

# Sands of Time

A Forgotten Realms Adventure



by Barry Dore



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# INTRODUCTION

This adventure is set in the Forgotten Realms and begins in the Cormyrean city of Arabel. It is designed for a party of four to six 1st level characters, who will advance to 3rd level by its conclusion.

## BACKGROUND

Adventurers operating as a group within Cormyr are required to obtain an official license endorsing their actions. However, acquiring such a charter can be a long and uncertain process, presenting a bureaucratic hurdle to aspiring adventurers.

Fortunately for the PCs, a half-elven woman named Caelynn is advertising for unaffiliated adventurers to join her on an expedition into the Anauroch desert.

Caelynn works for a wealthy and influential individual, and offers generous payment upon completion of her mission. Furthermore, she can guarantee the acquisition of a signed charter, which will allow the PCs to form a sanctioned adventuring party.

In addition to the PCs, Caelynn has hired a Bedine guide named Ramzim, to help navigate the hazards of the great desert.

## Structure

This adventure spans a full twenty days of game time, and is highly structured. As the PCs will be employed to assist Caelynn, they will be expected to follow her instructions, and those of her guide.

The PCs remain free to act as they deem appropriate in social and combat situations, but if they wish to get paid, they need to follow the path laid out for them.

## Party Balance and XP

The size of the party will have a direct influence on how Caelynn and Ramzim interact with the PCs and how XP for combat is distributed:

**With a party of 6**, these NPCs will try to avoid getting into the thick of combat, taking on a supporting role and only volunteering to use skills that are clearly lacking in the party. They will not take a share of XP earned.

**With a party of 5**, they will show more willingness to engage in combat, and their presence will have a greater impact on the party's success. They will each take a half share of all XP earned.

**With a party of 4**, they will volunteer their skills more readily, and regularly engage in melee, drawing attacks away from the PCs. They will each take a full share of XP.

This reflects how the contribution of Caelynn and Ramzim diminishes as the party size increases, with the upshot being that each PC will gain one sixth of all XP earned, however many there are in the party.

It also ensures that the PCs level up at the desired rate, without the need to re-scale encounters according to the party's size.

Note that Caelynn and Ramzim do not level up during this adventure, regardless of how much XP they gain.

## Character Options

Although this adventure does not restrict player options in any way, for those wishing to adhere closely to the Forgotten Realms setting, the following should be considered:

**Cormyr is a human nation** with a predominantly human (Chondathan) populace. Though elves and half-elves are found in significant numbers, members of other civilized races are few and far between.

A character of another race is thus more likely to be a visitor from another nation, or the offspring of a lone family, than a member of a racial enclave within Cormyr.

**Aarakocra** have a sizable colony in the Storm Horns mountains, which form much of Cormyr's northern and western frontiers. Rules for playing an aarakocra can be found in the *Elemental Evil Player's Companion*.

**Orcs and goblins** have often plagued Cormyr, even going to war with the nation in 1370-1371 DR. Such humanoid cannot travel openly in Cormyr without inviting attack.

For the most part, any character of a race traditionally associated with evil should take considerable care to avoid drawing attention while in Cormyr.

**The Purple Dragons** of Cormyr are soldiers of great renown, taken from all levels of Cormyrean society. They are an ideal choice of military organization for any native PC with the Soldier background.

Those seeking to protect Cormyr's interests beyond its borders may aspire to become Purple Dragon knights. It should be assumed that any such PC has at least studied the knighthood's methods prior to embarking on this adventure.

This will allow such a character to adopt the Purple Dragon Knight archetype, detailed in the *Sword Coast Adventurer's Guide*, upon reaching 3rd level in the fighter class.

Formal entry into the ranks of the knighthood may be requested once the character returns to Cormyr.

## Human Languages

Ethnic human languages, introduced as an optional rule in the *Sword Coast Adventurer's Guide*, have been included where appropriate throughout this adventure.

These languages are marked with the ^ symbol.

Even if you don't intend to use this option in your campaign, it is important to note that most of the Bedine located in the Anauroch desert only speak Midani.

Though Ramzim can translate for the party, there are very few Bedine with which the PCs can talk directly, unless they also speak Midani or use magical means of communication.

## Travel Speed

During this adventure, Ramzim will keep the party moving at a normal human pace. Characters with a speed of less than 30 feet will therefore need to hustle to keep up, suffering a -5 penalty to their passive Wisdom (Perception) scores while traversing the wilderness.

## Stat Blocks

Stat blocks are provided throughout this volume, with the following being of general use within Cormyr.

### CORMYREAN COMMONER

Medium humanoid (human), lawful good tendencies

**Armor Class** 10  
**Hit Points** 4 (1d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10  
**Languages** Chondathan^, Common  
**Challenge** 0 (10 XP)

#### ACTIONS

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

### CITY WATCH

Medium humanoid (human), lawful neutral

**Armor Class** 14 (chain shirt)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 30 ft.

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

**Skills** Perception +2  
**Senses** passive Perception 12  
**Languages** Chondathan^, Common  
**Challenge** 1/8 (25 XP)

#### ACTIONS

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

**Halberd.** Melee Weapon Attack: +3 to hit, reach 10 ft., one target. Hit: 6 (1d10 + 1) slashing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

### PURPLE DRAGON INFANTRY

Medium humanoid (human), lawful good

**Armor Class** 16 (chain shirt, shield)  
**Hit Points** 16 (3d8 + 3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

**Skills** Perception +2  
**Senses** passive Perception 12  
**Languages** Chondathan^, Common  
**Challenge** 1/4 (50 XP)

**Brave.** The purple dragon has advantage on saving throws against being frightened.

#### ACTIONS

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

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

# DAY 0

Play begins in the Cormyrean city of Arabel, at an inn situated by the city's east gate. It is around midday.

## GATHERING IN ARABEL



THIS INN, THE WATCHFUL LYNX, HAS CLEARLY SEEN BETTER DAYS. PARTS OF THE BUILDING HAVE BEEN REBUILT ON MORE THAN ONE OCCASION, SEEMINGLY WITHOUT REGARD FOR ANY PREEXISTING DESIGN. THE RESULT IS A RUNDOWN ESTABLISHMENT, INCONSISTENT IN BOTH ARCHITECTURE AND DECOR.

SOME SAY THAT THE INN WAS BUILT BEFORE THE GOBLIN WAR, OVER ONE HUNDRED WINTERS AGO. OTHERS SAY THAT IT USED TO STAND ON THE OTHER SIDE OF THE STREET. BUT PERHAPS MORE IMPORTANTLY, IT CATERS TO PATRONS OF LIMITED MEANS.

YOUR CONTACT, AND HOPEFULLY SOON YOUR EMPLOYER, IS A FAIR-SKINNED, DARK-HAIRED WOMAN NAMED CAELYNN. THOUGH SHE APPEARS AT FIRST TO BE HUMAN, THE GOLD FLECKS IN HER BRIGHT-GREEN EYES ARE A TELLTALE SIGN OF HER HALF-ELVEN HERITAGE.

HER COMPANION, A ROBED MAN WITH DARK SKIN AND WEATHERED FEATURES, STANDS SILENTLY BY HER SIDE, OBSERVING ALL WHO COME AND GO.



Caelynn informs the PCs that she has been charged with the recovery of an ancient relic from deep within the Anauroch desert.

She wishes to hire the PCs to join her expedition, with responsibility for combating hostile forces along the way. They will also be expected to assist in other duties as and when they arise.

She introduces her companion, a Bedine ranger named Ramzim, who has been employed to serve as a guide on this expedition.

Caelynn offers the following incentives, which shall be granted upon the successful completion of her expedition:

**900 golden lions** to be split between the PCs.

**An official charter** granting the PCs license to operate as an adventuring party within the kingdom of Cormyr.

If the party requests payment in advance, Caelynn will offer a sum of 50 lions up front, which will be deducted from the final payment.

Any character succeeding on a DC 15 Charisma (Persuasion) check can convince her to increase this advance payment to 100 lions. Apply advantage or disadvantage as you see fit, to reflect the strength of the character's argument for a larger advance payment.

## Caelynn

Young, slim and attractive, Caelynn got her dark hair and fine facial features from her human mother, while her lighter complexion and gold-flecked eyes come from her moon elf father.

She is a smart, friendly, and talented individual, with an inquisitive mind and a persuasive manner. She is proud of her elven heritage and passionate about history, especially as it relates to her father's people.

Caelynn values prestige over wealth, seeking to earn acceptance and influence among elves in particular. Though this may lead her to favor elven characters over other party members, such PCs are unlikely to hold sufficient status to influence her significantly.

Indeed, Caelynn already serves an elven master, to whom she is unquestionably loyal – Lord Ammeral Gyldannon. Though not a member of Cormyr's landed nobility, Gyldannon controls significant business interests within the kingdom, enjoying considerable wealth and influence as a result.

## Ramzim

This tall, dark, and ruggedly-handsome Bedine ranger, has short black hair, and deep-brown eyes. His manner is calm and considered.

Ramzim is a skilled guide with considerable knowledge of his people's homeland, and how to survive its many hazards.

He takes his responsibilities very seriously, placing greater importance in safely guiding the party than in making new friends.

Like Caelynn, Ramzim holds little interest in material wealth. He values loyalty and honor above all else.

Though not afflicted with the fear of magic that was common among his Bedine ancestors, Ramzim remains wary of sorcery in all its forms. He will accept spells of healing or protection, but other magic makes him uncomfortable.

## FINAL PREPARATIONS

Assuming that the party agrees to her terms, Caelynn will request that the PCs assemble at the inn early the following morning.

If anyone needs to buy equipment before leaving, they still have the whole of the afternoon and evening available in which to shop.

Ramzim is happy to advise characters on what to wear in the desert, and will discourage the PCs from wearing medium or heavy armor.

## CAELYNN

Medium humanoid (half-elf), neutral good

**Armor Class** 11

**Hit Points** 13 (3d8)

**Speed** 30 ft.

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

**Saving Throws** Dex +3, Cha +4

**Skills** Acrobatics +3, History +6, Investigation +4, Medicine +3, Performance +4, Persuasion +6, Stealth +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Chondathan<sup>^</sup>, Common, Elvish

**Challenge** 1/2 (100 XP)

**Fey Ancestry.** Caelynn has advantage on saving throws against being charmed, and magic can't put her to sleep.

## ACTIONS

**Multiattack.** Caelynn makes one rapier attack and uses Inspiring Words if it is ready.

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

**Inspiring Words (Recharge 5-6).** Caelynn inspires one creature within 60 feet that can hear her. That creature adds 1d4 to one ability check, attack roll, or saving throw it makes before the start of Caelynn's next turn.

The creature can wait until after it rolls the d20 before deciding to use the bonus die, but must decide before the DM says whether the roll succeeds or fails.

## REACTIONS

**Parry.** Caelynn adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

## RAMZIM

Medium humanoid (human), lawful neutral

**Armor Class** 11

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	10 (+0)	13 (+1)	9 (-1)

**Saving Throws** Str +3, Dex +3

**Skills** Athletics +3, Nature +4, Perception +3, Stealth +3, Survival +5

**Senses** passive Perception 13

**Languages** Common, Midani<sup>^</sup>

**Challenge** 1/2 (100 XP)

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

**Keen Hearing and Sight.** Ramzim has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Natural Explorer: Desert.** See page 91 of the *Player's Handbook* for details.

## ACTIONS

**Multiattack.** Ramzim makes two attacks: one with his scimitar and one with his dagger.

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

**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.

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

## Caelynn's Equipment

- ♦ purse of coins for minor expenses (10gp)
- ♦ 2 *potions of healing* (labeled in Elvish)
- ♦ vial of perfume
- ♦ map case, with map to relic
- ♦ 4 waterskins
- ♦ bedroll and blanket
- ♦ mess kit
- ♦ rations

## Ramzim's Equipment

- ♦ 2 quivers of arrows (40 total)
- ♦ shovel
- ♦ 4 waterskins
- ♦ bedroll and blanket
- ♦ tinderbox
- ♦ mess kit
- ♦ rations

# DAY 1

The first day of the expedition takes the characters along the Moonsea Ride, as far as the foothills of the Storm Horns mountains.

## THE EAST GATE

ARABEL'S EAST GATE IS ALREADY BUSY WITH PEOPLE ENTERING AND LEAVING THE CITY. WHILE SOME WILL ONLY TRAVEL AS FAR AS THE ADJOINING FIELDS, OTHERS NO DOUBT HAVE EXPEDITIONS OF THEIR OWN TO COMPLETE.

CITY GUARDS CHECK EVERYONE PASSING THROUGH THE GATES, WHILE OTHERS WATCH FROM BATTLEMENTS ATOP THE GATEHOUSE, CROSSBOWS AT THE READY.

"WAIT HERE," SAYS CAELYNN, AS YOU JOIN THE QUEUE OF PEOPLE LEAVING THE CITY. "I'LL BE RIGHT BACK."

Caelynn heads through the crowd to speak to the current officer of the watch, quickly disappearing from sight unless any of the PCs pursue her.

If the remaining party members stay in their queue, they will find themselves being questioned by the guards before Caelynn returns. If they step aside to wait, the guards may think that they are lurking suspiciously and approach to question them. In either case, Ramzim will defer to the PCs.

These guards are just as interested in people leaving the city as those entering it. They will ask the characters their business and destination. If the PCs state that they are adventurers or mercenaries, the guards will ask to see their charter.

If the characters try to talk their way past the guards, a successful DC 15 Charisma (Deception or Persuasion) check is sufficient to satisfy the guards, but failure by 5 or more will raise the guards' suspicion.

Subsequent checks by any PC will have disadvantage on the roll, and if anyone fails a second check by 5 or more, the guards will attempt to detain the characters for a full search and interrogation.

It should be obvious that the characters can't take on the whole city watch, but if the PCs resist being detained, the guards will have little difficulty overwhelming them with far greater numbers – striking to incapacitate, rather than to kill.

Ultimately, Caelynn will return with the officer of the watch, who will clear the party to leave.

Once the party makes it out of the city, and joins the Moonsea Ride heading north, the day's trek is largely uneventful.

## CAMP CRAG

THE SURROUNDING LANDSCAPE HAS BECOME LESS POPULOUS WITH EACH PASSING MILE, AS YOU MADE YOUR WAY TOWARD THE STORM HORNS MOUNTAINS.

NOW, AS NIGHT DRAWS NEAR, THE RESOLUTE WALLS OF CASTLE CRAG STAND WATCH AT THE BASE OF THOSE VERY MOUNTAINS, JUST ONE MILE FURTHER ALONG THE MOONSEA RIDE.

BUT HERE, BY THE ROADSIDE, A MAKESHIFT CAMP OF TENTS AND WAGONS FORMS A TEMPORARY OUTPOST FOR THOSE NOT SERVING IN CORMYR'S MILITARY FORCES.

"HERE'S OUR CAMP FOR THE NIGHT," SAYS CAELYNN. "ENJOY IT WHILE YOU CAN."

If anyone asks, Caelynn can explain that Castle Crag does not welcome visitors, and that its commanders even discourage civilians from settling in its vicinity with unwanted distractions.

Still, people have to sleep somewhere, and travelers passing through Groll Pass welcome the extra security provided by the nearby garrison.

There are eighteen other people here for the night. Some of these are passing through, while others are here to provide a service until their supplies run out.

Caelynn secures sleeping space for the whole party, as well as a cooked supper with cheap ale.

The PCs have a couple of hours spare before they need to settle down for the night, during which they may be interested in joining a game of dice.

### Ettin Dice

Any character wishing to gamble away an hour or two, along with some silver, may join a game of ettin dice.

Each such character must have at least 5 silver falcons to take part.

Ettin dice is a game of chance and probability, similar to other popular dice games in which players roll five dice. The key difference is that a roll of 5-5-5-5-2 beats all other combinations – symbolizing the ettin's five fingers per hand, five toes per foot, and its two heads.

At the end of an hour, each PC taking part makes a DC 15 Intelligence (Dice Set) check, winning 2d4 + 2 falcons on a success, but losing 1d4 + 1 falcons on a failure.

Play will continue for a further hour, allowing the PCs another attempt at winning some coins, after which the group will disperse for the night.

# DAY 2

The characters proceed along the Moonsea Ride, as it rises through the initial stretch of Gnoll Pass.

