



For the Kids!

A mysterious illness cripples the children of the realm. No one has found the cure. Will you pass the tests and save the children of Faerûn?

A 4-Hour Adventure for 1-4 Level Characters

Adventure Code: CCC-ELO-01

Optimized For: APL 3

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Introduction

Welcome to *For the Kids!* a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

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

This adventure begins with the adventurers in the base camp, called Camp Blackwater, at the bottom of the Earthspur Mountains, where adventurers have set up tents and have come from around the civilized world to help.

Adjusting This Adventure

This adventure should fit the party playing through it. Authors may give suggestions on how to adjust based on the strength of the party. These are suggestions, not rules.

To figure out whether you should adjust the adventure, add the total levels of all characters and divide the total by the number of characters and round to the nearest whole number. This is the group's APL. Consult the following table to measure the **party strength** for the adventure.

Determining Party Strength

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

Again, encounters may include suggestions based on party strength. Use them as you see fit.

Before Play at the Table

Before you start play:

- Read through the adventure. Take notes of how you'd portray an NPC, or a tactic you'd use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd need while running this adventure—such as notecards, a DM screen, miniatures, and battle maps.
- Ask players for basic character information. They may offer a copy of their character sheet. Make special note of player-driven twists such as back-story, traits and flaws.

Playing the Dungeon Master

You have the most important role—making the game fun for the players. You narrate and breathe life into the words on these pages.

Keep in mind:

You're Empowered. Decide how the group interacts with the adventure. Please adjust or improvise, so long as you keep the spirit of the adventure. But, this does not allow you to enforce house rules or change those of the Adventurers League. They should be consistent.

Challenge Your Players. Gauge the experience of your **players**, not the on-paper characters. Ask what they enjoy in a game. Try to deliver the experience they seek. Everyone should have time to shine.

Keep the Adventure Moving. When the game grows sluggish, give hints and clues to your players so they can try to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. Make sure that the players don't finish too early; give them a full play experience.

Adventure Background

Six months have passed since the city of Phlan was attacked by the Dark Priory and the infamous Yami. Now the doomsayer cult has brought illness and death into every childhood home.

Since Yami's defeat, Annabelle Blackwater-Aimes, a widow from the conflict has used her inheritance to spur all factions of the realm to root out Dark Priory members. Agents of this cult were discovered in all walks of life and all ranks of government. Many remain a mystery.

All attempts to interrogate Dark Priory members failed. None provided useful information until one fateful day.

A man with books full of Dark Priory secrets was discovered in the Cormanthor forest. He ranted about discovering the final head of the hydra. As captors approached, he opened a text he carried. Millions of mites, mosquitos, fleas, and biting flies swarmed from the pages. The capturing force and the Dark Priory agent were unharmed, though he laughed like a maniac as they clapped him in chains.

The captured text named the illness 'elo'. It targets humanoid children. It last raged in the land eons ago, ended by unknown means. Decoding the captured text took time, but when they were deciphered, it was too late. The people of the realm watched in horror as their children succumbed to the effects of the illness.

Archaeologists followed clues in the text and discovered the source of the illness: the Earthspur Mountains. Brave adventurers found three separate entrances. Many attempted each. None returned.

Able heroes are being called upon to exorcize the illness and save the kids!

Adventure Overview

This adventure is a dungeon crawl. The adventurers will face monsters, puzzles, and traps.

The children around the realm are succumbing to an ancient magical illness. Adventurers have been tasked with recovering the cure from deep within the Earthspur Mountains.

The adventure is broken down into 4 parts:

Part 1. The Road Ahead. Annabelle Aimes-Blackwater provides the adventurers with their mission and a map. She also explains the adventure background.

Part 2. Trials of Ch. The way forward is blocked by hostile monsters and puzzles. They must face each to enter the Inner Sanctum.

Part 3. The Inner Sanctum. The adventurers now realize this is a large prison. The captive is the source of the illness. They must break into its sarcophagus to proceed.

Adventure Hooks

Players have been asked to meet with Annabelle Aimes-Blackwater. The catacombs beneath the Earthspur Mountains must be breached. Several parties have tried. None have made it back.

Previous CCC-PRIORY Adventurers. You receive a special invitation from Annabelle Aimes-Blackwater herself. You are needed once again to stop this terrible illness from killing more children.

Faction Members. Your faction has called for adventurers in their ranks. The messengers tell their agents of the illness. "Follow Annabelle's lead, but keep this in mind as you do." they say, handing you a letter.

Unaffiliated Adventurers. The fate of thousands of children lies in the hands of a brave few. The need has spread to every corner of the realm. Your contribution is welcome and will bolster your name for generations to come.

Think of the Children! Children around the realm are in immense pain. You are just the person to extinguish this evil and save the kids!

Part 1. The Road Ahead

Estimated Duration: 15 minutes

The adventurers have answered the call to arms. They find themselves at the forest's edge near the base of the Earthspur Mountains. Tents and carts fill the clearing. Passersby call this place Base Camp Blackwater.

Base Camp Blackwater

The general features of Base Camp Blackwater are as follows:

Look and Feel. The base camp spreads over 100 yards in every direction. Tents fill the entire area. The camp is as busy as the busiest market in Waterdeep.

