision Ends

When the characters move towards Cherise’s doll, or when you feel the vision is played out, continue:

You feel an intense cold building from your feet, and glance downward to see the entire vista has changed.

- The **ward is empty**, and eerily silent.
- **Broken and tumbled remnants** are all that remains of the once neat rows of beds.
- **Dim light** filters in from windows, the glass from their broken panes strewn across the floor.
- **Decaying linens** and **discarded medical instruments** are everywhere.
- **Bones litter the floor**. Thousands upon thousands of them covering the floor like a blanket of moss.

The bones are the source of the unnatural cold, and as the characters watch, many begin to wriggle and writhe, several standing jerkily to their feet, red pinpricks of life flaring in their empty eye sockets.

One stands out from the others, with leathery black flesh pulled tight over its bones, which weep blood. A horn juts from the back of its head, curling up and forward, and an unwholesome intelligence burns in its eyes.

The chamber contains a **babau demon** and four **skeletons**, which attack the characters. The creatures are spread out, and do not fight as a group.

Endless Armies of the Dead

Once combat begins, each round, on initiative count 20, always losing ties, two additional skeletons rise up from one of the areas marked with a skull on the map “☠”. These creatures shamble toward the nearest character and attack.

Planar Rift

This chamber contains a planar rift, the hole in reality that allowed the babau demon entry. It is marked on the map “☼”, and can be located with a *detect magic* or *see invisible* spell (or similar magic), or a **successful DC 15 Intelligence (Arcana) check**. Once discovered, it appears as a flickering vortex hanging in the air a few inches from the ground. Closing the vortex requires three **successful DC 15 Intelligence (Arcana) checks** or magic such as a *banishment* or *dispel magic* spell (no check needed).

Closing the rift banishes the demon and causes the skeletons to crumble to dust, ending the encounter.

Adjusting this Encounter

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

- **Very Weak:** Remove the 4 **skeletons**. The **babau demon** has 50 hit points.
- **Weak:** Remove the 4 **skeletons**.
- **Strong:** Add 2 **skeletons**.
- **Very Strong:** Add 1 **babau demon**, add 4 **skeletons**.

Recovering the Doll

Cherise’s doll is lying in a corner of the room marked “A” on the map. As soon as it is picked up, the rift closes, ending the encounter as noted above.

The characters may not realize they need to recover the doll. In this instance, guide them towards it by having Cherise’s ghost manifest again, always carrying the doll and moving towards the area marked on the map. This manifestation occurs both during, and following, an active encounter.

The doll is needed to open the door in **Scene M**.

Scene J. East Ward

During the plague, the east ward held victims who were close to dying, but still aware and coherent.

All that remains of the hospital's east ward is a jumble of ruined furniture and tumbled down walls.

- **Fragments of broken beds** lie scattered about, their **rotting mattresses piled up** in one corner.
- An equally impressive **pile of bones** in another corner gives the scene a ghastly appearance.
- Dark **puddles of sticky black liquid** pool about in several places, forming a haphazard trail leading towards the mattresses.
- The **smell of sulfur** hangs heavy in the air, and **distant whispers** issue from the darkness.
- Near the center of the south wall sits a **small bedside table**, the only piece of furniture not broken and shattered. An **open book** rests on the tabletop.

The Demon

Moments after the characters enter, the ground begins to tremble and quake as a mighty simian creature bursts forth from the pile of mattresses. Its fur is brilliant red, and the flesh of its face and oversized hands is azure blue. Tiny spots of red mark its eyes, and the bracelets of gold it wears suggest an intelligence beyond its ape-like appearance.

The creature is a **barlgura** demon. It attacks immediately, fighting savagely. The demon moves in great bounding leaps.

Although it appears to be the only thing in the room, the table holding the book is actually a **mimic** that took up residence in the hospital long ago. It attacks anyone who draws near it. The mimic and the demon ignore one another, and do not coordinate their efforts during battle.

Planar Rift

This chamber contains a planar rift. It is marked on the map “☀”, and can be located with a *detect magic* or *see invisible* spell (or similar magic), or a **successful DC 15 Intelligence (Arcana) check**. Once discovered, it appears as a flickering vortex hanging in the air a few inches from the ground. Closing the vortex requires three **successful DC 15 Intelligence (Arcana) checks** or magic such as a *banishment* or *dispel magic* spell (no check needed).