## Caelynn's Curiosity

During the early stages of the expedition, Caelynn will question the PCs on numerous topics, choosing a different character to focus on each day.

As well as helping to pass the time as they travel, this will allow the players to introduce their characters to the rest of the group in more detail.

Ideally, Caelynn should ask questions that you know your players already have answers for, such as those relating to their chosen backgrounds, or which they can comfortably answer without prior consideration.

A little preparation can make a big difference, but here are some casual questions in case you need a few ideas:

- I like your hair, do you always wear it like that?
- Have you ever shaved or trimmed your beard?
- You say that a lot. What does it mean?
- Do you speak any other languages?
- That's an unusual weapon. What made you choose it?
- Did you always want to be a bard?
- What do you call that instrument?
- You're hungry again!? Well how many meals do you normally eat in a day?
- What's your homeland like?
- Do your scales itch?
- Does breathing fire hurt? Have you ever done it by mistake?
- Have you ever caught your tail in a door? How often do people tread on it?

### Action vs Immersion

*This document details daily events for a lengthy expedition, some of which you can safely skip if you prefer a fast-paced action adventure.*

*Sufficient combat is included to ensure that the PCs level up as required, but other events can be bypassed as desired.*

*Additional content is provided for those seeking a more immersive experience.*

## PATROL

YOUR JOURNEY REMAINS STRAIGHTFORWARD AS YOU CONTINUE ALONG THE MOONSEA RIDE, FOLLOWING ITS GRADUAL RISE INTO THE STORM HORNS AS IT PAVES THE WAY THROUGH GNOLL PASS.

THE MORNING PASSES QUICKLY, THE TEMPERATURE DROPPING ALL THE WHILE, AND IT ISN'T UNTIL MID-AFTERNOON THAT YOU FINALLY ENCOUNTER OTHER TRAVELERS.

A PATROL OF TEN ARMORED SOLDIERS APPROACHES, THE PURPLE DRAGON OF CORMYR CLEARLY EMBLAZONED ON THEIR SHIELDS, AND HEAVY CLOAKS DRAPED ACROSS THEIR SHOULDERS.

AS THE PATROL DRAWS NEAR, ITS LEADER SIGNALS FOR IT TO HALT. "WELL MET TRAVELERS," SHE CALLS TO YOU. "PLEASE IDENTIFY YOURSELVES AND DECLARE YOUR BUSINESS."

This could be a repeat of the East Gate encounter all over again, but thankfully Caelynn is with the party this time.

She allows the other party members to introduce themselves before explaining the group's business to the patrol leader – declaring that the party is headed for Anauroch on business for Lord Ammeral Gyldannon, and shall leave Cormyr shortly after exiting Gnoll Pass.

The patrol leader, or First Sword, is named Lureene. She appears happy with Caelynn's explanation, and waves the party through.

## A CAVE FOR THE NIGHT

HAVING LEFT THE PATROL FAR BEHIND, THE REST OF THE DAY'S TREK IS UNEVENTFUL, FINALLY ENDING AT A LARGE CAVE JUST OFF THE MAIN PASS.

THIS CAVE SHOWS CLEAR SIGNS OF REGULAR USE, WITH TORCHES MOUNTED NEAR THE ENTRANCE AND A PILE OF FIREWOOD STACKED AGAINST THE FAR WALL, BUT IT WOULD APPEAR THAT NO ONE ELSE IS RESTING HERE TONIGHT.

Ramzim prepares a fire in the center of the cave, for both warmth and cooking.

Over supper, he explains that the cave is usually a safe place to rest, but that it would be wise for the characters to start taking turns keeping watch at night.

Caelynn agrees with Ramzim, and requests that everyone take a watch, but she will allow the PCs to determine the order in which watches are taken.

Whatever the PCs decide, this night is uneventful.



# DAY 3

The characters conclude their passage through Gnoll Pass, but the journey is not without incident.

## BLOOD HAWKS IN GNOLL PASS



IT'S BEEN A CHILLY MORNING SO FAR, BUT YOU CONTINUE TO FOLLOW THE MOONSEA RIDE AS IT CUTS A PATH THROUGH GNOLL PASS.

AHEAD OF YOU, A SMALL CART APPROACHES, DRAWN BY A SINGLE HORSE AND ACCOMPANIED BY THREE MEN. ONE OF THE MEN LEADS THE HORSE, WHILE THE OTHERS APPEAR TO BE GUARDS.

YOU ARE NO MORE THAN A HUNDRED FEET FROM THESE TRAVELERS WHEN YOU SPOT A FLOCK OF BIRDS SWOOPING DOWN THE MOUNTAINSIDE. AT FIRST IT LOOKS LIKE THEY'RE DIVING TOWARD THE CART, BUT THEN THEY VEER SHARPLY IN YOUR DIRECTION.

"BLOOD HAWKS!" WARNS RAMZIM, AS THE RED-FEATHERED FLOCK APPROACHES.



There are twelve blood hawks approaching the party. They begin combat 50 feet from the nearest party members, and will pair up against different targets once in melee range.

The two men guarding the cart will advance to assist the party, while the third stays with the horse.

### Erdan

This man is Erdan, a human merchant transporting furs from Hillsfar, on the edge of the Moonsea. His guards are hired mercenaries named Rolf and Jurden.

Erdan is a retired trapper of forty-five winters. He is a tall blonde-haired man with deep-brown eyes, a short beard, and a bushy mustache.

He is a friendly sort, and grateful that the party turned up when it did.

If the characters need any furs, such as for extra bedding, he will give them two large furs for free. These are big enough to serve as thick blankets and have been treated ready for crafting, so are free of muck and vermin. He will sell additional furs for 1 lion each.

As well as several bundles of fine furs, the cart carries food and water for the horse and the three men, as well as basic supplies such as torches and a tinderbox.

These travelers carry little wealth with them. Erdan has 7 lions, 16 falcons, and 12 copper thumbs, while Rolf and Jurden each have 8 falcons, and 5 thumbs.

## BLOOD HAWK (X12)

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 1/8 (25 XP)

**Keen Sight.** The hawk has advantage on Wisdom (Perception) checks that rely on sight.

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

### ACTIONS

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

## GUARD (X2)

Medium humanoid (human), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Chondathan<sup>^</sup>, Common

Challenge 1/8 (25 XP)

### ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

### REACTIONS

**Protection.** When a creature the guard can see attacks another target within 5 feet of the guard, the guard imposes disadvantage on the attack roll.

## ERDAN, FUR TRADER

Medium humanoid (human), lawful neutral

**Armor Class** 11

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Animal Handling +3, Persuasion +3, Survival +3

**Senses** passive Perception 11

**Languages** Chondathan<sup>^</sup>, Common, Damaran<sup>^</sup>

**Challenge** 1/8 (25 XP)

### 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.

## DRAFT HORSE

Large beast, unaligned

**Armor Class** 10

**Hit Points** 19 (3d10 + 3)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

**Senses** passive Perception 10

**Languages** –

**Challenge** 1/4 (50 XP)

### ACTIONS

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

## SUPPER WITH STRANGERS

THE FINAL STRETCH OF THE DAY'S JOURNEY TAKES YOU DOWN THE FAR SIDE OF GNOLL PASS THROUGH THE STORM HORNS' FOOTHILLS.

THOUGH THE MOUNTAINS WERE A LITTLE CHILLY AT TIMES, THEY PROVED TO BE A SURPRISINGLY MODEST OBSTACLE IN YOUR PATH.

NOW, AS YOU START TO THINK ABOUT FINDING A PLACE TO CAMP FOR THE NIGHT, YOU ARE GREETED BY THE RICH AROMA OF A FRESH POT OF STEW, AND THE SOUND OF JOYFUL LAUGHTER FROM BEYOND A NEARBY RIDGE.

Caelynn's curiosity will compel her to investigate the sounds and smell, even if the PCs are wary of doing so.

A little way off the road, an extended family of sixteen Gur travelers has set up camp, having arrived just an hour before the party.

The head of this family is called Vlardar. As with most Gur, and the rest of his family, he has thick black hair, dark eyes, and dusky skin.

He welcomes the party to join his family for supper, suggesting that the characters can pay for their meal by telling a story or cleaning the dishes.





## Gur Travelers

Vlardar and his kin have traveled all of their lives, never stopping anywhere for long. They recently departed from the town of Ashabenford, in Mistedale, and are heading for Arabel.

They have long memories, and will remember the PCs should they ever cross paths again in the future.

## Story Time

The Gur are interested to hear any stories the party may wish to tell, and they appreciate a good telling as much as a good story.

Any character that tells a story and succeeds on a DC 15 Charisma (Performance) check will impress the Gur. Reward any player who actually tells a story with advantage on this roll.

Impressed or not, as long as the party is friendly and sociable, the characters will be welcome to stay in the relative comfort of the Gur camp for the night.

## GUR TRAVELERS

*Medium humanoid (human), chaotic good tendencies*

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Acrobatics +3, Performance +3, Survival +3

**Senses** passive Perception 11

**Languages** Common, Guran<sup>^</sup>

**Challenge** 1/8 (25 XP)

## ACTIONS

**Handaxe.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

# DAY 4

Now clear of the Storm Horns, Ramzim leads the characters away from the Moonsea Ride and into the Stonelands.

## INTO THE STONELANDS

FOLLOWING BREAKFAST, RAMZIM TAKES THE LEAD, GUIDING YOU ACROSS COUNTRY AND INTO THE STONELANDS.

THIS HILLY REGION COVERS THE STRETCH OF LAND THAT SEPARATES THE STORM HORNS FROM THE SOUTHERN EDGE OF ANAUROCH.

RAMZIM ADVISES EVERYONE TO STAY QUIET AND ALERT, AS ORCS AND GOBLINS DWELL HERE IN LARGE NUMBERS.

## The Guide

Ramzim takes the lead as soon as the party leaves the Moonsea Ride, guiding the expedition through hostile terrain as he was hired to do.

Though the desert is his area of expertise, he has crossed the Stonelands several times, learning the safer routes across and which areas are best to avoid.

## THE DEAD OGRE

MIDDAY APPROACHES AS YOU DISCOVER THE BODY OF A DEAD OGRE LAID OUT ACROSS THE TRAIL BEFORE YOU.

IT IS CLEAR AT A GLANCE THAT THIS OGRE'S SKULL HAS BEEN CAVED IN, YET ITS BODY SEEMS OTHERWISE UNHARMED, SUGGESTING THAT IT HASN'T BEEN HERE LONG ENOUGH FOR SCAVENGERS TO NOTICE.

A single golden lion can be found on the body.

Anyone inspecting the ogre to determine what killed it may attempt a DC 12 Intelligence (Investigation) check to identify a nearby rock as the murder weapon, and deduce that it was probably thrown by a hill giant.

A successful DC 8 Wisdom (Survival) check will back up this conclusion, by revealing the giant's footprints.

Caelynn comments that meeting a live ogre would be bad enough, let alone a hill giant.

Ramzim agrees and suggests that the party should leave quickly, though cautiously. He will check the giant's tracks to determine where it originated and went, and take a route that leads the party well clear of it.

Though the PCs are likely getting hungry, they will have to wait a while before it is safe to stop and eat.

## THE TOWER'S BASEMENT

AS NIGHTFALL APPROACHES, RAMZIM GUIDES YOU TO A RUINED TOWER ATOP A SMALL HILL. LITTLE REMAINS OF THIS TOWER BEYOND ITS STONE FOUNDATION, OR SO IT SEEMS.

RAMZIM QUICKLY CLEARS A SECTION OF DIRT TO REVEAL A LARGE STONE SLAB COVERING THE OLD TOWER'S BASEMENT.

Lifting this stone slab requires success on a DC 14 Strength check, with advantage on the roll if using a crowbar. There is no penalty for failure.

The basement is a single 15-foot square chamber, with a rusted metal ladder to the surface. The brick walls are cracked and there's a small puddle in one corner, but the area is safe enough to sleep in.

During the night, one random PC is woken by the bite of a spider, which crawled out of a crack in the wall.

Other sleeping characters may attempt a DC 10 Wisdom (Perception) check to be woken up too.

### SPIDER

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 - 1)

**Speed** 20 ft., climb 20 ft.

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

**Skills** Stealth +4

**Senses** darkvision 30 ft., passive Perception 10

**Languages** –

**Challenge** 0 (10 XP)

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

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

# DAY 5

The characters continue their trek across the rugged Stonelands, reaching the far side by nightfall.

## GOBLINS IN THE STONELANDS

IT IS ABUNDANTLY CLEAR WHY THEY CALL THIS AREA THE STONELANDS. THERE ARE STONES EVERYWHERE, INCLUDING IN YOUR BOOTS.

THOUGH YOU'RE MAKING GOOD PROGRESS THROUGH THE REGION, IT IS HARD TO WALK MORE THAN FIVE STEPS WITHOUT STUBBING YOUR TOE, KICKING A SPRAY OF GRAVEL, OR DISLODGING A LARGER ROCK.

YOU NEVER IMAGINED THAT YOU'D BE GLAD TO REACH THE DESERT, BUT NOW YOU'RE NOT SO SURE.

The party's progress through the Stonelands has not gone unnoticed.

A small group of goblins awaits the party, ready to strike from the ridge of a slope that runs adjacent to the trail.

Though the goblins are only 40 feet from the nearest character when they attack, the slope is difficult terrain, and the goblins have **half cover** against attacks from below their position.

These goblins are dressed in simple leather armor. Each carries a scimitar, a shield, 3 darts, 1d6sp, and 1d6cp.

Make a Dexterity (Stealth) check for the goblins to see if they surprise the characters.

They will start their attack by throwing darts at the nearest targets, preferring to stay at range for as long as possible.

### Surrender

If the goblins begin their turn with less than four of their number still able to fight, those that remain will attempt to surrender.

Surrendered goblins will apologize for their mistake, claiming that they mistook the party for orcs.

Caelynn feels that the party should release the goblins without their weapons, but Ramzim believes it is unwise to let them go. Caelynn will therefore ask the PCs for their opinions before deciding how to proceed.

### Onward

Once the battle is over, and any remaining goblins have been dealt with, Ramzim will lead the party onward, continuing through the Stonelands for the rest of the day.

## ANOTHER CAVE FOR THE NIGHT

AS NIGHTTIME APPROACHES, YOU FIND YOURSELVES ON A NARROW TRAIL WINDING AROUND A STEEP ROCKY PEAK, WONDERING EXACTLY WHERE RAMZIM IS LEADING YOU.

THANKFULLY, YOU DON'T HAVE TO WAIT MUCH LONGER, AS YOU SOON FIND YOURSELF AT THE MOUTH OF A LOW-CEILINGED CAVE. RAMZIM SIGNALS CAUTION AND ADVANCES SLOWLY, STOOPING TO AVOID BASHING HIS HEAD AS HE ENTERS.

WITHIN THE CAVE, THE CEILING REMAINS LOW, BUT THERE'S ADEQUATE ROOM TO SIT OR SLEEP IN RELATIVE COMFORT. AN UNPLEASANT ODOR PERMEATES THE AIR, BUT ITS NO WORSE THAN THE SCENT OF SEVERAL SWEATY BODIES.

RAMZIM POINTS TO A COLONY OF MUSHROOMS GROWING UP THE BACK WALL OF THE CAVE. "THEY KEEP THE BEARS AWAY," HE TELLS YOU.

If asked about the bears he mentioned, Ramzim says that several bears live in other caves nearby. The bears keep orcs and goblins away from this lone peak, while the mushrooms keep bears away from this cave.

Despite the bear deterrent, the characters will still need to keep guard through the night. Ramzim will take the last watch, sharing it with a PC if necessary.

### GOBLIN (x8)

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

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

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### ACTIONS

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

**Dart.** *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

# DAY 6

The expedition continues at first light, with Ramzim leading the characters onto the sands of Anauroch.

## FIRST LIGHT

RAMZIM WAKES YOU EARLY. IT IS STILL DARK OUTSIDE, BUT HE'S ADAMANT THAT IT'S TIME TO GET UP AND GO.

YOU'LL SOON CROSS INTO THE ANAUROCH DESERT, WHERE FEW HAZARDS COMPARE TO THAT OF THE MIDDAY SUN, SO AN EARLY START IS IMPERATIVE.