Smells and Sounds. The smells of war assault your senses. You smell oils for steel, leather armaments and polish, horse manure, and body odor. Voices are loud and anxious.

Call to Arms

As you approach the largest tents of the camp, you notice scattered wanted posters for Algernon Martel. A line of panicked men and women stand, awaiting their turn to talk to guarded pregnant woman bent over stacks of paper on a table. The enormous sailors see your approach and beckon you closer as she stands and warmly embraces each of you. This is Annabelle Aimes-Blackwater.

"Thank you for coming. The Dark Priory is at it again. First, they kill my husband Gustov and now they target our children." She strokes her prominent belly before continuing.

"A month ago, a madman claiming to be part of the Dark Priory released an ancient illness into the world called 'elo.' The cure is inside catacombs beneath the Earthspur Mountains. You are here to save the children. Questions?"

Roleplaying Annabelle Aimes-Blackwater

Annabelle has lost her husband, the captain of the Singin Stagwick. She targets the band known as the Dark Priory seeking vengeance.

Quote: "I will destroy all those responsible for my husband's death."

Annabelle, or one of the burly sailors standing by her side, can provide the following:

- elo is a magical illness of ancient origin. It seems to only target the young.
- All attempts of magic to rid the children of their pain has failed.

- Annabelle lost her husband 6 months ago to the Dark Priory, so her rage for the organization is unyielding.
- Historians have been digging through texts discovered on the madman, pointing them to the source of the illness, ancient catacombs inside of the Earthspur Mountains.
- Annabelle Aimes-Blackwater is willing to pay the adventurers 80gp total, half now, half upon return with the cure.

Development

Annabelle gives a nod to a disfigured old man has only one badly burned arm and his lips are sewn shut.

"Rasilat is walking around now handing out maps to the entrances we have discovered. Rasilat and his team of cartographers have left nothing to the imagination. As you will see on the map, there are 3 known entrances to the catacombs.

"Every adventurer that has come before you have either died on their way to the entrance or has yet to return upon entering. We have limited gear and supplies left in the tent behind me, so only take what you need to begin your trek. What lies inside of the catacombs is a mystery to us. Get in, then get out. Generations depend on you to complete your mission. Do this, for the kids."

DM Notes

Gearing up. Two Dungeoneer's Pack, Two Explorer's Pack, and Five Climber's Kit are available in the tent if the adventurer's wish to take them. Limit one per person as other adventurers may need them if the party fails.

Following those before you. Rasilat's map to the entrance can be found in **Player Handout 1. Getting There.**

Getting to the Entrance. The adventurers will choose 1 out of 3 possible entrances.

- If the adventurers choose to go through the forest, proceed to **Rasilat's First Path: The Dead Forest.**
- If the adventurers choose to go through the old mining tunnels, proceed to **Rasilat's Second Path: The Lost Tunnel.**
- If the adventurers choose to drop into the catacombs from the mountains, proceed to **Rasilat's Third Path: The Snowy Mountains.**

Rasilat's First Path: The Dead Forest

You follow Rasilat's detailed map into the dead forest. The trail shows signs of recent travel. The trail halts at a small hut covered in spider webs. Large bundles hang from the trees in cocoons of webbing. As you approach, the hut door bursts open as giant spiders discover their next meal.

Three **Giant Wolf Spiders** attack the party.

Adjusting this Encounter

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

- **Very Weak:** Remove one **Giant Wolf Spider**
- **Very Strong:** Add two **Giant Wolf Spider**

Treasure

Upon investigating the hanging bundles, the adventurer's find a dungeoneer's pack and 25 gp.

Development

The adventurers find a small area back on the path which seems safe enough for a short rest. Once ready, proceed to **The Entrance**.

Rasilat's Second Path: The Lost Tunnel

You follow Rasilat's detailed map into the side of the mountain. Red veins of glowing rock illuminate the main passage as the daylight fades behind you. A vast chamber opens with rough-hewn stone columns holding the mountain up. Tracks from previous adventurers scratch through the dusty floor.

The tracks soon show signs of a scuffle between humanoids and beasts.

A wolf runs in from a side tunnel, flattens its ears, barks, then darts down a corridor.

Growls surround the party and eyes glow red in the phosphorescent haze.

Five **Wolves** surround the party.

Adjusting this Encounter

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

- **Very Weak:** Remove two **Wolves**
- **Very Strong:** Add two **Wolves**

Treasure

Near the site of the scuffle, the adventurer's find a dungeoneer's pack and 50 gp.

Development

The adventurers find a small area back on the path which seems safe enough for a short rest. Once ready, proceed to **The Entrance**.

Rasilat's Third Path: The Snowy Mountain

You follow Rasilat's detailed map up the icy mountainside. The sounds of battle reach you as you round the bend of a stone outcropping. You see several adventurers fighting owlbears.

A magic user from the embattled party gathers his strength for one last spell. A fireball ignites from his hand, incinerating him, the beasts and his companions.

As the sounds of battle fade and the smoke clears, the ground starts to rumble. You see the snow slide out below the aftermath of the fireball. A wall of ice, stone and debris rush toward you.

Each adventurer must make a Dexterity Saving Throw, with advantage if they are carrying a Climbers Kit. Use the table below to determine how many layers of snowy debris, which cover each adventurer.