Closing the rift banishes the demon and any animated skeletons but does not affect the mimic in any way.

Dangers of the Environment

While the planar rift remains active, several aspects of the environment are dangerous. If the rift is closed, these areas revert to harmless affectations.

- **Pools of Black Liquid.** The pools of liquid are small windows into the Abyss. A character that enters one of the pools, or begins its turn adjacent to a pool, is targeted by grasping hands. The hands attempt to establish a grapple, with a +4 bonus on their Strength (Athletics) check. Once a character is grappled, the hands restrain the hapless victim. A restrained victim can escape with a **successful DC 14 Strength (Athletics) or Dexterity (Acrobatics) check**. Anyone foolish enough to leap into one of the pools is drawn into the Abyss and lost forever. Such a character can be brought back only with a *wish* or similar magic.
- **Bone Pile.** If the characters disturb the bone pile, 1d6 skeletons animate from the bones and shamle out to attack. If they disturb the pile again, more skeletons rise up to join the fray. A maximum of twelve skeletons can be animated in this way.

Treasure

Once the mimic has been dealt with, the characters are free to take the book. It is a worn copy of *100 Tales of King Hekaton*, and will be needed to open the door in **Scene M**.

Adjusting this Encounter

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

- **Very Weak:** Replace the **barlgura** with an **ogre**. Remove the **mimic** if the characters interact with the table during the battle.
- **Weak:** The **barlgura** does not have multiattack.
- **Very Strong:** Add 1 **barlgura**.

Scene K. Functional Rooms

This cluster of rooms includes a kitchen, dining hall, pantry, laundry, storage, and playroom. They are empty, dark, and quiet.

Scene L. Administrator's Office

If you are using **Bonus Objective B**, refer to **Appendix 5** for this scene, otherwise, continue.

A dark hallway ends in what was once an administrator's office. An overturned desk and several chairs lie broken and shattered about the chamber.

This chamber was used by the hospital administrator and is empty. Tucked away in a drawer in the ruined desk is a heavy iron key. This key opens the door in **Scene M**.

Scene M. Stairwell

A locked wooden door bars access to the basement. It can be opened with the key from **Scene L**, picked with a **successful DC 15 Dexterity (Thieves Tools) check**, or broken down with **successful DC 15 Strength (Athletics) check**. A character that smashes the door open must **succeed on a DC 12 Dexterity saving throw** or tumble down the stairs taking 6 (1d10) damage and landing prone at the bottom of the stairs.

When the door opens, the characters catch a glimpse of a small girl darting away from the bottom of the stairs, moving deeper into the basement.

Scene N. Landing

At the bottom of the stairs is a small, dirt-floor landing. A doorway is set in the eastern wall. The door has no lock but will not open unless the characters are in possession of Cherise's doll and book.

As long as Antonia is not with the characters, Cherise will occasionally manifest in this room, and speak with visitors. When she does, she is always calm, often playful, sometimes sorrowful. You should use such a conversation to fill in any gaps your characters may have in the sad story of her death, and, if needed, reveal to them that they must recover her possessions to bypass the door.

Keep these things in mind if the characters speak with Cherise here:

- Although her spirit has lingered for decades, she has the mind of a young child.
- She doesn't know how, or why, the demons got here, and thinks of them as "scary monsters."
- The room beyond the door is where she died, and she considers it her private home. Nobody is welcome inside it (unless they contain the items precious to her in life).
- She never meant to hurt anyone, but she is so lonely, and sometimes she cannot control herself.
- Although she remembers each person she has killed, she refuses to speak of them.

Using Magic on the Door

The characters can force the door open with magic, such as a *knock* spell, or bypass it with teleportation magic, however, doing so enrages Cherise.

Scene O. Death Ward

Once a storage room, the basement was converted into a ward to house those near to death. The characters experience in the room depends on how they entered.

See Wrap-Up below for details.

Wrap-Up: Concluding the Adventure

How the adventure end, depends on the actions of the characters.

Welcomed Visitors

If the characters enter, **while in possession of Cherise's doll and book, or if they have brought Antonia Segar**, regardless of whether they have Cherise's treasured items, they are welcomed.