While the PCs prepare themselves for the day ahead, Ramzim whips up a pot of simple mushroom soup, using the odious ingredients on hand.

The soup is surprisingly good, as trail food goes, and there's plenty for everyone.

## ANAUROCH

IT DOESN'T TAKE LONG TO REACH THE END OF THE STONELANDS. CROSSING INTO ANAUROCH, ROCKY PINNACLES AND RIDGES SLOWLY GIVE WAY TO ROLLING SAND DUNES.

A STEADY WIND BLOWS OVER THE DESERT, CREATING A CONTINUOUS DRONING SOUND, AND THE RISING HEAT IS IMMEDIATELY EVIDENT, EVEN AT THIS EARLY HOUR.

The climate in Anauroch is hot, requiring characters to drink two gallons of water per day to avoid the risk of exhaustion. Note that a standard waterskin only holds half a gallon of liquid.

Thankfully, Ramzim is able to find water in the driest of places, and he knows when it's safe to travel.

Except where indicated otherwise, Ramzim will keep the party's water supply topped up to safe levels, and protect the party from the effects of extreme heat.

## Traversing Anauroch

Ramzim has the ranger's Natural Explorer class feature, with desert being his favored terrain. Furthermore, he is familiar with this particular desert and the route to the party's destination, making him an ideal guide.

Though not generally the most talkative of companions, Ramzim is happy to share his knowledge of the desert and to discuss survival skills with anyone that shows an interest.

## RAMZIM'S OASIS

AS MIDDAY APPROACHES, YOU SPY THE WELCOME SIGHT OF A SMALL OASIS SURROUNDED BY RICH VEGETATION.

SEVERAL DEER-LIKE ANIMALS GRAZE NEARBY, BUT THEY APPEAR STARTLED BY YOUR APPROACH AND SWIFTLY RUN AWAY. "GAZELLES," SAYS RAMZIM, ANSWERING YOUR UNSPOKEN QUESTION.

DRAWING CLOSER, YOU DISCOVER A WIDE VARIETY OF PLANTS, BOTH LARGE AND SMALL, MANY OF WHICH BEAR COLORFUL FLOWERS. YET THE GROUND REMAINS REMARKABLY BARREN, AND IT'S A WONDER THAT ANYTHING GROWS HERE AT ALL.

"WELCOME TO MY OASIS." DECLARES RAMZIM CHEERFULLY.

If asked, Ramzim explains that he's visited this oasis many times since he first discovered it, and never met anyone else here, so he thinks of it as his own.

## Rest and Restock

With Caelynn's agreement, Ramzim informs the PCs that they will rest at the oasis until sunset. They will then continue a little further before camping for the night.

His reasoning is that it is too hot to proceed right away, and nighttime predators are more likely to find them at the oasis than out in the desert.

Ramzim confirms that the water is safe to drink, and indicates a selection of leaves, berries, and roots that are safe to eat, and also a few which are poisonous.

He then announces that he is going to hunt for some meat for their supper, and asks that the PCs stock up on other edible supplies while he is gone.

## Poisonous Plants

The poisonous plants growing around this oasis pose little threat and are of limited use in their natural form, but any character with a poisoner's kit may attempt to create something potent with the ingredients on hand.

Such a character may attempt a DC 15 Intelligence (Nature or Poisoner's Kit) check to create a single application of basic poison. If the check succeeds by 5 or more, the character creates two applications.

Only one attempt may be made in the time available, though if multiple PCs have poisoner's kits, each such character may attempt to create poison.

## Hunting Gazelle

If Ramzim has identified a kindred spirit within the party, he will invite that character to join him on the hunt.

Alternatively, if anyone volunteers to go with him, he will accept one hunting partner, choosing the most appropriate if more than one character wishes to join him:

**If Ramzim hunts alone**, he will return within the hour, dragging the carcass of a freshly slain gazelle.

**If Ramzim hunts with a partner**, he will lead that character eastward along a former riverbed, which is now dotted with occasional plants similar to those at the oasis.

It is not long before the hunting pair find the gazelles that they saw earlier. Ramzim explains that they must only kill one, as any more would be a waste. He allows his companion to take the lead, stressing that stealth is vital to their success.

The character may attempt a DC 13 check versus either Dexterity (Stealth) or Wisdom (Survival) to approach the gazelles unnoticed:

**On a success**, the character gets to within 80 feet, reduced by 5 feet for every point by which the result exceeds 13, and the gazelles are surprised.

**On a failure**, the character gets to within 80 feet, increased by 5 feet for every point by which the check failed, and the gazelles are not surprised.

The gazelles will flee at the first sign of trouble, using Dash on each of their turns, and gaining total cover once they reach a distance of 200 feet from the hunters.

## Meal Time

Once the party is back together at the oasis, Ramzim will build a fire and prepare a large meal, with or without meat.

If the hunt was successful, he will not only skin the gazelle and cook as much as the party can eat, but he will also preserve as much of its remains as possible for later use.

The party still has plenty of time before sunset to let the meal go down. It is too hot for strenuous activities, but Caelynn will take the opportunity to start off another conversation.

When it finally starts to cool off, as the sun begins to set, Ramzim will round up the party and get the expedition back underway.

## Sands of Time

## GAZELLE

Medium beast, unaligned

Armor Class 13

Hit Points 4 (1d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	2 (-4)	14 (+2)	5 (-3)

Senses passive Perception 12

Languages –

Challenge 0 (10 XP)

## ACTIONS

**Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target.

**Hit:** 2 (1d4) piercing damage.

## A COLD NIGHT

SETTING OFF ONCE MORE, YOU SOON LEAVE THE OASIS FAR BEHIND.

IN THE FAILING LIGHT, AMID THE EVER-SHIFTING SANDS OF THE DESERT, IT IS A WONDER THAT RAMZIM HAS ANY IDEA WHERE HE IS GOING, YET HE CONTINUES TO LEAD YOU STEADILY WITHOUT PAUSE.

THE DRONING WIND THAT ACCOMPANIED YOU THROUGHOUT THE DAY HAS FINALLY SUBSIDED TO A SLIGHT BREEZE, LEAVING THE DESERT EERILY QUIET.

IN THESE UNFAMILIAR SURROUNDINGS, IT IS DIFFICULT TO GAUGE THE PASSAGE OF TIME, BUT IT SEEMS LIKE YOU'VE BEEN WALKING HALF THE NIGHT WHEN RAMZIM FINALLY CALLS THE PARTY TO A HALT.

LOOKING AROUND, YOU APPEAR TO BE IN THE MIDDLE OF NOWHERE. "WE REST HERE," ANNOUNCES RAMZIM.

It is far colder in the desert by night than by day, as the characters soon become acutely aware.

Ramzim advises everyone to keep as warm as possible through the night. Furs acquired from Erdan will help considerably, but bedrolls and blankets will suffice if necessary. Shared body heat, or even a layer of sand, can also help the characters stay warm.

Despite the seemingly late hour, the party still has time for a **long rest** before sunrise.

Ramzim suggests that everyone takes a turn on watch again. He is happy to take the first watch if nobody else volunteers.

Characters on watch notice an abundance of bats in the air, but these bats show no interest in the party. If asked, Ramzim says that this is perfectly normal in Anauroch.

# DAY 7

The chill of the night soon gives way to the oppressive heat of the day, as the characters continue their trek across Anauroch.

## RISING HEAT

AFTER A COLD NIGHT AND A QUICK BREAKFAST, YOU SET OFF ONCE AGAIN, EAGER TO GET BACK ON THE MOVE.

AT FIRST, YOUR JOINTS ARE STIFF AND YOU WELCOME THE WARMTH OF THE RISING SUN, BUT IT ISN'T LONG BEFORE ALL THAT CHANGES.

THE HEAT SOON GROWS OPPRESSIVE, THE CONSTANT HUM OF THE WIND HAS RETURNED, AND THERE'S NOTHING BUT SAND IN EVERY DIRECTION.

WHEN YOU BEGAN ON THE ADVENTURER'S PATH, THIS PROBABLY ISN'T WHERE YOU EXPECTED IT WOULD LEAD, BUT AT LEAST YOU'LL HAVE SOME STORIES TO TELL WHEN YOU MAKE IT BACK TO CORMYR.

The characters will drink a lot of water during the morning's trek, but will have enough to keep them going if they've followed Ramzim's instructions.

## THE HARPY'S SONG

A SINGLE LARGE ACACIA TREE OFFERS A WELCOME CHANGE OF SCENERY, AND A TIMELY SOURCE OF SHADE, AS YOU APPROACH THE END OF THE MORNING TREK.

THE TREE LIES BEYOND AN EXPANSE OF CRACKED CLAY THAT FORMS A SLIGHT DEPRESSION IN THE LAND.

"THERE WAS ONCE A POND HERE," EXPLAINS RAMZIM, MOTIONING TOWARD THE DEPRESSION.

IT IS THEN THAT YOU HEAR THE SWEET SOUND OF A WOMAN SINGING. HER WORDS ARE BEAUTIFUL, MELODIC, AND STRANGELY COMPELLING.

A harpy is hidden in the shade of the tree. It is attempting to draw the party toward its location with a Luring Song.

Each character must attempt a DC 11 Wisdom saving throw to resist being charmed, as detailed in the harpy's stat block. Caelynn's Fey Ancestry racial trait grants her advantage on this saving throw.

This area is popular with a particularly aggressive breed of scorpion, which lurk within this cracked ground. Characters approaching the harpy will draw these tiny beasts from their hiding places.

On the scorpions' turn, one scorpion will attack each character within their territory, to a limit of five scorpions in total throughout the encounter.

Until a scorpion attacks for the first time, it has **total cover** and is **heavily obscured**.

The harpy has no treasure. She will attempt to Disengage and flee if she begins her turn with 20 hit points or less.

### HARPY

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

### ACTIONS

**Multiattack.** The harpy makes two attacks: one with its claws and one with its club.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
*Hit:* 6 (2d4 + 1) slashing damage.

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

**Luring Song.** The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

A target that successfully saves is immune to this harpy's song for the next 24 hours.



## SCORPION (x5)

*Tiny beast, unaligned*

**Armor Class** 11 (natural armor)

**Hit Points** 1 (1d4 - 1)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	8 (-1)	1 (-5)	8 (-1)	2 (-4)

**Senses** blindsight 10 ft., passive Perception 9

**Languages** –

**Challenge** 0 (10 XP)

### ACTIONS

**Sting.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

*Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

## Camp Acacia

After the battle, Ramzim directs the party to set up camp beneath the acacia tree.

After a brief rest, he picks a suitable spot nearby and begins to dig. It's clearly hot work, but his effort is soon rewarded with a temporary waterhole, allowing the party to replenish its water supply.

Ramzim will also gather up any dead scorpions and cook them, along with anything else available, such as gazelle leftovers.

Again, there is little else to do until the afternoon heat subsides and it is safe to continue the journey.

## ZHENTARIM SKELETON (x7)

*Medium undead, lawful evil*

**Armor Class** 14 (armor scraps, rusted shield)

**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 60 ft., passive Perception 9

**Languages** understands Common but can't speak

**Challenge** 1/4 (50 XP)

### ACTIONS

**Rusted Longsword.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) slashing damage.

## SKELETONS IN THE SAND

ONCE AGAIN, AS EVENING SETS IN, THE WIND DROPS TO A GENTLE BREEZE AND THE SWELTERING HEAT BEGINS TO SUBSIDE.

CONTINUING ACROSS THE DESERT, THERE IS LITTLE TO SEE BEYOND THE SAND, OR THE CELESTIAL FORM OF SELVINE SHINING FAR OVERHEAD.

BUT HERE AT LEAST, SOMETHING DIFFERENT CATCHES YOUR EYE. THE GLINT OF MOONLIGHT REFLECTING OFF A SHINY RING HAS LED YOU TO DISCOVER A SKELETAL HAND REACHING FROM ITS SANDY GRAVE.

The ring is made of silver and bears a stylized Z symbol. It is worth 10gp.

However, the skeletal hand is part of an undead skeleton, seven of which are buried hereabouts.

These skeletons carry rusted swords and shields, a few of which still display traces of the same symbol as the ring.

Success at a DC 20 Intelligence (History) check allows characters to identify the symbol as a very old emblem of the Zhentarim.

The skeletons will sit up if they notice the party's approach. They are prone, but have **half cover**, until they stand.

They will attack any living creature not displaying the same Zhentarim insignia.

They possess nothing of value other than the ring.

## A NIGHT BY THE FIRE

FOLLOWING YOUR SECOND BATTLE OF THE DAY, YOU TRAVEL A LITTLE FURTHER BEFORE CAMPING FOR THE NIGHT.

RAMZIM LEADS YOU TO A CLUSTER OF ROCKY OUTCROPS PIERCING THE SANDY PLAIN, AND PROMPTLY LOCATES A SMOOTH LEDGE ON WHICH TO SET UP CAMP FOR THE NIGHT.

DRY VEGETATION GROWING AROUND THE ROCKS PROVIDES AMPLE MATERIAL FOR A FIRE AND IT ISN'T LONG BEFORE RAMZIM HAS ONE BUILT. IT'S ANOTHER COLD NIGHT, BUT THE FIRE WILL SURELY HELP.

Ramzim recommends that the party keeps watch, but the characters observe nothing more than bats during the night.

# DAY 8

The characters begin their third day in the desert with an unwelcome interruption to breakfast.

## THE HOUNDS OF N'ASR

THE DAY HAS BARELY BEGUN WHEN YOUR PLANS FOR A QUICK BREAKFAST ARE DISRUPTED BY A PAIR OF TWO-HEADED HOUNDS BOUNDING INTO VIEW.

ONE OF THEM IMMEDIATELY SNAPS AT CAELYNN AND RAMZIM, WHO WERE DEEP IN DISCUSSION AT THE EDGE OF THE CAMP, AND WITH THAT, BATTLE HAS BEGUN!

These death dogs will spread their attacks among as many characters as possible, hoping to spread their rotting affliction.

Ideally, at least one PC will contract this disease, providing a hook for the next stage of the adventure. If not, have one of the NPCs reveal a festering bite wound after the battle.

If one death dog is defeated and the other begins its turn with 15 hit points or less, the remaining death dog will attempt to Disengage and flee.

### The Touch of N'asr

N'asr is the Bedine god of the dead. Thus they attribute the death dog's rotting disease to his divine touch.

This particular breed of death dog bestows an especially resilient form of the disease, requiring application of a special herbal remedy in addition to magical healing.

Methods normally used to cure disease, such as the paladin's Lay on Hands class feature, will merely suppress the disease for 24 hours, unless the victim receives the correct herbal treatment first.

Few, beyond the wise women of the Bedine, know the specifics of this treatment.

### Bedine Deities

The Bedine traditionally worshiped Elah as their moon goddess, but most sages agree that Elah is merely an aspect of the more widely worshiped goddess Selûne.

Likewise, N'asr is believed to be another name for either Cyric or Kelemvor.

Other deities named A'tar, Kozah, and Shaundakul were most likely variations of Lathander, Talos, and Beshaba respectively.

## Stopping the Rot

After the battle, the characters can return to breakfast, while considering the implications of their wounds.

Ramzim describes the rotting nature of the Touch of N'asr and its supposed resilience to normal methods of healing, but stresses that he's never witnessed its effects firsthand.

Caelynn points out the Temple of Elah marked on her map, less than a day's travel away, suggesting that there may be healing available there, but Ramzim replies that there is nothing there – no temple at all.

He suggests that their best chance of finding a cure is to track down one of the few remaining Bedine tribes, but he doesn't know where to begin looking.

Caelynn will ask the PCs for their opinions, and if they have any suggestions, but will ultimately decide that the best course of action is to travel to the location of the temple marked on her map, while checking for signs of Bedine activity on the way.

### DEATH DOG (x2)

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages –

Challenge 1 (200 XP)

**Two-Headed.** The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

### ACTIONS

**Multiattack.** The dog makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

# THE TEMPLE OF ELAH



SETTING OUT FOR THE TEMPLE, YOU SOON REALIZE THAT IT WASN'T FAR OFF YOUR ROUTE TO BEGIN WITH.

THE RISING SUN IS AS HOT AS EVER, BUT YOU MAINTAIN A GOOD PACE THROUGHOUT THE MORNING, PRESSING ON A LITTLE LONGER THAN USUAL AS YOU CLOSE ON YOUR DESTINATION.