Roll for initiative and review the *Avalanche Recovery Efforts* detail box if anyone is buried.

DC	Layers of Debris
14+	0
12+	1
10+	2
8+	3
6+	4
0-5	5

Treasure

Near the site of the avalanche, the adventurer's find a dead owlbear holding a dungeoneer's pack, which also contains 50 gp.

Development

The adventurers find a small area near an uncovered entrance to the mountain which seems safe enough for a short rest. Once ready, proceed to **The Entrance**.

Avalanche Recovery Efforts

You've survived the avalanche! However, you and/or some of your party have just been entombed in a bank of icy debris. During your turn, you may **Help yourself, Help a friend, or Do something magical** to help your party survive. Be quick! On initiative 5, the Avalanche uses the **Entombment** action.

Help a friend. Since you are not buried, you can use your action to attempt an Athletics Check (DC 10) to burrow through one layer of snow to recover one of your allies. A result of 15+ removes two layers. A failure uncovers a dead owlbear.

Help Yourself. You can use your action to attempt an Athletics Check (10 + any layers of debris) to dig upwards out of one layer of snow. A result of 15+ removes two layers.

Be Magical. Magic can help or harm. Using the wrong magic can be deadly. If you use your action to cast fire magic, remove one layer of debris from all trapped players. If you use your action to cast ice/cold/water magic, add three temporary layers to all entombed players. These layers melt at the end of the round. All other spells can be cast as normal.

Entombment. Adventurers that are buried in debris must make a Constitution saving throw (10 + any layers of debris.) On a failure, an adventurer takes 2 (1d4) cold damage and suffers one level of exhaustion. On success, adventurers take half damage and suffer no exhaustion.

Adjusting this Encounter

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

- **Very Weak:** Lower all DCs by 2, and remove exhaustion from the effects of entombment
- **Very Strong:** Lower all DCs by 1, and remove exhaustion from the effects of entombment

The Entrance

Rasilat's map guides you to the entrance of the catacombs. In front of you stand two giant stone doors. They are separated by a five-foot wide column of stone.

The earth next to each door shifts as you approach. One section transforms into the face of a Demon with a toothless smile. The other, an angelic figure with hands over its eyes.

"Welcome to the Cathedral of Ch," they say in unison.

They continue:

"We will allow you to enter but look at our eyes. One of us is honest, the other one lies. One question each, yes or no. Open the wrong door, and fire will flow."

The earthen guardians become stoic and await a question from each adventurer. The question must be a yes/no question. If the adventurers open the correct door first, they will gain entrance to the Cathedral of Ch. If they do not, the spell Burning Hands (DC 12) is cast from the doorway as it opens.

Burning Hands

Level. 1st Level evocation

Range. 15ft cone from the open doorway.

Effect. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 9 (3d6) fire damage on a failed save, or half as much damage on a successful one.

DM Notes

The Demon face will always tell the truth, and the Angel face will always tell a lie. There are several ways to complete this puzzle. One example is to have each adventurer ask the faces if the guardians know what an adventurer has in their pocket. Since the Angel must always lie, it will be easy to spot.

Development

The faces change as you open the door. The Demon was behind the weeping hands, and the angelic face was the toothless demon. They meld back into the walls and disappear.

Once the correct door is open, proceed to **Part 2. Trials of Ch.**

Part 2. Trials of Ch

Estimated Duration: 90 minutes

The party wipes off their boots, and takes a step into the Cathedral of Ch.

General Features

The general features of the passageway are as follows:

Light. It is pitch black once the door closes behind the party.

Smells and Sounds. You smell stale air, and a hint of rotting fish and the sharp tang of fresh pitch. If you weren't underneath the Earthspur Mountains, you'd almost mistake this place for the deck of a ship on the Moonsea.

Guardian of Ch

The door slams shut behind you as the last party member enters the Cathedral. Silence descends. Then, an off-tune sea shanty is heard echoing in the dark. A ghost materializes before you.

"Welcome to the Cathedral of Ch. I am Votsug, Guardian of the Outer Sanctum. Ch has the cure you seek and awaits in his chambers. Before you can enter, his trials await. He prefers to discourage the unworthy."

"Several weeks ago, fiends invaded the Cathedral by force, barring themselves in Ch's chambers."

Votsug stares at you all for a moment, then waves his hands above him. A silvery dust falls from the ceiling. Your vision brightens and the walls around you illuminate. Votsug points to a door ahead and fades out.

"May the Light of Ch bless you. Try not to break anything and be kind to others."

A ward on the door fades leading into the Cathedral.

Roleplaying Votsug

Votsug is a ghastly guardian only meant to introduce patrons to his master's home. He is not hostile and is only meant to welcome guests. He is dressed like a ship's captain with a jagged hole in the breast of his coat.

Quote: "Service to Ch is my only passion now."

DM Notes

Light of Ch. The Light of Ch gives each adventurer the benefit of a *Heroes' Feast*. Each adventurer is cured of all Diseases and poison, becomes immune to poison and being Frightened, and makes all Wisdom Saving Throws with advantage. Its hit point maximum also increases by 2d10, and it gains

the same number of Hit Points. These benefits last for 24 hours.