A small room waits beyond the door, where a young child, her body translucent and glowing with a soft blue light, sits playing with dolls.

What happens next depends on the situation.

Antonia Is Present

If the characters have Antonia with them, the friends are reunited, and Cherise find peace at last.

The ghost looks past you, her eyes falling upon Antonia. For a long moment they stare at one another, tears tumbling down their cheeks. "Cherise." Antonia says, her voice failing her. Then the ghost rushes forward to throw her arms around the older woman, who scoops her up in a hug, twirling her around playfully. Slowly, a look of joy upon her face, Cherise fades from view. As she does, an intense feeling of peace and contentment fills you.

The Characters have the Copper Fang

If the characters present Antonia's coin, and explain to Cherise that her friend did not abandon her, Cherise finds peace at last.

The ghost cradles the coin to her chest, as translucent tears leak from her eyes. A smile crosses her face and slowly her form fades from view. As it does, an intense feeling of peace and contentment fills you.

Doll and Book

If the characters failed to discover the connection between Cherise and Antonia, but instead present the ghost's doll and book, Cherise squeals with glee, adding them to the piles of treasure she has collected. If the Characters then ask her to depart, she asks after Antonia, fading from sight regardless of their answer. If they know of Antonia and tell the ghost her friend did not abandon her, she departs at peace, if they know nothing of Antonia, she still finds

her peace, but departs with a look of sorrow on her face.

Regardless of which avenue they took, once Cherise's ghost finds peace, her long influence over the hospital ends. The necrotic energy fades, and the hospital is ready for Alexis to reopen.

Unwelcome Visitors

If the characters find their way into this room **without Antonia Segar or both Cherise's doll and book**, the ghost considers them trespassers. Her rage overwhelms her, and she attacks.

A small room waits beyond the door, occupied by a ghostly child, its body glowing a faint blue. As it sees you, its face twists into a mask of rage and it howls, "UNWELCOME!"

- **A feeling of intense rage fills the characters.** This emotion originates from the ghost.
- **Corpses litter the floor**, their bodies ravaged by disease. **One stands out from the others**, a woman with bruising on her neck. Her body **shows no signs of the disease** prevalent on the others (this is the corpse of Elinor Fayrn's mother).
- Several **hospital beds have been stacked into a jumble** in one corner of the room.

Once her form is destroyed, the adventure ends but Cherise finds no peace.

In time, the ghost returns to haunt the hospital, her suffering intensifying. The demons seize upon this energy to widen the existing rifts and create new ones. Demons of all sorts spill out of these portals, descending on the unsuspecting village of Shadeharbor.

The characters can choose to stand and die in a hopeless defense of the village, or flee before the tide of demonic forces, the cries of dying townsfolk haunting their every hurried step away.

Treasure

If the ghost of Cherise is laid to rest, her final act is to infuse a book she wrote - *The Adventures of Cherise and Antonia* - with magical energy. The book is within the room and can be recovered.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **2** advancement checkpoint(s) and **2** treasure checkpoint(s) for each **story objective** **that** they complete, as follows:

- **Story Objective A:** Learn how to help the ghost find peace.
- **Story Objective B:** Banish the ghost.

The characters receive **1** advancement checkpoint(s) and **1** treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Rescue Caleb.
- **Bonus Objective B:** Recover the key from the administrator's office.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure by setting the ghost to rest unlock:

The Adventures of Cherise and Antonia. This book contains short stories and pictures written by a young child. It shows the pair on a thousand different adventures. The book functions identically to a *tan bag of tricks*, however, to activate its magic, a page must be torn from the book (rather than reaching into the bag and withdrawing a fuzzy object). Torn pages return to the book at the next dawn. This item can be found in **Appendix 7**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Alexis (uh-lex-iss)**. A young nurse who recently acquired the deed to Shadeharbor's hospital and hopes to reopen it.
- **Antonia Segar (ann-tony-uh say-gar)**. The childhood friend of Cherise, it was Antonia's promise to help, and failure to do so, which led to Cherise lingering as a ghost.
- **Cherise Fen (share-reese)**. A young child, now a ghost, who died years ago. Her spirit is unable to find peace while she continues to believe that her friend had abandoned her.
- **Dannel Star (dan-el)**. The town cobbler, Dannel grew up in the orphanage with Cherise.
- **Elinor Fayrn (el-i-nor fay-rin)**. An unhappy, embittered woman whose mother was murdered by the ghost.
- **Mayweather Bell**. A retired nurse who tended to the child Cherise before her death to the plague.
- **Old Shadeharbor Hospital**. Built when the village was growing, the old hospital has been shuttered for years, driven by the appearance of a violent ghost.
- **Shadeharbor (shade-harbor)**. The small village of Shadeharbor is located on the southern shore of The Moonsea, south of the Bell in the Deep. Once an up-and-coming town, it fell into decline after half the population died in a horrible plague.
- **Stella Gertrude**. Once matron to Shadeharbor's orphanage, Stella cared for the orphan Cherise.