THERE HAS BEEN NO SIGN OF BEDINE ACTIVITY, AND NOW AS YOU STAND ATOP A DUNE AND GAZE AT YOUR SURROUNDINGS, THERE IS NOTHING BUT SAND IN ALL DIRECTIONS.

"YOU SEE," SAYS RAMZIM, TURNING WITH ARM OUTSTRETCHED TOWARD THE HORIZON. "THERE IS NOTHING HERE."

"NOTHING," HE SAYS AGAIN, TAKING ONE STEP FORWARD AND PROMPTLY PLUMMETING THROUGH AN UNSEEN HOLE.

HE SHRIEKS AS HE FALLS, LANDING WITH A SOFT THUD, BUT THEN DECLARES, "I'VE FOUND THE TEMPLE!"



The hole is an original feature of the temple, which now lies buried beneath the sand. It allowed moonlight to shine into the ceremonial chamber below.

Beneath this hole is a 20-foot drop to a mound of sand, which will soften the landing of anyone jumping or falling onto it – halving any falling damage taken.

If the characters search around the edge of the hole, they will find two stone protrusions on the temple roof that can be used to secure a rope.

Anyone attempting to climb down a rope into the temple must succeed on a DC 5 Strength (Athletics) check, or fall as they try to negotiate getting through the hole.

## 1. Ceremonial Chamber

The dome of this chamber rises 40 feet above its floor, with the mound of sand rising half as high.

The stonework remains strong enough to support the weight of the sand above, but the painted designs that originally adorned the walls have faded significantly with time.

The chamber's altar is buried beneath the sand.

Three passages exit this chamber, but the one leading west is draped in thick cobwebs.

Perceptive characters will notice that curtains once hung across the end of each hallway within this temple.

Furthermore, the bulk of the temple was excavated, rather than built. Only the dome rises above the surface of the original ground level.

## 2. Webbed Corridor

This webbing is easy to push through, but three spiders lurk in its upper reaches, waiting to drop on unsuspecting prey.

The spiders are **lightly obscured** from creatures within 5 feet of them, and **heavily obscured** from creatures further away – until the cobwebs are fully destroyed.

### SPIDER (x3)

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 1 (1d4 - 1)

**Speed** 20 ft., climb 20 ft.

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

**Skills** Stealth +4

**Senses** darkvision 30 ft., passive Perception 10

**Languages** –

**Challenge** 0 (10 XP)

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

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

## 3. Forgotten Supplies

Old wooden shelves line the north wall of this chamber. They appear to be empty, but a single *potion of healing* (labeled in Midani<sup>^</sup>) rests on its side atop the highest shelf.

It can be found by anyone searching the room who succeeds at a DC 15 Wisdom (Perception) check.

## 4. Forgotten Supplies

Several crumbling wooden caskets stand against the south wall of this chamber. One of these caskets still holds 3 vials of holy water (labeled in Midani<sup>^</sup>).

## 5. Crawlspace

This corridor is partly blocked by a fallen slab of stone, covered in debris, leaving a narrow crawlspace below.

The first character to enter this crawlspace will be attacked by a single poisonous snake.

### POISONOUS SNAKE

*Tiny beast, unaligned*

**Armor Class** 13

**Hit Points** 2 (1d4)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

**Senses** blindsight 10 ft., passive Perception 10

**Languages** –

**Challenge** 1/8 (25 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

## FLYING SCIMITAR (x2)

*Small construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 17 (5d6)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

**Saving Throws** Dex +4

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 7

**Languages** –

**Challenge** 1/4 (50 XP)

**Antimagic Susceptibility.** The scimitar is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the scimitar must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the scimitar remains motionless, it is indistinguishable from a normal scimitar.

### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 5 (1d6 + 2) slashing damage.

## 6. Grand Hall

This hallway is 70-foot long and 30-foot wide, with a large pair of reinforced wooden doors at its far end.

The hall is guarded by two dust mephits (M) and two flying scimitars (S), which attack all intruders.

### DUST MEPHIT (x2)

*Small elemental, neutral evil*

**Armor Class** 12

**Hit Points** 17 (5d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

**Skills** Perception +2, Stealth +4

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Auran, Terran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

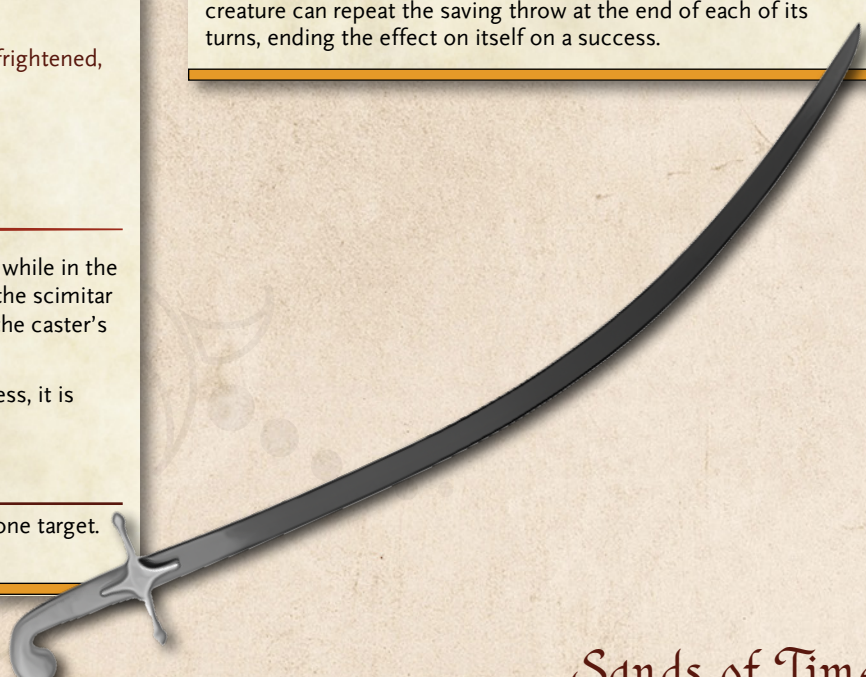
**Innate Spellcasting (1/Day).** The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 4 (1d4 + 2) slashing damage.

**Blinding Breath (Recharge 6).** The mephit exhales a 15-foot cone of blinding dust. Each creature in the area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





## GYNOSPHERIX

Large monstrosity, lawful neutral

**Armor Class** 17 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	18 (+4)	18 (+4)	18 (+4)

**Skills** Arcana +12, History +12, Perception +8, Religion +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 18

**Languages** Common, Sphinx

**Challenge** 11 (7,200 XP)

**Inscrutable.** The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

**Magic Weapons.** The sphinx's weapon attacks are magical.

**Spellcasting.** The sphinx is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*

2nd level (3 slots): *darkness*, *locate object*, *suggestion*

3rd level (3 slots): *dispel magic*, *remove curse*, *tongues*

4th level (3 slots): *banishment*, *greater invisibility*

5th level (1 slot): *legend lore*

## ACTIONS

**Multiattack.** The sphinx makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

*Hit:* 13 (2d8 + 4) slashing damage.

## LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

**Claw Attack.** The sphinx makes one claw attack.

**Teleport (Costs 2 Actions).** The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

**Cast a Spell (Costs 3 Actions).** The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

## 7. Entry Chamber

THE LARGE DOORS OPEN TOWARD YOU, REVEALING A 30-FOOT CONTINUATION OF THE HALLWAY THAT ENDS AT A MATCHING PAIR OF DOORS.

HOWEVER, SAT IN FRONT OF THESE DOORS AWAITS A LARGE WINGED LEONINE CREATURE, WITH A REGAL COUNTEenance AND AN AURA OF DIVINITY.

"HELLO," IT GREETs YOU SIMPLY, IN A DEEP FEMALE VOICE. "WHAT IS IT THAT YOU SEEK?"

This creature is a Gynosphinx. It is a nameless servant of Elah.

If the characters seek anything other than healing, knowledge, or the Bedine, the sphinx will query their answer, and question everything they say until it is happy with their reply.

If they seek healing, knowledge, or the Bedine, it will declare "so be it" and roar loudly.

### The Roar of Ages

This sphinx does not have the standard Lair Actions listed in the Monster Manual, but it can and will transport the party through time.

With a magical roar, the inner doors swing shut behind the party, and the outer doors swing open, revealing the desert beyond.

Though the characters have no way of knowing it, the sphinx has taken them over a hundred years into the past, before the return of the Netherese.

Back to a time when the Bedine numbered over one hundred tribes – one of which is conveniently camped nearby.

Note that these Bedine do not follow the Calendar of Harptos, nor track years according to Dalereckoning.

### The Temple Before Time

While in this earlier time period, the rest of the temple is magically barred to the characters. Even the hole in the roof is blocked by an impenetrable barrier.

## Sands of Time

## A BLAZING TRAIL

EXITING THE TEMPLE THROUGH ITS OUTER GATE, YOU ARE BAFLED BY THE CHANGE IN LANDSCAPE. THOUGH STILL DEEP WITHIN THE DESERT, THE TEMPLE IS NO LONGER BURIED BENEATH THE SAND.

INDEED, NOTHING APPEARS QUITE AS IT DID WHEN YOU ARRIVED AT THE TEMPLE. MAGIC HAS CLEARLY BEEN AT WORK HERE, WHICH RAMZIM FINDS DEEPLY UNSETTLING.

THE ONE THING THAT HASN'T CHANGED IS THE INTENSE HEAT OF THE BLAZING SUN, AND AS THE TEMPLE DOORS SLAM SHUT BEHIND YOU, YOU FIND YOURSELF DEPRIVED OF SHELTER FROM ITS BURNING RAYS.

ANXIOUSLY SCOURING THE HORIZON, RAMZIM QUICKLY SETTLES HIS GAZE ON A DISTANT PLUME OF SMOKE.

"THERE," HE SAYS, POINTING TO THE TRAIL OF SMOKE. "IT WILL BE TOUGH, BUT WE CAN MAKE IT."

If asked, Ramzim suggests that the smoke is a sign of life, and the party's best shot of finding both shelter and healing.

If anyone checks the temple doors, they will find that they are sealed shut, and a further investigation of the surroundings reveals no means of gaining entry at this time.

The characters clearly have few options, and Caelynn trusts Ramzim to keep the party safe, so the expedition should continue.

However, the party has already endured an extended morning's walk and now face a further trek during the hottest part of the day.

The first couple of hours will be tolerable, but by the time the party arrives, the characters may be struggling with exhaustion.

### Forced March

As the party travels through the afternoon, each character must succeed on a DC 10 Constitution saving throw, or gain one level of exhaustion.

Characters wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw – but those with resistance or immunity to fire damage gain advantage on the saving throw, as do characters naturally adapted to hot climates.

If the PCs stopped to investigate the temple's entire surroundings prior to departure, a second saving throw, versus DC 11, will be required before the party arrives at its destination.

## THE BEDINE CAMP

AS YOU SLOWLY DRAW CLOSER TO THE PLUME OF SMOKE, YOU SEE THAT THERE ARE ACTUALLY SEVERAL THIN TRAILS RISING FROM THE SAME LOCATION.

CLOSER STILL, WHAT BEGAN TO LOOK LIKE A COLLECTION OF CAMP FIRES IS ACTUALLY THE SMOLDERING AFTERMATH OF A CAMP ON FIRE.

EXHAUSTED FROM YOUR JOURNEY, YOU FINALLY ARRIVE AT A BEDINE CAMP IN DISARRAY.

AT LEAST HALF ITS CIRCLED TENTS HAVE BEEN BURNT TO THE GROUND, AND NUMEROUS BODIES STILL LIE WHERE THEY FELL, IN WHAT APPEARS TO HAVE BEEN A BLOODY MASSACRE.

DOGS BARK AT YOUR APPROACH, PROMPTING SEVERAL BEDINE WARRIORS TO INTERCEPT YOU AT THE EDGE OF THE CAMP, BUT YOU NOTICE THAT THESE MEN APPEAR MORE APPREHENSIVE THAN HOSTILE.

This camp belongs to the Lajarra tribe, which has clearly seen better days. The camp was raided by a rival tribe at dawn, leading to a lengthy battle that left both tribes decimated.

The last of the raiders eventually retreated, fleeing to the north, leaving the Lajarra to mourn the dead, including their former leader, Sheikh Aali.

Despite all that has happened, its warriors (who only speak Midani<sup>^</sup>) still offer the characters refuge, once Ramzim convinces them that the party comes in peace.

### Nurah

Shortly after the party arrives, a young veiled woman approaches, greeting the characters in Common. She introduces herself as Nurah.

Nurah is the daughter of the tribe's wise woman, who she explains is currently deep in discussion with the tribe's most senior surviving warriors, and cannot be disturbed.

She leads the characters to a pair of tents, in which they can shelter from the sun and recover from their journey, indicating that one of the tents is for women only.

### Bedine Hospitality

The characters are brought food and drink, which the Lajarra now have in relative abundance, and are encouraged to consume all they wish.

Suitable clothing for each woman in the party is also provided, allowing them to respect Bedine customs by covering their face and body in public.

## The Wise Woman

Once the characters have had a chance to eat and drink, and take a **short rest**, Nurah will return and inform them that her mother Zalaisha is ready to see them.

Nurah escorts the party to one of the largest remaining tents, in which Zalaisha awaits them with a pair of other women. They are all veiled.

A few men guard the tent, but they stay outside while Zalaisha holds her audience with the characters.

The other women do not speak, but attend quietly to the wise woman's needs, which mostly involves sitting patiently and silently until the party is gone.

Zalaisha welcomes the party in Common and bids them to sit. Once they are seated, she removes her veil.

## Zalaisha

Zalaisha is more than just a knowledgeable woman, she is a servant of Elah – and until a new Sheikh is chosen, she is the nearest thing the Lajarra have to a leader.

She possesses the knowledge and ingredients required to negate the Touch of N'asr, but seeks something from the party in return.

The tribe's warriors are keen to pursue the surviving raiders and finish them off, but Zalaisha fears that such a course of action will only end in further loss of life for the Lajarra.

She therefore requests that the characters go in their place, in return for Elah's blessings. She asks that they swear on their honor, or their gods if they have no honor, to hunt down the raiders with all haste.

Caelynn and Ramzim consider these to be favorable terms, especially as the party would be heading in that direction anyway.

## Recuperating

As promised, Zalaisha will cure any and all characters afflicted with the Touch of N'asr, though if more than three members of the party are diseased, the excess will have to wait until the following morning to be healed.

The characters will also have a very good night's sleep in the Bedine tents, granting them a **long rest** without the need to set watches.

## Level Up!

The PCs should now have enough experience points to advance to 2nd level, and this is an ideal time for them to do so.

Additionally, each PC gains an extra 25 XP bonus to reward them for making it this far – and to keep them on track for reaching 3rd level later in this adventure.

## NURAH

Medium humanoid (human), neutral good

**Armor Class** 12

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	13 (+1)	14 (+2)	12 (+1)

**Skills** History +3, Insight +4, Medicine +4, Nature +3, Religion +3, Survival +4

**Senses** passive Perception 12

**Languages** Common, Midani<sup>^</sup>

**Challenge** 1/8 (25 XP)

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## ZALAISHA

Medium humanoid (human), neutral good

**Armor Class** 10

**Hit Points** 14 (4d8 - 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	8 (-1)	14 (+2)	16 (+3)	13 (+1)

**Skills** History +4, Insight +5, Medicine +7, Nature +6, Religion +4, Survival +5

**Senses** passive Perception 13

**Languages** Auran, Common, Midani<sup>^</sup>

**Challenge** 1/8 (25 XP)

**Spellcasting.** Zalaisha is a 4th-level spellcaster. Her spellcasting ability is Wisdom. She has the following cleric spells prepared:

Cantrips (at will): *guidance, resistance, spare the dying, thaumaturgy*

1st level (4 slots): *cure wounds, detect poison and disease, purify food and drink*

2nd level (3 slots): *aid, augury, lesser restoration, prayer of healing*

## 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.

# DAY 9

The characters set off early to track down the surviving raiders, but not before Zalaisha casts aid on as many of them as possible (dependent on the need to cast additional *lesser restoration* spells).