Non-Combat. Each hallway and room can be overcome without combat, and plays a vital role in Part 3, when they face an overwhelming force. A benefit will be given to the party if the more they overcome trials with their wits, instead of their swords.

The sound of children cheering (meaning they overcame the trial by non-combat means) or booing (if combat was used) should help the adventurer's see their actions are being monitored.

A Divine Place. Paladins, Clerics, and any spellcaster innately feel the presence of ancient, divine energy. Just being in the catacombs gives divine casters the sense of a celestial being near by.

Development

For a 4-hour adventure, it is advised that players should encounter at least 3 rooms and 2 hallways before proceeding to **The Walls**. Roll on the tables below.

Room Table

D6	Encounter
1	4 Shrooms
2	Entering the Cold
3	X Marks the Spot
4	Table for the Blind
5	Reflection in Wax
6	Angel of the Past

Hallway Table

D4	Encounter
1	Lying in Lumber
2	Inspecting the Ingredients
3	Forgetting to Plea
4	Engulfed in Flames

4 Shrooms

The smell of fresh earth and decomposing plants hits you as you enter the room. Four large mushrooms block you from the exit ahead. Light sputters from four torches. Each torch looks to be held by a giant mushroom in each corner of the room. The flooring sprouts vegetation as you step on it.

"End your evasion into Ch's edifice," says something from behind one of the mushrooms.

"You used evasion wrong, Jerry." says a second voice from another mushroom. Shushes lash out from the other two mushrooms.

"Whatever. Stop there or face our wrath," says disembodied Jerry.

You hear from another corner, "Answer Ch's riddle and you survive. Refusing would count as an evasion. Which is the APPROPRIATE use of that word. Do you wish to hear it?"

If the adventurers choose the riddle, choose between the *At the End of Time* detail box (Easy) or the *In the Dirt it Grows* detail box (Hard) below. Incorrect or delayed responses cause 3 **Flumphs** to rush out from behind the mushrooms.

Searching for answers. For the *In Dirt it Grows* riddle, succeeding on a Nature Check (DC 10) will reveal to an adventurer that the vegetation growing under their feet looks like green onions or leeks. For the *At the End of Time* riddle, if an adventurer succeeds on an Insight Check (DC 10) they will notice that the riddle's words seem to be the key.

At the End of Time

Found in Underdark,
Not in Flumphs.
I begin eternity,
And end space.
At the end of time,
And in every place.

Answer. The letter E.

In the Dirt it Grows

Green but not lizards.
White but not snow.
Bearded but not Men.
Sweet but not Sugar.

Answer. Leeks

Non-Combat Development

The flumphs sink into the vegetation underfoot with a smile. The mushrooms guarding your exit uproot and step aside.

Children cheer as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Combat Development

The giant mushrooms guarding your exit uproot and step aside. They are disappointed in you.

Children boo as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Entering the Cold

Bitter cold wind and snow flies in your faces as you step into the next room. Above you is a magical snowstorm. Slits in the side of the chamber let in very little sunlight and the wintry conditions of the mountain peak. Before you runs a cold stream with no bridge.

On the other side of the stream stand 3 snowmen guarding a door encased in ice. They have top hats of shiny brass, a single monocled human eye in the center of their white heads and arms made of rods, gears, levers and motors. They are staring at bubbles in the stream. The bubbles rise from three drowning adventurers from some previous attempt in the room. They reach toward the top of the water with outstretched fingers just below the surface.

The adventurers have two choices:

- They may save the drowning adventurers.
- They may jump the stream and ignore the adventurers.

Jumping the Stream. Adventurers may jump the stream against a headwind with an Acrobatics Check (DC 12). On a success, they make it across, and 3 snowmen (**Monodrone**) attack. On a failure, the adventurer falls into the stream, taking 5 (1d10) cold damage.

Save a Drowning Adventurer. In the stream, the party will find 3 drowning adventurers. A party member must reach down and pull out a drowning adventurer. The icy stream causes 4 (1d8) cold damage. Once freed, the no-longer drowning adventurer and one snowman dissolve into a puddle.

The Snowmen. Defeating all snowmen, by combat or by saving the drowning adventurers, thaws the door on the other side of the river.

Non-Combat Development

The last adventurer and snowman melt and form an ice bridge over the stream. The ice covering your exit thaws. You now have safe passage out of this bitter cold room.

Children cheer as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Combat Development

As the last snowman falls, the ice covering your exit thaws. You now have safe passage out of this bitter cold room.

Children boo as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

X Marks the Spot

You step through the door into a scratchy, green, humid world of corn. Stalks six feet tall surround you. A path is visible a short distance ahead. The sky is overcast with a storm front on the horizon.

You proceed down the path and step into a farm yard surrounded by scarecrows. In front of you is gallows with a single noose holding a skeleton over a painted red X where the trap door opens. Beside the gallows, a masked figure of an executioner stands near the trap door lever. There's a giant red barn door behind them all.

"Oy!" yells the executioner. "Ye ain't movin' on till ye spell me real name. What be the first letter?"

He removes his hood, revealing Votsug, the ghost from the entrance to the Cathedral.

Classic game of hangman. As the players guess the name (Gustov), the letters will form out of clouds on the horizon in the correct order.

Hung man. The skeleton hangs with 1 head, 1 torso, 2 arms, and 2 legs, so Votsug's real name is 6 characters. A history check (DC 12) will remind the adventurers of the lost husband of Annabelle Aimes.