Appendix 2: Creature Statistics

Babau

Medium fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	11 (+0)	12 (+1)	13 (+1)

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

Challenge 4 (1,100 XP)

Innate Spellcasting. The babau's innate spellcasting ability is Wisdom (spell save DC 11). The babau can innately cast the following spells, requiring no material components:

At will: *darkness*, *dispel magic*, *fear*, *heat metal*, *levitate*

Actions

Multiattack. The babau makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

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

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage when used with two hands to make a melee attack.

Weakening Gaze. The babau targets one creature that it can see within 20 feet of it. The target must make a DC 13 Constitution saving throw. On a failed save, the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Barlgura

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30ft., darkvision 120ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The barlgura's spellcasting ability is Wisdom (spell save DC 13). The barlgura can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility* (self only)

Reckless. At the start of its turn, the barlgura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The barlgura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

Actions

Multiattack. The barlgura makes three attacks: one with its bite and two with its fists.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Gargoyle

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

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

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

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

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

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

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

Actions

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

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

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

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

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

Maw Demon

Medium fiend (demon), chaotic evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	13 (+1)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1 (200 XP)

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the maw demon can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Ogre

Large giant, chaotic evil

Armor Class 11 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 (450 XP)

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Shadow Demon

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex+5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

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

Damage Immunities cold, lightning, poison

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

Senses darkvision 120ft., passive Perception 11

Languages Abyssal, telepathy 120ft.

Challenge 4 (1,100 XP)

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

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

Actions

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 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.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

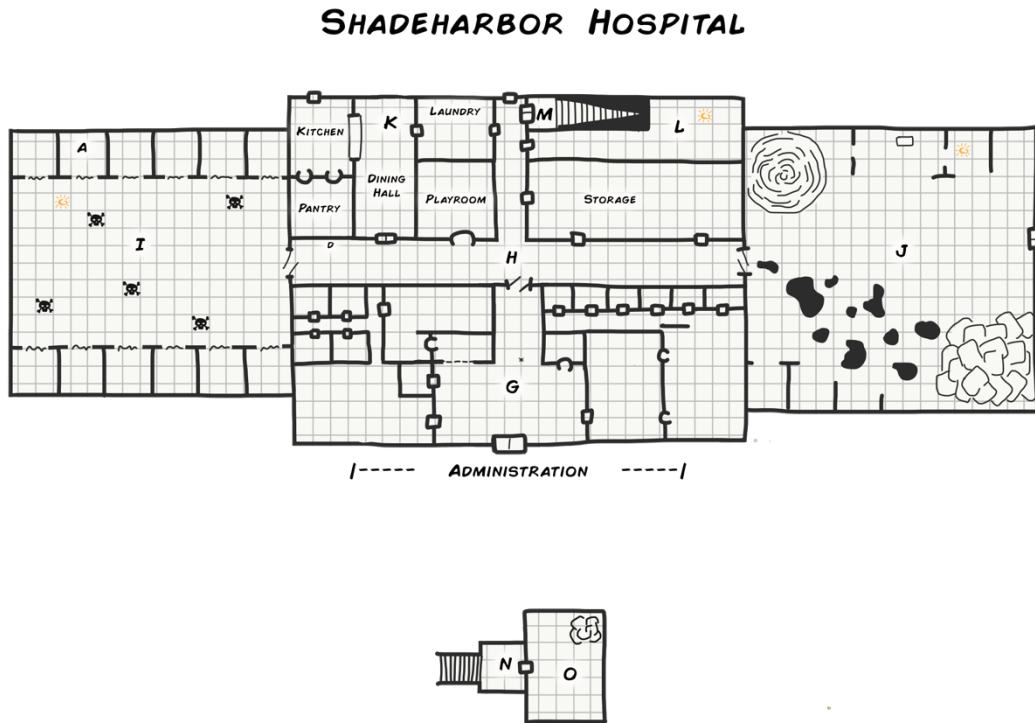
Multiattack. The thug makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Appendix 3: Maps