## BEDINE RAIDERS



SETTING OUT EARLY, WITH FRESH SUPPLIES OF FOOD AND WATER, RAMZIM GUIDES YOU ACROSS A NEW STRETCH OF THE ANAUROCH DESERT, INTO AN AREA WITH WHICH EVEN HE IS UNFAMILIAR.

THANKFULLY, THE RAIDERS' CAMEL TRACKS ARE STILL CLEAR TO SEE, AND YOU PROCEED STEADILY THROUGH THE MORNING.

STOPPING JUST BEFORE MIDDAY, YOU TAKE ADVANTAGE OF THE SHADE OFFERED BY A NATURAL ARCH THROUGH A SANDSTONE RIDGE.



Soon after the characters make camp, they are attacked by the very Bedine raiders that they were pursuing.

The warriors carry food and water, but little else.

However, their camels hold genuine value, and can be captured by the party for its own use.

Award XP for these camels whether slain or captured.

### CAMEL (x6)

Large beast, unaligned

Armor Class 9

Hit Points 15 (2d10 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	2 (-4)	8 (-1)	5 (-3)

Senses passive Perception 9

Languages –

Challenge 1/8 (25 XP)

**Mount.** While controlled by a rider, the camel uses its rider's initiative and can only use the Dash, Disengage, and Dodge actions.

### ACTIONS

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

### BEDINE WARRIOR (x6)

Medium humanoid (human), neutral

Armor Class 1

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Stealth +3, Survival +2

Senses passive Perception 10

Languages Midani<sup>^</sup>

Challenge 1/4 (50 XP)

### ACTIONS

**Lance (Mounted Only).** *Melee Weapon Attack:* +2 to hit (with disadvantage if within 5 ft.), reach 10 ft., one target. *Hit:* 6 (1d12) piercing damage.

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

**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.

**Shortbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

### MASTIFF (x2)

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 1/8 (25 XP)

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



# THE LOST TOMBS



AFTER THE BATTLE, YOU REST UNTIL SUNDOWN BEFORE SETTING OFF ONCE MORE, THIS TIME HEADING FOR THE FINAL DESTINATION ON CAELYNN'S MAP.

IT ISN'T LONG BEFORE YOU CREST A RISE TO STAND ATOP A BARREN SANDSTONE PLATEAU. A SHORT DISTANCE AHEAD, SILHOUETTED IN THE MOONLIGHT, TWO ANCIENT STONE PILLARS MARK THE ENTRANCE TO A BURIED TOMB.

IN FRONT OF EACH PILLAR SITS THE STATUE OF A LION, CARVED FROM THE SAME STONE AS THE PILLARS AND SURROUNDING TERRAIN.



The left statue will animate to attack any creature other than a beast that it senses within 50 feet of it.

The right statue has lost much of its face. Time and damage have stripped it of its former magic.

The stone pillars have been worn smooth by countless years of gradual erosion, erasing any markings they may once have born.

## The Tombs

Like the Temple of Elah, these tombs were excavated from the ground, rather than erected on the surface.

The tombs are more than two thousand years old, but markings within them have fared a little better than those inside the temple. Though still unclear, these remnants may offer clues to the origins of the tombs to any character taking the time to study them.

Indeed, any character that examines these markings, with a source of **bright light**, may attempt a DC 20 Intelligence (History) check to deduce that the tombs date back to the ancient empire of Netheril.

## Marching Orders

Before entering the tombs, Caelynn will nominate one of the PCs as the party's temporary leader.

She will ideally choose a character who can not only take charge of the group, but also physically lead it.



## STONE LION

*Large construct, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 45 (7d10 + 7)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	3 (-4)	11 (+0)	1 (-5)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands Abyssal but can't speak

**Challenge** 2 (450 XP)

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

**Pounce.** If the lion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the lion can make one bite attack against it as a bonus action.

## ACTIONS

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

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

## 1. Entrance

This 10-foot wide passage descends into the ground, at a steep but non-hazardous gradient. It remains open to the sky for the first 30 feet, but beyond the foot of the ramp there is only darkness.

## 2. Outer Tombs

These outer tombs were ransacked long ago. Several stone sarcophagi lie empty in each chamber.

Four large webs present a hazard to intruders, as do the pair of giant spiders that built them.

These spiders will attack any living creature that enters their domain. They will pursue fleeing characters out of the tombs, but not into Area 5.

## 3. Northwest Chamber

This chamber is much like the others. Three sarcophagi lie within the center of the room, while three more rest against the south wall – all are empty.

Unlike the other chambers, this one has a secret exit.

Locating the secret door in this room requires success on a DC 20 Wisdom (Perception) check.

Determining how to open the door requires success on a DC 15 Intelligence (Investigation) check.

Note that the door is weighted to slowly close itself if not held open.

## 4. Secret Passage

This secret passage hasn't been used in countless years. It is empty, but very dirty.

From within the passage, the difficulty of finding and opening the secret doors is DC 10.

## GIANT SPIDER WEB (x4)

Large object

**Armor Class** 10

**Hit Points** 15

**Damage Vulnerabilities** fire

**Damage Immunities** bludgeoning, poison, psychic

These web-filled areas are difficult terrain. A creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs (escape DC 12).

## GIANT SPIDER (x2)

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7

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

**Languages** –

**Challenge** 1 (200 XP)

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

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

## ACTIONS

**Bite. Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5-6). Ranged Weapon Attack:** +5 to hit, range 30/60 ft., one creature. **Hit:** The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



## 5. Maze Entrance

A single minotaur patrols this maze, including Areas 6 through 10. It attacks all intruders and will fight to the death.

An odd-looking branch rests on the floor at the entrance to this maze, looking entirely out of place in its stony surroundings.

Anyone examining this branch may attempt a DC 10 Intelligence (Nature) check to determine that it is actually the slightly decayed leg of a giant spider.

The accompanying spider was killed by the minotaur. It was then cannibalized by the remaining spiders, which now avoid the maze entirely.

## The Maze

There is little to distinguish one passage from the next within this maze, but fortunately its layout is very simple.

Except where otherwise noted, this maze is empty.

## Minotaur Tracks

Signs of passage are readily available throughout the maze, but they crisscross with such regularity that it is impossible to truly track the minotaur.

Anyone examining these tracks may attempt a DC 10 Wisdom (Survival) check to determine that they were made by a large two-legged creature, followed by a DC 12 Intelligence check to identify that creature as a minotaur.

Both of these checks are made with advantage by any character with the Favored Enemy: Monstrosities class feature.

## 6. Secret Door

This secret door is functionally identical to the one in Area 3. Locating it requires success on a DC 20 Wisdom (Perception) check, while opening it requires success on a DC 15 Intelligence (Investigation) check.

## 7. Fountain



THE WELCOME SIGHT AND SOUND OF FLOWING WATER AWAITS YOU IN THIS CHAMBER, AS IT SPILLS CONTINUOUSLY FROM THE OPEN MOUTH OF A LARGE STONE SERPENT, FILLING A WIDE BASIN BELOW.



This enchanted fountain produces an endless stream of clean fresh water, which can be used to replenish the party's supplies.

The basin drains fast enough to maintain a constant level, quickly removing impurities in the process.

Despite his misgivings about sorcery, Ramzim is suitably impressed by this magical wonder.

## Sands of Time



### MINOTAUR

Large monstrosity, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

**Skills** Perception +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Abyssal

**Challenge** 3 (700 XP)

**Charge.** If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Reckless.** At the start of its turn, the minotaur 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.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

## 8. Dead End

A pile of old bones lie heaped against the wall at the end of this corridor.

Anyone inspecting these bones may attempt a DC 10 Wisdom (Medicine) check to identify them as those of a single human, and to note that the cause of death was having their skull split by a large chopping implement.

## 9. Shrine of Jergal

A STONE ALTAR STANDS IN THIS CHAMBER, WITH NUMEROUS TINY SKULLS CARVED INTO ITS SIDES. A LARGER STONE SKULL SITS ATOP THE ALTAR, AN ANCIENT ROLL OF PARCHMENT GRIPPED BETWEEN ITS TEETH.

This shrine is dedicated to the ancient god Jergal, as can be determined by any character succeeding on a DC 15 Intelligence (Religion) check.

However, it predates Jergal's current role as scribe of the dead, remaining as it does from the days of Netheril – before he relinquished much of his divine influence to Bane, Bhaal, and Myrkul.

A successful DC 20 Intelligence (History or Religion) check will allow characters to recall this obscure detail and recognize the shrine's darker significance.

The shrine is not trapped, nor does it radiate magic, but the roll of parchment in the skull's mouth comes with a nasty surprise, should anyone choose to remove it.

### Jergal's List

The scroll bears a list of ten names, written in the native alphabet of the character that removed it, and including that character's name as the final entry on the list.

Over the course of the character's adventures, the names on the list will slowly be scratched out, indicating the demise of the listed individuals, starting with the first name and working down the list.

This is intended as a bit of fun, so use it as you wish.

## 10. Maze Exit

A pile of scavenged rags and leather scraps forms the minotaur's makeshift bed in the center of this room.

A single slab of stone seals the entrance to the inner tombs. It has stood firm for countless years and moving it requires success on a DC 20 Strength check, with advantage on the roll if using a crowbar. There is no penalty for failure.

### Loot

The minotaur has accumulated the following items of value: a chunk of tiger eye (worth 10gp), a small piece of azurite (worth 5gp), a simple silver bracelet (worth 3gp), and a pouch containing 53 silver talons (from Zhentil Keep).

## 11. Inner Tombs

BEYOND THE STONE SEAL, A SHORT CORRIDOR LEADS INTO A LARGE CHAMBER WITH EXITS TO THE LEFT AND RIGHT.

A SINGLE STONE SARCOPHAGUS STANDS AGAINST THE FAR WALL, WITH ITS LID INTACT AND IN PLACE.

An additional matching sarcophagus stands in each side room, directly across from its entrance.

Each sarcophagus lid may be removed with a successful DC 12 Strength check, with advantage on the roll if using a crowbar.

Each of these sarcophagi contains a mummified human body:

**The mummy in the center** clutches a bone scroll tube in its right hand, sealed with clay at each end. The tube holds two *spell scrolls* (*false life*, *ray of enfeeblement*).

**The mummy on the left** grips a dagger with a curved blade in its right hand. This magic weapon is a *cruel cut jambiya* (see description below).

**The mummy on the right** is undead. It will attack anyone removing the lid from its sarcophagus.

If the party investigates the inner tombs, but does not disturb this sarcophagus, the mummy will release itself and pursue the intruders.

### The Relic

According to notes on Caelynn's map, the relic that she seeks should be secreted behind a loose stone in the left-hand chamber – however, it is not yet here.

There's a partly loose stone, which can be forcefully removed with a successful DC 15 Strength check, but doing so reveals only an empty cavity.

### Right Place, Wrong Time

If none of the PCs have suggested this already, Caelynn informs them that she believes the sphinx used its magic to transport the party back in time.

It would explain why the Temple of Elah was no longer buried, and why the relic is not yet where it should be.

If the possibility of time travel has already been raised, the absence of the relic is enough to convince Caelynn that the theory is more than likely correct.

Unless the party has already taken a **long rest** since entering the tombs, it will need to take one before leaving.

Caelynn informs the party that they will return to the Bedine camp in the morning, and then proceed to the temple.

## MUMMY

Medium undead, lawful evil

**Armor Class** 11 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

**Saving Throws** Wis +2

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal, Common

**Challenge** 3 (700 XP)

## ACTIONS

**Multiattack.** The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

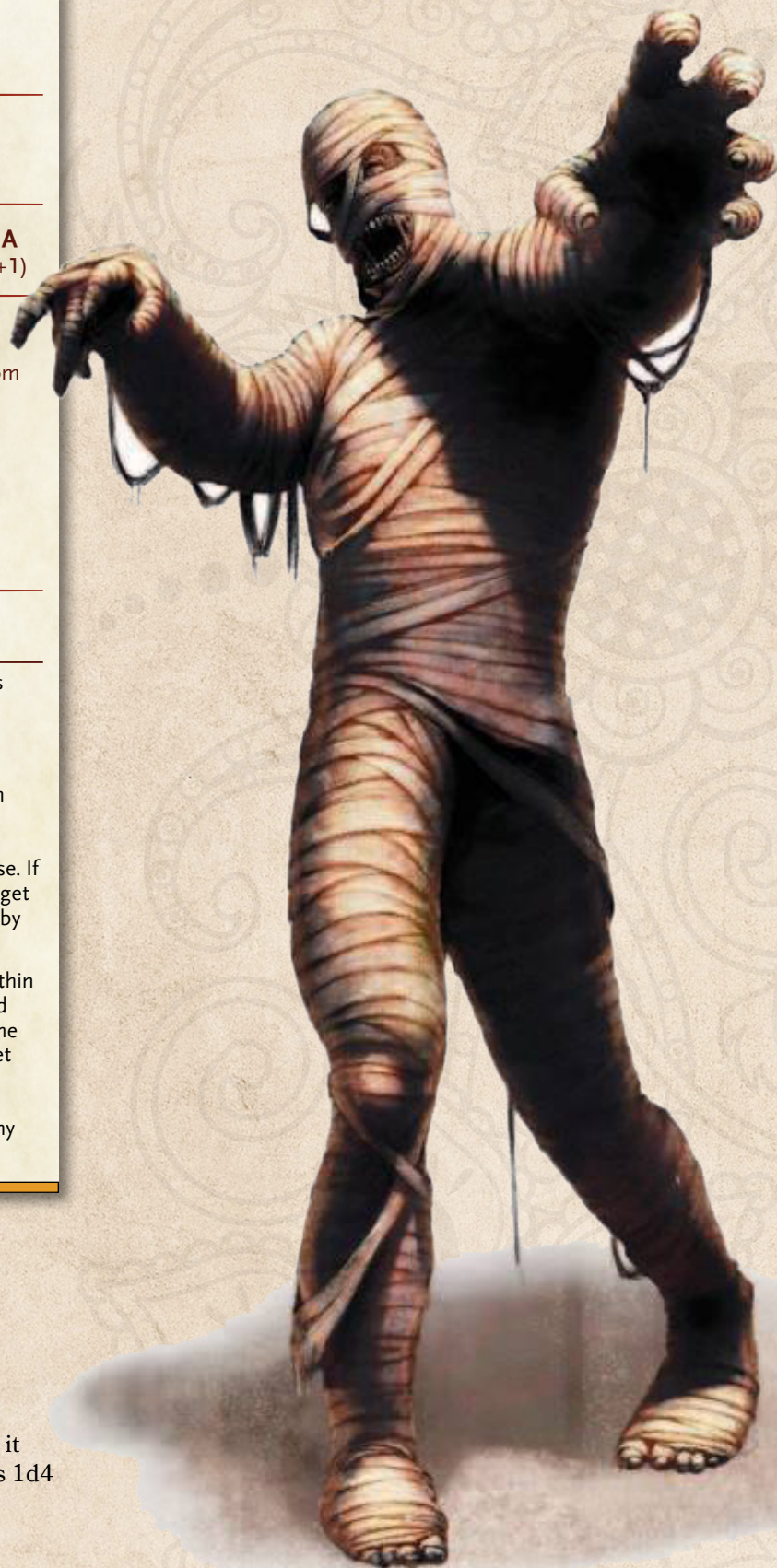
**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

## Cruel Cut Jambiya

Weapon (dagger)

[damage: 1d4 slashing; properties: finesse, light]

This dagger is a magic weapon. When you attack with it and have advantage on the roll, a successful hit causes 1d4 additional slashing damage.



# DAY 10

Following a surprisingly peaceful night in the tombs, the characters set out early for the Bedine camp.

## LEARNING TO HUNT



IT'S BEEN A GOOD MORNING SO FAR.

YOU'VE MAINTAINED A STEADY PACE AND RAMZIM SEEMS CONFIDENT THAT YOU'LL REACH THE BEDINE CAMP BY MIDDAY.

IT'S ONLY AS YOU GAZE UP TO CHECK THE SUN'S POSITION IN THE SKY THAT YOU REALIZE YOU'RE NOT ALONE.

SWOOPING TOWARD THE PARTY IS A LEATHERY-WINGED DRACONIC CREATURE WITH FEARSOME TEETH AND CLAWS, AND A LONG BARBED TAIL.