Votsug's Name. Votsug stands next to a large, rusty lever. The lever sits in an arced base with five notches.

Failing. Failing will result in Votsug shaking his head and wrenching the lever over a notch. At the same time, the head (or torso, or arms or legs, one at a time) of a scarecrow will appear and hang within the noose. Upon failing five times, the rope will snap. The **Scarecrow** will catch itself on the floor of the gallows and attack.

Succeeding. If the party is successful in guessing the entirety of the name in order - Gustov - he will wrench the lever and the rope, and any pieces of scarecrow, will fall through the trapdoor of the gallows.

Proceed to **Combat Development** or **Non-combat Development** accordingly.

Non-Combat Development

"Gustov? That's a sailor's name, not an executioner's," Gustov says as he fades away with a song. The barn door swings open.

Children cheer as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Combat Development

Votsug shakes his head and disappears as the barn door swings open.

Children boo as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Table for the Blind

A large circular banquet table sits in the center of the room blocking your exit. Eight chairs surround it. A ghastly dwarf sits in the only occupied seat. A napkin is tucked in at his collar.

"Please, please, please," pleads the dwarven man. Only his lips move. "I've lost me marbles. I think I put them under a dome, but I am not sure which. Please help me find me marbles. "

As he pleads, you see ghastly plates being served by ghastly servants to each of the eight seats, including him. Ghastly waiters fill ghastly goblets with ghastly liquids. When all are set, the dwarf speaks.

"I could see before, when I was able, had me marbles before, when I was stable, Ask me a question, I'll make a suggestion, but guess wrong and you'll be part of me table."

This encounter is about process of elimination based on the clues the dwarf provides.

Investigating the table settings. Adventurers will find that there are 8 table settings.

- 4 have domes of gold, the rest with silver.
- 4 have been served with wine, the rest with water.
- 4 have their utensils, the rest do not.

The position of each, and the correct one, is labeled in **DM Handout 1. Table Settings.**

Clues. If asked, the dwarf will give the clues below.

- I last had them under a gold dome.
- I had water to drink.
- I had every utensil.

Opening the Wrong Dome. Lifting the wrong dome will awaken the **animated table** which attacks the party.

Opening the Correct Dome. Inside, the adventurers find a ghastly, yet alive, dwarf sized brain. Proceed to **Non-Combat Development.**

Non-Combat Development

The dwarf lifts his blindfold and smiles at the brains on the platter. "Oh I've missed these."
The exit unlocks as the table fades away.

Children cheer as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls.**

Combat Development

The dwarf throws the napkin from his collar on the floor and unlocks the door with a disappointed shake of his head.

Children boo as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls.**

Reflection in Wax

You step into warm candle light. The light emanates from a large, upside-down candle in the middle of the ceiling. Melted wax from the candle defies gravity as it runs across the ceiling and down the walls.

Under the candlelight, 6 wax statues of goblin samurai stand before you. Most of them face the wall to your right in poses suggesting attack. As you examine the wall, you see a mural covered in wax, depicting the room you find yourselves in.

The exit on the other side of the statues is encased in wax. A smaller candle juts from the door where the handle should be.

This puzzle requires the adventurers to make the room match what is in the mural. The samurai in the painting are in different positions than those in the room. Adventurers must move the statues if they wish to vacate this room without combat.

Investigating the Samurai. 6 Wax Samurai stand on easily movable pedestals, forming a triangle.

- 1 Samurai in the front holds a samurai sword.
- 2 Samurai behind the front: the one closest to the adventurers faces backwards, the one furthest is kneeling.
- 3 Samurai make up the back: The one closest to the adventurers has nocked an arrow on a long bow. The center goblin is in a boxing stance. The one furthest away is reading a book.

Investigating the Mural. With a perception check (DC 10), the adventurers will realize that the mural is showing the same samurai in a different formation.

- 1 Samurai makes up the front. He is kneeling.
- 2 Samurai behind the front: The closest to the exit is reading a book. The one closest to the adventurers has nocked an arrow on a long bow.
- 3 Samurai make up the back: The one closest to the adventurers is in a boxing stance. The one in the middle is facing backwards. The closest to the exit is holding a samurai sword.

Moving the Pedestals. The wax statues can be moved with ease.

Opening the Door. To open the door, adventurers need to light the candle on the door handle to loosen the wax on the door. If the samurai's positions in the room match what is displayed in the mirror, the

door will melt. Otherwise, 2 samurai (**Animated Armor**) will animate and attack.

Non-Combat Development

Now in their proper places, the wax samurai in the room begin to smile. The samurai in the mural now point at your exit, which is no longer encased in wax.

Children cheer as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Combat Development

The samurai, the mural, and the wax covering the door melt before your eyes.

Children boo as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Angel of the Past

Gray, dead earth crumbles under your boots as you enter the room. A slight breeze picks up as new air wafts in.

It is laid out like a triangle. In one corner of the room lies a collection of stacked books. In another, piles of faded trinkets. In the last, a bath tub.

An angelic, rusted statue stands in the center, blocking the exit. It has 4 arms, bound at the wrists with palms open, and wings that span out over the room.