Map 1. The Old Shadeharbor Hospital



Appendix 4: A Lost Child (Bonus Objective A.)

Estimated Duration: 60 minutes

In this section, the characters cross paths with a child who has become lost in the hospital and must rescue him.

Bonus Objective A

Escort Caleb safely from the hospital.

Lost Boy

The encounter with Caleb can occur in any empty room of the hospital.

The characters cross paths with a child from the village named Caleb who snuck into the hospital on a dare. Caleb is hurt, lost, and unsure how to get out.

The sound of weeping draws your attention to a room filled with odd, fleshy bulbs surrounded by scraps of bone. A small figure, hunched in a corner crying, is the source of the weeping.

- Caleb is **huddled in a corner crying**, his shoulders trembling as he does.
- His **clothing is torn and ripped**, and a nasty **wound on his arm** leaks blood onto the floor.
- The fleshy bulbs are three **maw demons**, their mouths closed up and their clawed arms tucked in, making it look as if they have “grown” from the floor.

The demons intend to eat the child and attack any characters who approach him.

Once the demons are dealt with Caleb calms quickly, trying to put on a brave face. He is six years old, and his older brother dared him to sneak into the hospital and spend the night.

The wound in his arm came from the mimic in the East Ward, and he tells the characters about how he saw a book sitting on a small table, then the table bit him! He ran away as quick as he could. The boy did not encounter the demon in that area or see any of the oddities of the room.

Adjusting this Encounter

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

- **Very Weak:** Remove 2 **maw demons**.
- **Weak:** Remove 1 **maw demon**.
- **Strong:** Add 1 **maw demon**.
- **Very Strong:** Add 2 **maw demons**.

Gargoyles

As the characters leave the hospital, with Caleb in tow, they draw the attention of a couple gargoyles on the building's roof.

A few of the gargoyles on that stand vigil atop the hospital turn their head towards you, cruelty in their eyes, and leap into the air, descending towards you!

The two **gargoyles** fight to the death, crumbling first to rocks and then dust, before finally vanishing into nothing when defeated. If the characters look back at the hospital's roof, after the fight, the creatures have returned to their place atop the hospital.

Adjusting this Encounter

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

- **Very Weak or Weak:** Remove 1 **gargoyle**.
- **Very Strong:** Add 1 **gargoyle**.

Appendix 5: The Dark One (Bonus Objective B.)

Estimated Duration: 60 minutes

In this section, the characters must destroy a demon and recover a key from its lair. This bonus objective replaces **Scene L**.

Bonus Objective B

Recover the key from the administrator's office.

The Shade of Elinor Fayrn

This encounter can be placed anywhere in the hospital and should be run before the characters near the administrator's office.

As the character explore the hospital, they encounter the shade of Elinor Fayrn's mother. Not quite a ghost, but not a manifestation of Cherise's either. The shade is harmless, but can offer some information to the characters.

A woman appears as if from nowhere, shrieking as she races down the corridor.

- The woman's long **hair falls in front of her face**, hiding it from view.
- **She moves erratically**, apparently unaware of the characters, looking around and **calling out the named "Elinor"** over and over.
- Occasionally she **stops and begins weeping**, asking no one in particular, **"Where is my little girl? What have they done with my Elinor?"**

The woman collides with the front character and begins wheezing. If the characters interact with her, she turns towards the speaker, her hair falling out of her face to reveal eyes that are milky white with death. Finger marks and bruising on her neck suggest she was strangled.

The woman is looking for her daughter Elinor, and she pleads with the characters to help her. As far as the woman knows, it's still the year of the plague, and her daughter is meant to be released from the hospital today. However, when she went to get her, there was a "nasty little girl" in the room, but her daughter was nowhere to be seen.