"WYVERN!" SHOUTS RAMZIM, AS YOU BRACE FOR ITS ATTACK.



This wyvern is not yet fully grown, but it is dangerous nonetheless.

It will quickly land and fight from the ground, as it is not accustomed to attacking while in flight.

The wyvern will attempt to Disengage and flee if it begins its turn with 15 hit points or less.

### Spooked Camels

Any character riding a camel must immediately attempt a DC 10 Wisdom (Animal Handling) check to maintain control of the beast. If the check fails, the camel becomes uncontrolled.

Any character riding a controlled camel that begins its turn within 20 feet of the wyvern must immediately remake this check.

An uncontrolled camel will Dash away from the wyvern on each of its turns.

A character riding an uncontrolled camel may take an action to try and regain control, by succeeding on another DC 10 Wisdom (Animal Handling) check.

Once the wyvern is slain, or it retreats, any character riding an uncontrolled camel may immediately regain control without any further skill checks.

### The Wyvern's Tail

Any PC may attempt to extract the venom from the wyvern's tail by making a successful DC 20 Intelligence (Nature or Poisoner's Kit) check. However, failing this check by 5 or more results in the character being subjected to the poison instead.

## YOUNG WYVERN

Medium dragon, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	4 (-3)	12 (+1)	6 (-2)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** –

**Challenge** 2 (450 XP)

## ACTIONS

**Multiattack.** The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

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

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

**Stinger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage. The target must make a DC 13 Constitution saving throw, taking (14) 4d6 poison damage on a failed save, or half as much damage on a successful one.

## THE BEDINE CAMP REVISITED



FOLLOWING THE WYVERN ATTACK, YOU ARE SOON BACK ON YOUR WAY AND IT ISN'T LONG BEFORE YOU REACH THE BEDINE CAMP.

THE BURNT TENTS HAVE BEEN REMOVED, AS HAVE THE BODIES OF THE FALLEN, BUT THE DAMAGE REMAINS CLEAR TO SEE.

GUARDS ACKNOWLEDGE YOUR APPROACH, BUT THEY DO NOT BLOCK YOUR PATH, AND YOU ARE QUICKLY GREETED BY NURAH, WHO WELCOMES YOU BACK.



If the characters recovered any of the raiders' camels, the party's success will be immediately evident. Even if the party has no camels, the Lajarra will take Ramzim on his word and know that the raiders have been vanquished.

The party is made very welcome once again, provided with comfortable tents in which to rest, as well as plenty to eat and drink.

## Making a Date

As mentioned previously, the Lajarra do not follow the Calendar of Harptos, nor track years according to Dalereckoning.

However, characters investigating the possibility of time travel might question the Bedine about recent events – and will find that Nurah is more than happy to talk to them on just about any subject.

The Lajarra have no knowledge of the return of the Netheril Empire – because it hasn't happened yet – and indeed know little of its original existence. To these nomadic people, one year is largely the same as every other year before it.

The party as a whole will certainly know of the return of the Netheril and that it had huge repercussions for the desert that could not possibly have gone unnoticed.

Any character may attempt a DC 15 Intelligence (History) check to recall that the Netheril returned over 100 years ago. If the check succeeds by 5 or more, the character knows that the exact year was 1374 DR.

## Seeking Treatment

If any of the characters are afflicted with the curse of mummy rot, they will probably seek healing from Zalaisha. However, although it looks very much like the Touch of N'asr, this curse requires an altogether different form of treatment.

Zalaisha will instead direct the party to seek aid from the guardian of the nearby Temple of Elah – which, by happy coincidence, is where they need to go next anyway.

## A Gift of Camels

If the party retrieved any of the raiders' camels, Caelynn suggests that they be given to the Lajarra, from whom they were probably stolen to begin with.

She does not believe that the characters can take them back to the future, so it is better that they leave them with the Bedine than abandon them at the temple.

## Final Farewells

As nightfall approaches, Ramzim begins preparing to depart once more.

Caelynn wishes to make it back to the Temple of Elah before the party camps for the night.

The Lajarra provide the party with additional supplies of food and water for their expedition, as they say their farewells.

Zalaisha informs the characters that her tribe will soon be moving on as well, and wishes them all safe travels.

## BACK TO THE FUTURE

THE RETURN TRIP TO THE TEMPLE OF ELAH IS A VASTLY MORE COMFORTABLE ENDEAVOR THAN THE OUTWARD JOURNEY.

THE DESERT WIND HAS CALMED ONCE MORE, LEAVING YOU TO ENJOY A TRANQUIL MOONLIT NIGHT AS YOU TRAVERSE THE ROLLING DUNES.

AS YOU REACH THE TEMPLE ENTRANCE, THE DOORS SWING OPEN BEFORE YOU, SEEMINGLY INVITING YOU IN.

THERE INSIDE, AS BEFORE, SITS THE MAJESTIC WINGED CREATURE THAT BROUGHT YOU HERE.

HOPEFULLY, IT WILL TAKE YOU BACK.

As talkative as before, the sphinx asks the characters, “are you done here?” as they arrive.

If the characters agree that they are ready, the sphinx will transport them back to the future with another magical roar – sealing the outer doors and opening the inner pair in the process.

It will cast *remove curse* on anyone with mummy rot.

## The Temple

Time has passed within the rest of the temple at the same rate that it has for the party, so things remain largely as the characters left them.

Any encounters or loot that the party missed before, will still be waiting to be discovered.

The party will be spending the night in the temple, but neither Caelynn nor Ramzim care where the characters sleep.

## Level Up!

Each PC gains an extra 50 XP bonus. This should give them enough experience points to advance to 3rd level.

Now is a good time for that to happen.

## Getting Out

Leaving the temple in the morning should be fairly straightforward, assuming that the characters left a rope with which to climb out of the domed ceremonial chamber.

If that is not the case, they can always dig themselves out, though this will be a tiring process. Starting in Area 5, above the crawspace, would give them an easier time of it, as the ceiling has already collapsed there.

# DAY 11

The characters set off to the plateau once more.

## SLAVE CAMP



HEADING DIRECTLY TOWARD THE PLATEAU, YOU MAKE IT AS FAR AS THE ARCHED RIDGE JUST AFTER MIDDAY AND SET UP CAMP FOR THE REST OF THE AFTERNOON.

CONTINUING AT NIGHTFALL, YOU SOON ARRIVE AT THE PLATEAU, ONLY TO DISCOVER PEOPLE DIGGING AT ITS BASE BY TORCHLIGHT.

YOU ARE STILL AT A SAFE DISTANCE AND ITS HARD TO MAKE THINGS OUT, BUT THERE APPEAR TO BE GUARDS PATROLLING THE DIG SITE.



There are twenty slaves here, cutting stone from the side of the plateau. They are guarded by a mixture of jackals (12) and jackalweres (4).

Though they are not standing watch against intruders, the guards' Keen Hearing and Smell could still allow them to notice approaching characters.

The guards will attack all intruders, but will attempt to capture rather than kill.

These slaves are mostly human, and primarily Bedine, but there are also a pair of old hobgoblins.

A dozen of them speak Midani<sup>^</sup>, while the rest use a mix of Chondathan<sup>^</sup>, Common, Damaran<sup>^</sup>, and Goblin.

They have neither the energy nor the will to oppose their captors, but if released, they will answer questions as helpfully as possible.

## Current Events

The slaves all have similar stories, of being captured by jackal-men while traversing the desert.

The jackals serve a beautiful woman who only seldom appears before the slaves. She has the dark complexion of a Bedine woman, but lacks the honor and modesty of those people.

The slaves are being worked to death building a new palace for this woman atop the plateau.

The roof has been stripped from the outer tombs, which now serve as a holding area for the slaves.

The released slaves estimate that as many as fifty more captives remain in the holding area.

Jackal-men patrol the plateau at all times, but they do not watch the holding area with the same vigilance, as the slaves have nowhere to go in their weakened condition.

As long as the party avoids the patrols, it should be able to enter the holding area without raising any alarms.

## Patrols

Three groups of jackals (10) and jackalweres (3) patrol the plateau.

At night the jackalweres carry torches, so a small group should have little trouble avoiding these patrols.

However, if the party engages one of these groups in combat, another patrol will probably notice that something is wrong and converge on its location.

## JACKALWERE

Medium humanoid (shapechanger), chaotic evil

Armor Class 12

Hit Points 18 (4d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	13 (+1)	11 (+0)	10 (+0)

**Skills** Deception +4, Perception +2, Stealth +4

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

**Senses** passive Perception 12

**Languages** Common (can't speak in jackal form)

**Challenge** 1/2 (100 XP)

**Shapechanger.** The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, 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.

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

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

## ACTIONS

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

**Scimitar (Human or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

**Sleep Gaze.** The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.



## JACKAL

Small beast, unaligned

**Armor Class** 12

**Hit Points** 3 (1d6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** –

**Challenge** 0 (10 XP)

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

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

## ACTIONS

**Bite.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

*Hit:* 1 (1d4 - 1) piercing damage.

## SLAVE

Medium humanoid (see below), any alignment

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 15 ft. (base 30 ft.)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** see below

**Challenge** 0 (10 XP)

**Exhaustion.** The slave has three levels of exhaustion. It has disadvantage on ability checks, attack rolls, and saving throws, and its speed is halved.

## ACTIONS

**Miner's Pick.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

## Captured Characters

Any characters successfully captured will be stripped of their gear and placed with the other slaves.

Their gear will be stored initially in Area 9.

Ample opportunities should arise for the PCs to escape and try to recover their gear, but if they persist in being caught, they will face increasingly harsh punishment for their disobedience.

## THE PALACE

THE NEW BUILDING ATOP THE PLATEAU HAS A LONG WAY TO GO BEFORE IT IS TRULY A PALACE, BUT EVEN BY MOONLIGHT IT SHOWS SIGNS OF GREAT AMBITION.

THOUGH THE OUTER TOMBS ARE NOW OPEN TO THE SKY, A LOW SPRAWLING STRUCTURE COVERS THE AREA BEYOND.

RETRIEVING THE RELIC COULD PROVE HARDER THAN EXPECTED, AND THEN THERE'S THE MATTER OF ALL THOSE SLAVES.

Much of the original structure of the tombs has been left unchanged by recent developments, but key locations are detailed here again, as are any changes.

Details of the surface structure follow the updated tombs.

### 1. Holding Area

A total of forty eight slaves rest here. Most are human, with thirty being Bedine, but there are also another four hobgoblins among them.

These slaves have mixed but largely subdued reactions to seeing the party. As with the previous slaves, they will help if questioned.

They can tell the party that they are sometimes taken to gather plants from around the western edge of the plateau, to provide them with minimal food.

Also, the jackal-men produce water from within the old tunnels, which are now blocked by a metal gate.

## 2. Secret Passage

The secret passage remains hidden, largely because exhausted slaves are not the most inquisitive or perceptive of people.

If the characters found the secret doors before, they can do so again without difficulty.

Otherwise, locating a door requires success on a DC 20 Wisdom (Perception) check, while opening it requires success on a DC 15 Intelligence (Investigation) check.

From within the passage, the difficulty of finding and opening the secret doors is DC 10.

Note that the doors are weighted to slowly close if not held open.

## 3. Maze Entrance

The metal gate has a rusty lock that can be picked with success on a DC 15 Dexterity (Thieves' Tools) check, but this is made with disadvantage on the roll unless oil is applied to the lock.

The lock can be broken with success on a DC 21 Strength check, with advantage on the roll if using a crowbar, but each attempt might be heard by a patrol.

## Jackal Tracks

Signs of passage are still readily available in this maze, but only within limited boundaries.

Anyone examining these tracks may attempt a DC 10 Wisdom (Survival) check to determine that they were made by humanoids and small four-legged beasts, followed by a DC 5 Intelligence check to determine that they were made by jackalweres and jackals.

These tracks only go between Areas 3, 4, and 5.

## 4. Stairs Up

These stairs are new. They lead up to Area 9.

## 5. Fountain

THE WELCOME SIGHT AND SOUND OF FLOWING WATER AWAITS YOU IN THIS CHAMBER, AS IT SPILLS CONTINUOUSLY FROM THE OPEN MOUTH OF A LARGE STONE SERPENT, FILLING A WIDE BASIN BELOW.

A COLLECTION OF WOODEN BUCKETS AND CLAY JUGS LIE IN A PILE TO THE RIGHT OF THE ENTRANCE.

This enchanted fountain produces an endless stream of clean fresh water, which can be used to replenish the party's supplies.

The basin drains fast enough to maintain a constant level, quickly removing impurities in the process.

## 6. Shrine of Jergal

A STONE ALTAR STANDS IN THIS CHAMBER, WITH NUMEROUS TINY SKULLS CARVED INTO ITS SIDES. A LARGER STONE SKULL SITS ATOP THE ALTAR, ITS MOUTH OPEN AND EMPTY.

This shrine is still dedicated to the ancient god Jergal, as can be determined by any character succeeding on a DC 15 Intelligence (Religion) check.

The skull's mouth is empty, regardless of what may have happened during the party's previous visit.

## 7. Maze Exit

This chamber is guarded by the reanimated skeleton of the minotaur that the party encountered on its last visit.

Thanks to an ancient spell cast upon it by servants of Jergal, the minotaur will always reanimate on the darkest night of the month, unless totally destroyed, and will return to guard this chamber against all intruders.

### MINOTAUR SKELETON

*Large undead, lawful evil*

**Armor Class** 12 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands Abyssal but can't speak

**Challenge** 2 (450 XP)

**Charge.** If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

## 8. Lamia's Den

The leader of the jackalweres is actually a lamia, named Maphantu. She has made her lair within these former tombs, though she intends to live in the palace above once it is complete.

A simple tan-colored curtain hangs across the passage to the south and a new staircase leads up to Area 10.

If alerted to the party's approach before it arrives, Maphantu will use *disguise self* to assume her human form. She is equally beautiful in her natural form, but drastically different from the waist down.

### The Peaceful Approach

If given the opportunity, Maphantu will greet the characters, commending their bravery and ingenuity.

She will attempt to charm them with simple words to begin with, but will proceed to use magic if appropriate.

Ultimately, her goal is to enslave the characters without resorting to combat, or at least to weaken the party first if combat seems inevitable.

### The Violent Approach

If forced into battle, Maphantu will try to keep a clear path open to the stairs.

She will attempt to Disengage and flee into the palace if she begins her turn with 40 hit points or less, or within the area of an effect that will cause her damage if she remains.

If Maphantu is slain, all remaining jackalweres will know immediately, and flee into the desert with howls of despair.

### Loot

Maphantu has the following items of value strewn around her lair: a shield emblazoned with an 'upright flaming sword', a silver flagon (worth 20gp), a bottle of fine wine (worth 10gp), a bloodstone and silver ring (worth 80gp), a pair of obsidian and silver stud earrings (worth 30gp), a plain gold ring (worth 10gp), a small copper tray (worth 5gp), 4 scrimshaw carvings (worth 10gp each), 2 pieces of blue quartz (worth 10gp each), a flask of holy water (stamped with a 'golden sun'), a vial of antitoxin (labeled in Common), a *potion of fire breath* (labeled in Gnomish), a jar of *Keoghtom's ointment* (3 doses; labeled in Elvish), and a green *cloak of protection* embroidered with a 'unicorn's head'.

Additionally, the characters will have little difficulty in locating the relic that Caelynn seeks, hidden as expected behind a loose stone in the left-hand chamber.

This item is a brass rod with tapered ends, just four inches long, with highly intricate grooves on its surface.

## 9. Barracks

So far, the palace is little more than an empty expanse bordered by low walls, with a great many years of work still to be done. The stairs lead to Area 4.

For now, this area is home to the jackalweres that serve Maphantu. There are 6 jackalweres and 12 jackals here, unless Maphantu has been slain.

## 10. Hallway

This area will eventually lead into a grand throne room, but for now it is empty. The stairs lead to Area 8.

### MAPHANTU

*Large monstrosity, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 97 (13d10 + 26)

**Speed** 30 ft.

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

**Skills** Deception +7, Insight +4, Stealth +3

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The lamia's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *disguise self* (any humanoid form), *major image*

3/day each: *charm person*, *mirror image*, *scrying*, *suggestion*

1/day: *geas*

### ACTIONS

**Multiattack.** The lamia makes two attacks: one with its claws and one with its dagger or Intoxicating Touch.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 14 (2d10 + 3) slashing damage.