This puzzle requires the adventurers to put a form of each element in the indicated palm of the statue.

- Paper from the books can act like fuel for Fire.
- Water from the bath can count as Water.
- Dirt from the ground can count as Earth.
- Blowing on the hand or using an ancient artifact (a fan) can count as Wind.

Any other means for placing the elements in the palms is acceptable as well.

Investigating the Door. The door is clearly trapped. Visible cables are seen running from the door into the statue.

Opening the Door. Placing elements of water, fire, air, and earth on the appropriate palms will defuse the exit. If for any reason the elements are not placed in the correct palms before the door handle is touched, the statue (**Tridrone**) awakes and attacks.

Investigating the Statue. The statue is rusted, except its hands. They are in pristine condition. A different elemental symbol is etched into each palm. One is fire, another is earth, another air, and the final is water. Refer the players to **Player Handout 4. Library Palms** for an illustration of the symbols. **DM Handout 2. Library Palms** will have the correct symbol/element pairing.

Investigating the books. Books are scattered across the shelves and desks in this corner. If a book is opened, the book's pages will spark into flame. They will burn quickly, leaving a blackened cover. The adventurer will take 1 fire damage if they are holding the book.

Investigating the artifacts. An assortment of metal objects litters this corner. Small dull blades clutter the floor. Metal rods and an oddly grooved disc sit atop a single shelf. If the grooved disc comes in contact with any of the blades activates the inert magic of the items and assembles automatically, causing the air to circulate near the object.

Investigating the bath. Unlike the rest of the

room, the bath itself looks freshly drawn. That water is warm and clean.

Statue Tactics. The statue cannot use its Javelin attack unless it moves towards the artifacts bench in the room.

Non-Combat Development

As the elements sit in the palms of the rusted Deva, you hear crackling from the door behind the statue. It is now ajar, and the items in the room turn to dust.

Children cheer as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Combat Development

As the rusted angel falls to the ground in a pile of dust, you hear a crackling from the locked door. It is now ajar, and the items in the room turn to dust.

Children boo as the adventurers leave the room.

If this is not the third completed room, roll on the Hallway Table, and proceed to that encounter. Otherwise, proceed to **The Walls**.

Lying in Lumber

Gnarled, petrified tree branches crisscross the path and run up and down the walls. Ghastly owls glow in the branches above.

You hear a shuffle. An elderly adventurer is crawling towards the exit. He looks up at your approach.

"Get down! Don't look at the-"

The old man squeals as an owl perches on his shoulder and hoots. He locks eyes with the owl and turns to dust. The owl kicks off from the pile and returns to the branches overhead.

The hallway is 100 feet in length and 10 feet wide.

Dodging the Owls. At the beginning of each turn, if the adventurer's eyes are open, they will need to make a Dexterity Saving Throw (DC 2) to avoid eye contact with the owls fluttering overhead. For every 20 feet the adventurer has traveled in this hallway, increase this DC by 2. If an adventurer did not crawl last turn, they must make this save with disadvantage.

Spotting the Owls. Failing a Dexterity Saving Throw against Dodging the Owls causes an owl to perch on the adventurer's shoulder, causing 4 (1d8) psychic damage. Once recovered, the adventurer will begin to age at a rapid pace. Until the adventurer gains the benefit of a long rest, their bodies will have aged 4 (1d8) years.

Reaching the exit. Once any adventurer touches the door to the next room, proceed to **Development**.

Development

As you touch the door handle, the branches behind you wilt and break. The owls disappear, and the hallway returns to normal.

Proceed to the next Room encounter from the Room Table.

Inspecting the Ingredients

The door opens to a bright hallway. Your senses are overwhelmed with the smells of delicious foods.

Beautiful chandeliers hang from the vaulted ceiling overhead. Cabinets and shelves run the length of each wall in the hallway. Enormous amounts of pastries, meats and delicacies fill them to overflowing. Treats litter the floor.

Laying by the doorway to the next room is an extremely obese human figure staring at you with a smile.

"Try the cakes. They are amazing." The human slumps over, and fades into the flooring, leaving what smells to be of maple syrup.

The hallway is 90 feet long, and 15 feet wide.

Avoiding the Appetizers. At the beginning of each turn, an adventurer will need to make a Wisdom Saving Throw (DC 9) to avoid being charmed by the delicacies in the room. For every 30 feet the adventurer has traveled in this hallway, increase this DC by 1. If an adventurer used the Dash action last turn, they must make this save with disadvantage.

Sampling the Sweets. Failing a Wisdom Saving Throw against Avoiding the Appetizers causes the adventurer to consume the foods, causing 4 (1d8) necrotic damage. After taking a bite, the adventurer will notice the food is slowing them down.

Until the adventurer gains the benefit of a long rest, their movement speed is reduced by 5 feet.

Reaching the exit. Once any adventurer touches the door to the next room, proceed to **Development**.

Development

The chandeliers fade and crumble as you reach the door. The food rots, exposing phorid flies and maggots. The hallway has returned to normal.

Proceed to the next Room encounter from the Room Table.

Forgetting to Plea

Light blinds you for a moment as you step into this narrow hallway. The walls, flooring, and the door at the end of the hallway are pure white. There are no blemishes, smudges, or stains on any surface.