Talking to the Shade

Before the characters can get the woman to say anything of interest, they need to calm her, which can be accomplished with a **successful DC 13**

Wisdom (Persuasion) check. If they mention that they know Elinor, and that she is alive and well, they gain advantage on the check.

Once they get her talking, the shade can offer the following insights about the hospital:

- The "nasty little girl" lives in the basement, but she doesn't let anyone into her room.
- The door to the basement is locked, and the key is in the administrator's office.
- A long time ago, the "nasty little girl" lost her doll and her favorite book. Both are still in the hospital, one in each of the wards.
- She's pretty sure that something "bad" has invaded the hospital.

The Shadow Demon

In life, Cherise remembered the hospital administrator as a stern, unfriendly person. The shadow demon that haunts this room scares her as much as the administrator once did. She has visited it only once, and it attacked her, feasting deeply on the child's terror. Since then, this room is the one place Cherise is afraid to visit.

The door swings open silently, revealing a long, dark hall.

- There is **no light, and no sound**, in this hall and adjoining room (and see Dangers of the Environment below).
- The hallway **seems to stretch on for hundreds of feet**, a palpable **feeling of dread** welling up within the characters as they gaze down it.
- **Shapes flit in and out of the shadows** just at the edge of the characters' light.
- At the far end, a **broken doorway** hangs limply on one of its hinges.

Four **shadows** dwell in the darkened corridor, attacking anyone who enters. A **shadow demon** haunts the far room, but only joins a battle in the hallway if a character approaches the door.

Planar Rift

The far room contains a planar rift. It is marked on the map "☀", and can be located with a *detect*

magic or *see invisible* spell (or similar magic), or a **successful DC 15 Intelligence (Arcana) check**. Once discovered, it appears as a flickering vortex hanging in the air a few inches from the ground. Closing the vortex requires three **successful DC 15 Intelligence (Arcana) checks** or magic such as a *banishment* or *dispel magic* spell (no check needed).

Dangers of the Environment

While the planar rift remains active, any and all light sources, magical or mundane, provide only 10 feet of dim light.

Treasure

In the room at the far end of the hall is the broken remains of a desk. An iron key is located in the desk, which opens the door in **Scene M**.

Adjusting this Encounter

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

- **Very Weak or Weak:** Remove 2 **shadows**. The **shadow demon** has 30 hit points.
- **Strong:** Add 4 **shadows**.
- **Very Strong:** Add 4 **shadows** and 1 **shadow demon**.

Appendix 6: A Plea for Help (Player Handout 1)

A young nurse named Alexis has asked you to help her set the spirit of a ghost to rest. The ghost, once a child named **Cherise Fen**, grew up in Shadeharbor's orphanage and died decades ago when a terrible plague swept through the town. She now haunts the hospital ward where she died.

Alexis suggested you talk to some of the townsfolk who knew Cherise in life, including:

- **Mayweather Bell**, an older man who worked as a nurse at the hospital.
- **Stella Gertrude**, the matron of the orphanage where Cherise grew up.
- **Dannel Star**, one of Cherise's childhood friends.
- **Elinor Fayrn**, the last person to see the ghost before the hospital was shuttered.

Appendix 7: The Adventures of Cherise and Antonia

Characters completing this adventure's objective unlock this magic item.

The Adventures of Cherise and Antonia

Wondrous item, uncommon

This book contains short stories and pictures written by a young child. It shows the pair on a thousand different adventures.

You can use an action to tear a picture from the book and throw it up to 20 feet. When it lands, it transforms into the image shown on the page, which you determine by rolling a d8 and consulting the table below. See the *Monster Manual* for the creature's statistics.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three pages have been torn from the book, the book can't be used again until the next dawn, when the pages magically return to the book.

D8	Creature	D8	Creature
1	Jackal	5	Black bear
2	Ape	6	Giant weasel
3	Baboon	7	Giant hyena
4	Axe beak	8	Tiger

Mechanically, this item functions exactly like a *tan bag of tricks*, a description of which can be found in the *Dungeon Master's Guide*.

Appendix 12: Dungeon Master Tips

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 4**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

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. Familiar 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.)

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it’s the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters’ spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

Determining Party Strength

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