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 5 (1d4 + 3) piercing damage.

**Intoxicating Touch.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

# DAY 12

If all went well, the characters slew the lamia, released the slaves, and finally recovered the relic they came looking for, earning themselves a good night's rest in the process. Now they can think about going home.

## HEADING HOME

YOU FINALLY HAVE WHAT YOU CAME FOR AND IT'S TIME TO HEAD HOME. THERE'S JUST THE SMALL MATTER OF ALL THOSE PEOPLE YOU RELEASED FROM SERVITUDE.

Most of the former slaves are Bedine. They intend to stay in the desert, but request assistance reaching more favorable land to the south.

The hobgoblins have nowhere to go, but the Bedine invite them to be a part of their new tribe. They may have their failings, but they understand duty and honor more than most outsiders the desert folk encounter.

That leaves twenty humans of various ethnic groups, who just wish to leave the desert. Ramzim is reluctant to lead them through the Stonelands, but there doesn't appear to be a better alternative.

## SLOW PROGRESS

IT TAKES A WHILE TO GET THE EXPEDITION MOBILIZED. FOOD IS SCARCE, BUT WATER IS GATHERED IN EVERY CONCEIVABLE CONTAINER BEFORE DEPARTURE FROM THE PLATEAU.

WITH MOST OF THE NEWCOMERS SUFFERING FROM SERIOUS FATIGUE, THE PACE IS TERRIBLY SLOW, AND YOU WONDER IF YOU'LL EVER MAKE IT OUT OF THE DESERT.

THANKFULLY, IT'S NOT ALL BAD NEWS. SOME OF THE RESCUED BEDINE, WHO KNOW THIS AREA BETTER THAN RAMZIM, GUIDE YOU TO A SMALL OASIS SOUTHEAST OF THE PLATEAU. YOU ARRIVE JUST PAST MIDDAY AND SETTLE FOR THE AFTERNOON.

This oasis supports limited vegetation, but is home to many hares, which can be hunted with relative ease.

The PCs are encouraged to help Ramzim capture and cook dinner for the rest of the group, and to gather edible plants for the days ahead.

## Action vs Immersion – part 2

*The remainder of this adventure is intended for DMs who prefer to play out each day of their campaign in detail.*

*For players accustomed to a less detailed campaign, or who are playing this adventure as a standalone scenario, it may be anti-climatic to play through the journey back to Arabel.*

*As such, the remaining encounters and events have been kept minimal and should be considered entirely optional.*

There is plenty of food to go around, and most of the rescued slaves haven't eaten so well in a very long time.

Rather than press on at dusk, Ramzim decides that it is better to stay at the oasis through the night, to allow the weary a decent rest before the expedition continues.

The party will need to maintain a watch as usual, but the night passes uneventfully.

# DAY 13

Both day and night are uneventful, as the expedition continues across the desert.

## Gaining Momentum

AFTER A LONG BUT WELCOME REST, YOU SET OFF EARLY ACROSS THE DESERT, HEADING DIRECTLY FOR RAMZIM'S OASIS, SOME THREE DAYS MARCH AWAY.

THE MORALE OF YOUR TRAVELING COMPANIONS IS ON THE RISE, AS IS THEIR PACE. WITH SUCH A LARGE GROUP, YOU HAVE LITTLE TO FEAR FROM MOST PREDATORS, AND YOU MAKE GOOD PROGRESS.

RETURNING TO YOUR NORMAL ROUTINE, THE GROUP RESTS THROUGH THE AFTERNOON AND CONTINUES AFTER DARK.

# Day 14

Another day in the desert takes the expedition through the edge of a sandstorm.

## A CLOSE CALL

YOU RISE EARLY AND SET OFF AFTER A LIGHT BREAKFAST, FEELING THANKFUL TO HAVE THE SUPPLIES THAT YOU GATHERED AT THE OASIS, AS YOU'VE SEEN LITTLE ELSE TO EAT OR DRINK SINCE.

AS MIDDAY APPROACHES, THE USUAL DRONING OF THE WIND THAT ACCOMPANIES YOUR TREK ACROSS ANAUROCH QUICKLY GROWS IN INTENSITY, AND WITH IT, A SWIRLING HAZE OF SAND ENVELOPS YOU.

THANKFULLY, YOU ARE ON THE VERY EDGE OF THIS SANDSTORM, WHICH SOON PASSES YOU BY WITHOUT HARM, AND YOU SPEND THE REST OF THE DAY LISTENING TO TALES OF LESS FORTUNATE ENCOUNTERS WITH DESERT PHENOMENA.

# Day 15

The expedition continues to Ramzim's Oasis, where much of the group will remain.

## PARTING COMPANY

THE DAY BEGINS WITH GOOD NEWS, AS RAMZIM INFORMS YOU OVER BREAKFAST THAT THIS WILL BE YOUR LAST DAY IN ANAUROCH.

HE AIMS TO REACH HIS OASIS BY NOON, AND THAT IS INDEED HOW THINGS PROGRESS.

THIS IS WHERE YOU PART COMPANY WITH THE OTHER BEDINE, AND THE HOBGOBLINS WHO WILL BE STAYING WITH THEM.

During the afternoon, the whole group remains at rest around the oasis, with minimal exertion used to eat, drink, and restock supplies.

Ramzim promises to return to the Bedine with general supplies, once he completes his current responsibilities.

After many goodbyes, the party continues on its way just before dusk, with twenty freed slaves still in tow.

## A LARGER CAVE

PUSHING ON LONG AFTER NIGHTFALL, YOU FINALLY CROSS INTO THE STONELANDS AND CLIMB THE ROCKY PEAK WHERE YOU SLEPT BEFORE.

UNFORTUNATELY, THE CAVE WITH THE SMELLY MUSHROOMS WILL NOT SUFFICE WITH SUCH A LARGE PARTY TO ACCOMMODATE, SO RAMZIM LEADS YOU TO A MUCH LARGER CAVE.

"CAREFUL," HE SAYS. "THERE ARE PROBABLY BEARS INSIDE." HE MOTIONS TOWARD THE CAVE MOUTH, "YOU GO FIRST."

The mouth of the cave is high and wide, but the cave itself extends around a bend, where two brown bears are resting.

They emerge to investigate the smell of anyone entering their cave, and respond aggressively to all intruders.

Characters with suitable abilities or spells, such as *animal friendship*, may be able to avoid a battle, but otherwise the bears will fight to the death.

Once the cave has been cleared, it provides sufficient space for the entire group to camp for the night.

Ramzim recommends that guards keep watch as usual, but the night passes without further incident.

### BROWN BEAR (x2)

Large beast, unaligned

**Armor Class** 11 (natural armor)

**Hit Points** 34 (4d10 + 12)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** –

**Challenge** 1 (200 XP)

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

### ACTIONS

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

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

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 11 (2d6 + 4) slashing damage.

# DAY 16

The expedition crosses the bulk of the Stonelands, reaching the ruined tower by nightfall.

## ACROSS THE STONELANDS

DESCENDING THE PEAK IN THE MORNING, YOUR JOURNEY THROUGH THE STONELANDS IS AN ANXIOUS ONE, ACCOMPANIED BY THE CONSTANT FEELING OF BEING WATCHED.

HOWEVER, YOU MAKE IT TO THE RUINED TOWER BY NIGHTFALL, JUST AS IT BEGINS TO RAIN.

IT'S GOING TO BE A TIGHT FIT IN THE BASEMENT, BUT AT LEAST YOU'LL STAY DRY THROUGH THE NIGHT.

The basement is extremely cramped with the entire group sleeping in it, but it is mostly dry.

Anyone preferring to stay outside in the rain may do so, but they will continue to feel uneasy throughout the night, and probably rather wet.

However, there are no encounters during this night.



# DAY 17

The expedition continues toward the Storm Horns mountains, but not without incident along the way.

## ORCS IN THE STONELANDS

IT'S STILL RAINING LIGHTLY AS YOU LEAVE THE RUINED TOWER AND RESUME YOUR MARCH TOWARD THE STORM HORNS MOUNTAINS.

THE SENSE OF BEING WATCHED LINGERS ONCE MORE, STAYING WITH YOU THROUGHOUT THE MORNING.

IT IS ONLY AS YOU NEAR THE FAR EDGE OF THE STONELANDS THAT THE TENSION IS FINALLY BROKEN BY THE APPEARANCE OF ORCS ON THE TRAIL AHEAD.

THEY ROAR AGGRESSIVELY AS THEY WAVE THEIR JAVELINS IN THE AIR, PERFORMING A PRIMITIVE SHOW OF STRENGTH.

YOU'RE RELIEVED TO FINALLY FACE THE THREAT THAT'S BEEN STALKING YOU, BUT YOUR TEMPORARY COMPANIONS SEEM LESS ENTHUSIASTIC ABOUT THE TURN OF EVENTS.

These orcs are 100 feet from the party and intend to attack without mercy.

They may be swayed by the party's initial response to their antics, but they only respect strong opposition.

If combat begins, the orcs start by hurling their javelins. They carry two each.

They will then close to melee range, seeking their own targets where possible, rather than working together.

Once combat has begun, these orcs will only retreat or surrender if magically compelled to do so.

Each carries 2d6 silver falcons, and 1d4 golden lions.

### Ex-Slaves

By now, the ex-slaves have recovered from their exhaustion, and have fashioned primitive clubs, but they are still ill-equipped for combat and individually weak.

If possible, they will arm themselves with orc weapons during the battle.

Even armed with better weapons, these humans are no match for orcs, but they will attempt to gang up on any that come close.

These humans can be stabilized like normal characters, though some may simply die of excessive damage if the fight gets messy.

## ORC (x10)

Medium humanoid (orc), chaotic evil

**Armor Class** 13 (hide armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

**Skills** Intimidation +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc

**Challenge** 1/2 (100 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## EX-SLAVE (x20)

Medium humanoid (human), any alignment

**Armor Class** 10

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

**Senses** passive Perception 10

**Languages** Chondathan<sup>^</sup>, Common, Damaran<sup>^</sup>

**Challenge** 0 (10 XP)

### ACTIONS

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



# DAY 18

As the characters prepare for the final leg of their journey, some of their companions part company.

## DIVERGING TRAILS



FINALLY, YOU ARE READY TO START THE FINAL LEG OF YOUR JOURNEY, FOLLOWING THE MOONSEA RIDE THROUGH GNOLL PASS AND ALL THE WAY TO ARABEL.

BUT FIRST IT'S TIME TO PART COMPANY WITH SOME OF THE FREED SLAVES WHO ACCOMPANIED YOU OUT OF THE DESERT.

WHILE YOU HEAD SOUTH THROUGH THE MOUNTAINS, THEY WILL TRAVEL NORTHEAST, TOWARD THE DALELANDS AND BEYOND.



If all of the ex-slaves survived the encounter with the orcs, a dozen of them will go their own way, while the remaining eight accompany the party back to Arabel.

Otherwise, scale these numbers down to reflect their unfortunate losses.

Once the characters have said their farewells, the party sets off into the mountains, making good progress and arriving at the midpoint before nightfall – where they camp in the large cave just off the main pass.

## Sleeping Rough

Once the battle is over, the party is able to resume its journey, reaching the foot of the Storm Horns late in the afternoon.

The group makes camp beside the road. There is little cover available, but the rain has passed and there's wood for a fire. The night passes quietly.

# DAY 19

Almost home, the characters continue their trek through Gnoll Pass.

## THE PENULTIMATE DAY



YOU'RE SO CLOSE YOU CAN ALMOST HEAR THE SOUNDS OF THE CITY.

OKAY, YOU'RE IMAGINING THINGS, BUT EACH MILE BRINGS YOU CLOSER TO THAT REALITY AND YOU JUST CAN'T WAIT.

SURE, IT WON'T BE LONG BEFORE YOU YEARN FOR THE OPEN ROAD ONCE MORE, BUT RIGHT NOW, A BIG SMELLY CITY SEEMS IDEAL.

WITH THESE HAPPY THOUGHTS SPURRING YOU ON, YOU PROCEED ALONG MOONSEA RIDE AT A STEADY PACE, WITH THE ROAD ENTIRELY TO YOURSELVES UNTIL LATE AFTERNOON.

FINALLY YOU SEE THE FAMILIAR SIGHT OF A PURPLE DRAGON PATROL, COMMANDED BY THE SAME LEADER AS BEFORE, WHO SILENTLY WAVES YOU PAST.

SOON AFTER, YOU ARRIVE AT CAMP CRAG AND SETTLE FOR THE NIGHT.



# DAY 20

The characters complete their expedition with a final day's march to the city of Arabel.

## A VICTORIOUS RETURN



THE END IS FINALLY IN SIGHT. ARABEL IS BARELY A MARK ON THE HORIZON, YET IT URGES YOU FORWARD ALL THE SAME.

CAELYNN'S CURIOSITY SEEMS TO BE RE-INVIGORATED TOO, AND SHE QUESTIONS EVERYONE ABOUT WHAT THEY'VE MISSED MOST, AND WHAT THEY'LL DO NEXT.

IN HIGH SPIRITS, THE DAY SEEMS TO PASS IN A BLUR, AND YOU ARE SOON STOOD ONCE MORE AT ARABEL'S EAST GATE, QUEUING TO BE LET THROUGH.

THIS TIME HOWEVER, THERE IS NO DELAY. A SMARTLY-ATTIRED GENTLEMAN AWAITS YOUR PARTY AT THE GATE AND SIGNALS FOR THE GUARDS TO LET YOU PASS.



This man is of Shou origin. His name is Shin Shan.

Like Caelynn, he is in the service of Lord Ammeral Gyldannon, and the two are clearly acquainted.

The pair lead the entire group to the nearby inn where this adventure began – the Watchful Lynx.

Caelynn tells the remaining liberated slaves to make themselves comfortable. They will be welcome here at Lord Gyldannon's expense for the immediate future.

Ramzim joins them, while Shin Shan leads Caelynn and the PCs into a private room.

Once Caelynn confirms that she has the relic in her possession, Shin Shan will hand over the gold that they were promised – 900 lions, minus any advance – and an official signed charter authorizing the PCs to operate as a sanctioned adventuring party within Cormyr.

Their individual names are already listed on the charter, but a space remains for the addition of a group name under which they will adventure, should they wish to add one.