You spot a woman between you and the exit. She sees you and then touches the wall. You hear her voice, but the language is indecipherable.

The walls in the hallway begin to pulsate and engulf the young woman as if they were fluid.

The hallway is 80 feet in length by 5 feet in width.

Pulsating Hallway. At the beginning of every turn, an adventurer must make a Dexterity Saving Throw (DC 5) to avoid touching the vibrating walls and ceiling. For every 10 feet the adventurer travels, increase this DC by 1. Large creatures make this check with disadvantage.

Touching the Walls. Failing a Dexterity Saving Throw against the Pulsating Hallway, or voluntarily touching the walls, slams the adventurer against a wall, causing 5 (1d10) force damage. Once recovered, the adventurer will notice scribbling on the wall in their own handwriting.

Until the adventurer gains the benefit of a long rest, they forget how to read and write a random language on their character sheet.

Reaching the exit. Once an adventurer touches the door to the next room, proceed to **Development**.

Development

The hallway turns dull and fills in with dark red scribbles. Those in the languages you can read all say the same thing: 'Help me.'

Proceed to the next Room encounter from the Room Table.

Engulfed in Flames

The paved flooring underfoot as begun to loosen into coarse gravel. Looking up from the rocky terrain, you see a cloaked figure holding on to bricks sticking out of the wall.

"Don't touch the floor. It's LAVA!" he yells. He loses his grip on the holds. His feet touch the coarse rock and the man is incinerated.

The hallway is 70 feet long by 15 feet wide the coarse gravel begins 5 feet in front of the party.

Climbing Holds. The protruding bricks are climbing holds, allowing adventurers to traverse the hallway with relative ease. At the beginning of every turn, an adventurer must make a Strength Saving Throw (DC 6) to move forward. For every 20 feet, increase this DC by 1.

Touching the 'Lava'. Failing a Strength Saving Throw against Climbing Holds, or voluntarily walking on the 'lava', causes 2 (1d4) fire damage. Once recovered, the adventurer has an unnatural fear of the ground.

Until the adventurer gains the benefit of a long rest, they gain the character flaw as follows:

"I have an overwhelming fear of the ground being lava. I try to avoid touching it at all costs. Jumping seems to work."

Flying. Flying over the coals will force the climbing holds back into the walls. All adventurers currently using them will fall into the fire. The only way to traverse the hallway is by flight or on fire.

Reaching the exit. Once an adventurer touches the door to the next room, proceed to **Development**.

Development

As you make it to the landing in front of the next door, the floor behind you hisses, sputters and cools with a cloud of steam and smoke.

Proceed to the next Room encounter from the Room Table.

The Walls

As you open this door, the entire cathedral shakes. The walls that once made up the rooms and hallways of your trial lower and shift to form pews that face an enormous sarcophagus in the distance.

"You have passed the Trials of Ch. " Votsug echoes from behind you, pointing in the direction of the sarcophagus.

"The fiends! They have latched onto Ch in his sleep and have not let go, weakening the titan. This has unleashed elo back into the world. For the kids, we must hurry!" Votsug begins to rush towards the sarcophagus when he drops to his knees.

"I remember now." Votsug mumbles as tears form in his eyes.

"My name was Gustov Blackwater. Tell my wife to name her Bethany."

Gustov vanishes as doors open on the side of the sarcophagus.

Proceed to **Part 3. The Inner Sanctum.**

Part 3. The Inner Sanctum

Estimated Duration: 45 minutes

With Votsug and the trials gone, the adventurers find themselves facing off against their worst fears before finding the cure for elo.

General Features

The general features of the Inner Sanctum are as follows:

Look and Feel. A thin layer of shimmering magic covers most of the sanctum, as if a veil. As you approach, it feels as though you are under the effect of “Calm Emotions.”

As you get closer, however, the effect seems to have been tainted by the fiend’s invasion into this holy place, as your emotions now begin to turn to paranoia and fear.

Checking In

The opening to the Inner Sanctum illuminates and amplifies as the room begins to echo with the sound of crying children. As the crying becomes whines, then to sniffles, the lights dim to reveal that you are now in a room surrounded by bars.

The bars are inscribed with ancient glyphs and runes of the Upper Plane. The sound of children crying has grown faint.

Outside the cell, an army of Skeletons wearing white lab coats point small cylinders tipped with sharp needles at you.

A barred manhole cover occupies the floor in the center of the cell. A pedestal floats above and slightly beside it. On the pedestal lie 20 of the same cylinders with needles like the skeletons hold.

This puzzle feeds on the common fear of needles. The adventurers have no choice but to donate blood.

Inspecting the Prison. On a successful Investigation Check (DC 13), every surface of the cell shows signs of old magic. The runes are ever changing.

Inspecting the Sewage Drain. What once looked like a normal sewage drain, you realize is a barred spiral staircase leading down below this cell. The bars preventing you from going down the staircase have the same glyphs and runes found on the outer prison bars.

Inspecting the Pedestal. On the pedestal, the adventurers will find a tray holding 20 of the strange cylinders with needles that the skeletons are holding.

Escaping the Room. With a successful investigation check (DC 10) or perception check (DC 12), adventurers will realize this cell feeds on children’s fear of getting blood drawn. The only way

to escape, is to overcome the fear, for the children, and have their blood drawn twenty times as a group, either by letting the skeletons with needles poke them, or by piercing themselves with the syringes on the pedestal.