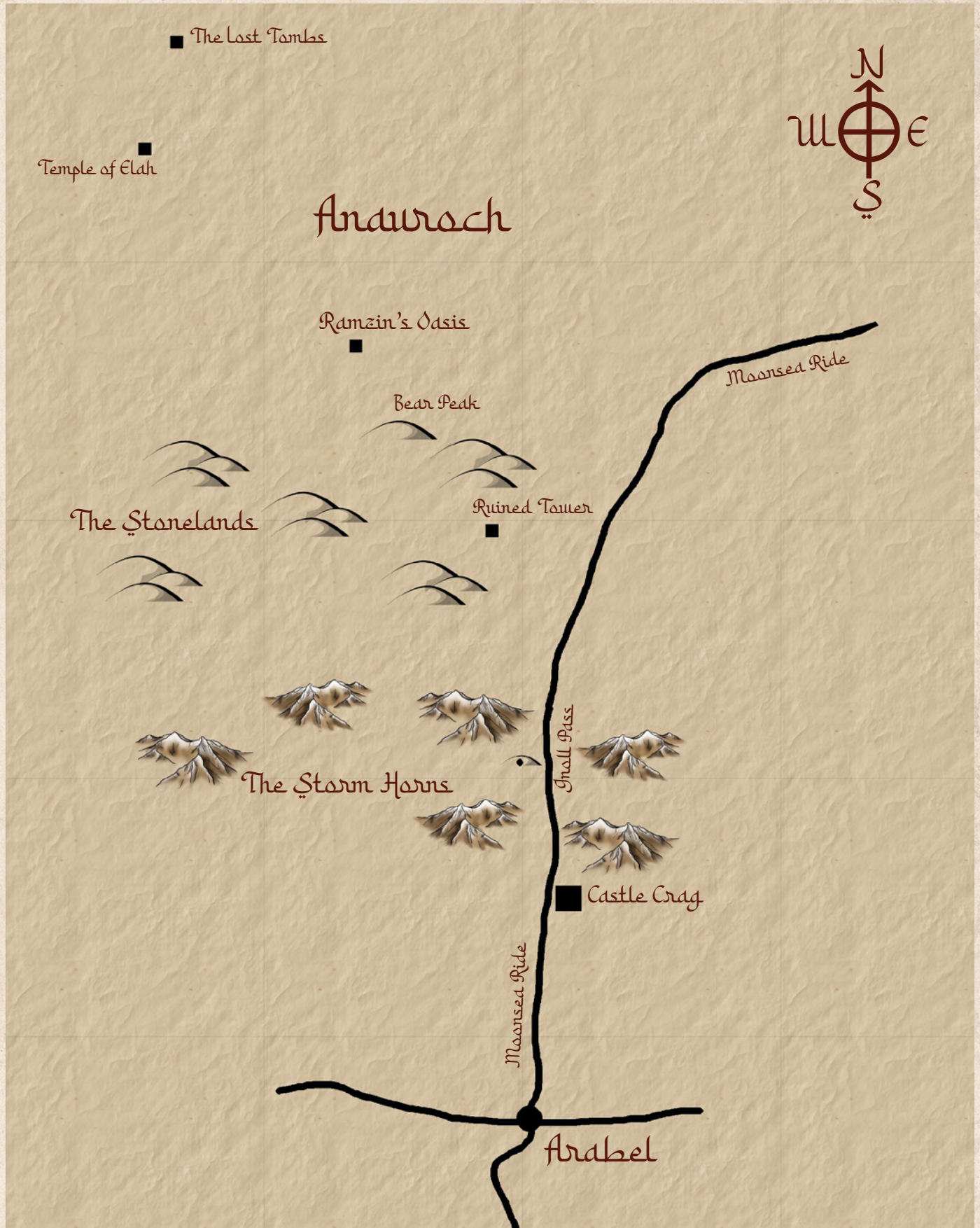
Shin Shan advises that any changes to the party should be reported to Cormyrean officials, but states that a degree of leniency is usually permitted to account for untimely deaths and replacement members.

With that, Caelynn's business with the PCs is concluded. She thanks each of them for their valuable contribution to the mission's success, and wishes them Tymora's blessings on their future endeavors.

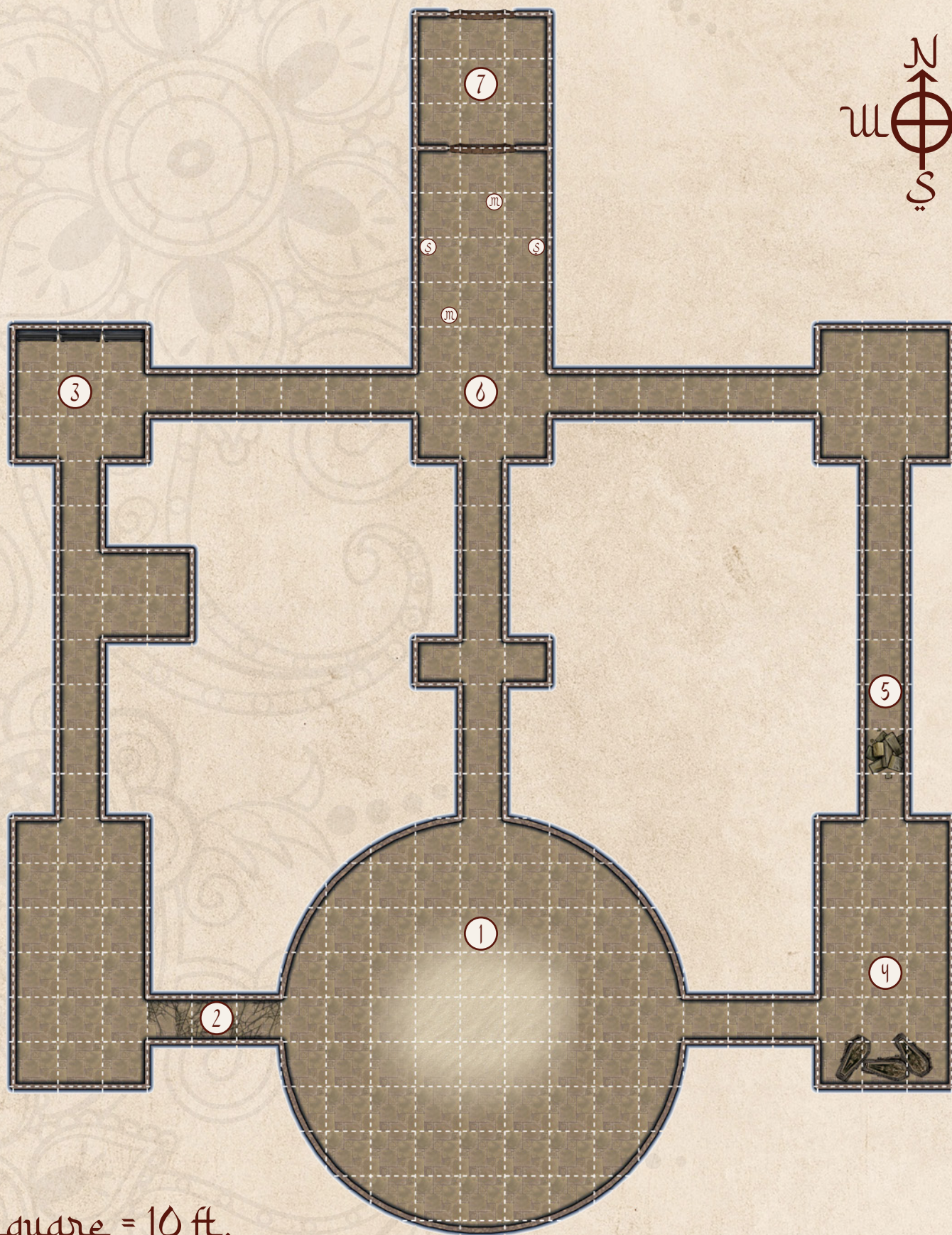
Thus ends this adventure...



# OVERLAND MAP

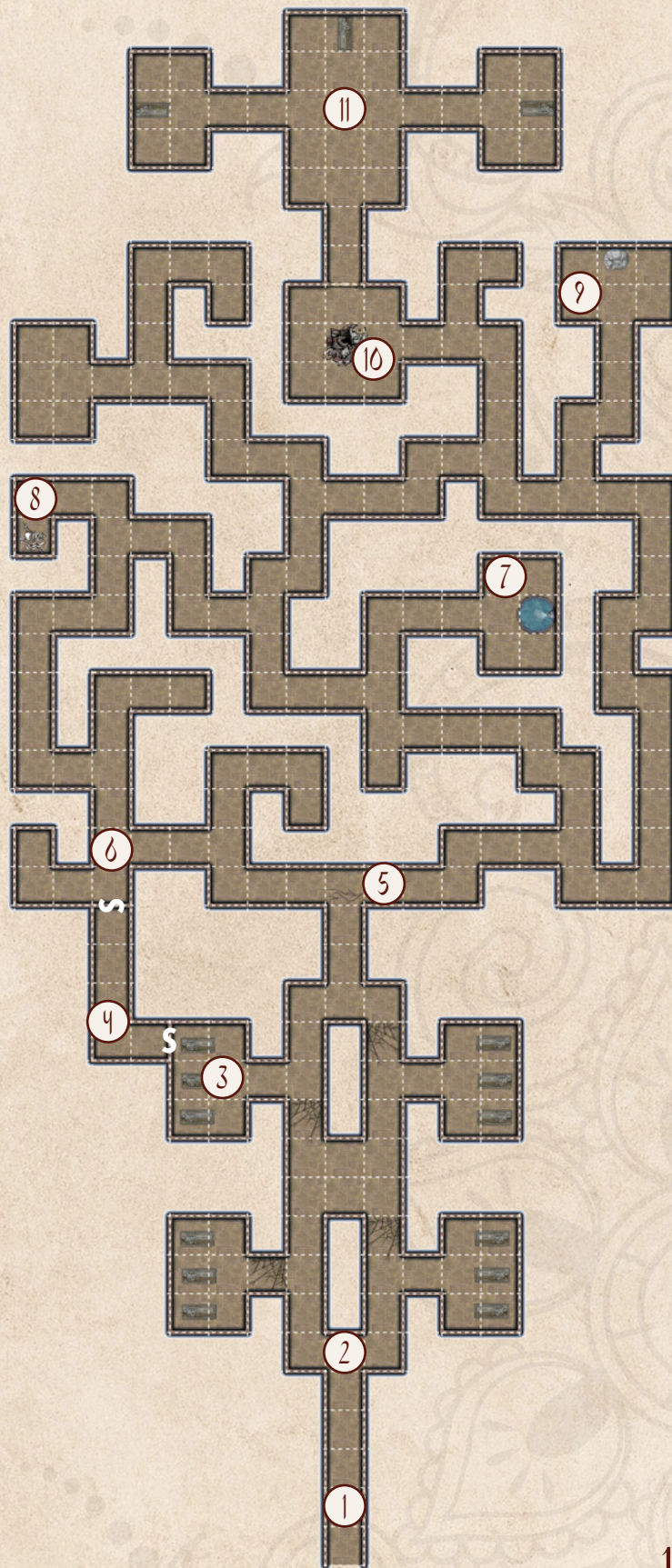


# TEMPLE OF ELAH (PRESENT)



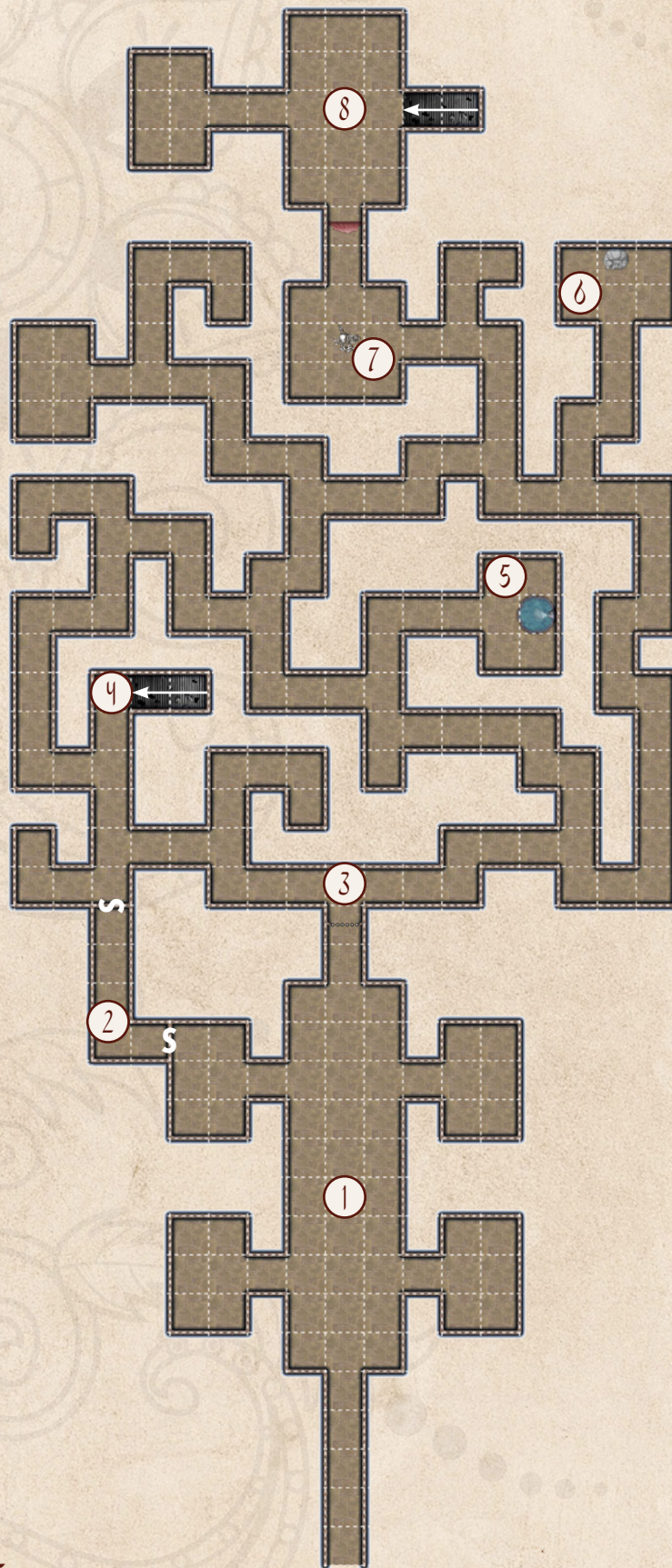
1 square = 10 ft.

# THE LOST TOMBS (PAST)



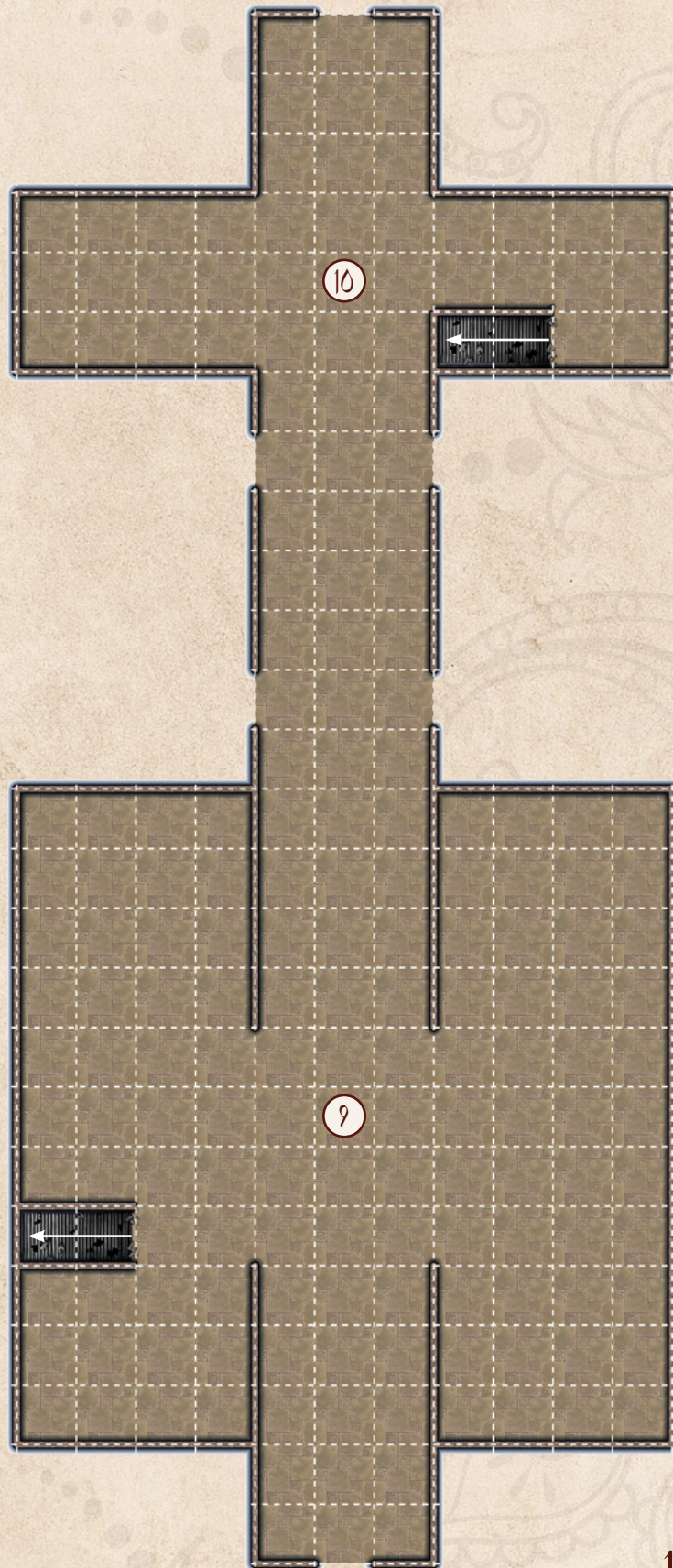
1 square = 10 ft.

# THE LOST TOMBS (PRESENT)



1 square = 10 ft.

# THE PALACE (PRESENT)



1 square = 10 ft.