Development

The manhole cover slowly retracts into the flooring, revealing a long spiral staircase leading into the unknown. As you make your first step down, the sound of children cheering can be heard in the distance. As you descend the stairwell further, the cheering becomes closer and louder, almost to the point of deafening.

As the stairs level off, you are confronted with a small dias holding a broken jar with some unknown substance slowly flowing onto the floor. Behind the dias, large stone doors with ornate pebbles block you from the rest of the Inner Sanctum. The sound of children hushing themselves echo the walls, awaiting your next move.

The door is not locked. Once pushed open, immediately proceed to **Stuff of Nightmares**.

DM Notes

When interacting with this room, remember to emphasize that the party needs to show the Children of Ch that medical procedures and tests are nothing to fear. The skeletons are inanimate, do not attack, and do not have stat blocks. They just look mean and scary. Show the children they do not need to fear the unknown. When the adventurers overcome this fear, show them your excitement, via the Children of Ch, by cheering out loud!

Treasure

The ointment, if identified, is *The Aloe of Ch* (*Keoghtom’s Ointment*).

Stuff of Nightmares

As the door opens, the ornate pebbles that covered the door fall to your feet glowing, as the smell of death washes over you. Thousands of bones fill this lit arena, covering what lies beyond. Amongst the bones are small flesh-pouched demons rushing from the sides of the arena to face you. As you stand there, holding yourself back from becoming overcome with sickness from the stench, the demons rush to attack.

Five **Nupperibos** attack the party.

Tactics. The terrain is difficult, and for every 10 feet traveled, an adventurer must succeed on a Acrobatics Check (DC 10) to stay standing. On a failure, they will fall prone to the loose ground. The Nupperibos will always fight in pairs if possible.

Glyphs. If an adventurer picks up one of the ornate glowing pebbles, they immediately know its effects. Touching a weapon with the pebble will drain it of its power but make the weapon magical for 1 hour. Leaving Ch's chambers will also drain the glyph of this effect.

Development

Immediately proceed to **Tackle of Terror**.

Tackle of Terror

At this point, take a moment to calculate how many rooms the adventurers overcame without the use of combat. This will impact this encounter greatly.

As the last Nupperibo falls, the wall of bones separating you from the other side of the chamber turns to dust. In the center is a large angelic being, restrained to the ground. Hundreds of fiends feed from its weak body. Almost lifeless, the titan figure sees you and smiles.

Taking a deep breath in, the light that surrounds the cathedral floor vanishes. When the being exhales, the light returns, and you feel invigorated. As light returns, the demons stop their feeding and gaze in your direction, screaming. A flood of imps rush towards you.

30 **Imps** rush to attack, currently 120 feet away from the adventurers.

Tactics. Because of the Titan's breath, the Imps lose the ability to turn invisible. The Imps will attack at random adventurers, even at the risk of opportunity attacks.

Showered in Mercy. After the first round of combat, several of the imps explode in radiant energy, dying immediately. The total number of imps that die in this fashion is 6 multiplied by the number of Trials of Ch rooms overcome by non-combat.

Development

Once the last imp is defeated, proceed to **Device of Dread**.

Device of Dread

The Imps explode as the divine light of the Cathedral returns. The Titan begins to regain some strength and size, as the remaining demons turn to face you.

"She gives us power. She needs us strong to retrieve Fatanyu. She needs us to destroy its keeper. You must not stop the feeding. We will devour you, then finish the Emperyon." The devils begin ripping out spines from its tail and attack.

Three **Spined Devil** attack the adventurers.

Tactics. The Spined Devils will always attack the closest adventurers to Ch.

Healing Ch. If any adventurer heals Ch, each **Spined Devil** takes damage equal to the amount Ch was healed for.

In the Presence of Ch. At the start of each round, each adventurer regains 4 (2d4+2) hit points if they can see the Ch (who is 30 feet away.) If an adventurer is unconscious, they do not regain hit points, but do have advantage on Death Saving Throws.

Adjusting this Encounter

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

- **Very Weak:** Remove 1 **Spined Devil**.
- **Strong:** Add 1 **Spined Devil**.
- **Very Strong:** Add 2 **Spined Devil**.

Development

Proceed to **Conclusion**.

Conclusion

As the devils fall, you notice the wounds and bite marks that cover this angelic creature start to heal.

"My Prison has been cleansed. I am Ch, Titan and Protector of Youth. The blood that courses through my veins would destroy the young. I locked myself away to save the children of your land. With my wounds healed, the children are safe once again. Thank you."

As Ch smiles, you find yourself back at the entrance you came through, facing the doors. Both locked, and the guardians of the door are gone.

As you begin your trek back to the base camp, the sound of the forest silences. A cloaked figure appears in front of you. The look on his face matches all the wanted posters around the Moonsea. This man is Algernon Martel, the leader of the Dark Priory.

"Well done. Unlike what some would have you believe, we are on the same side. Something is coming, and we will need to stand together to defeat it. I'll be in touch."

Algernon vanishes with a smile and the sound of the forest returns.

Returning to Basecamp Blackwater, the sound of cheering, and hopeful crying is heard from all directions. Sailors, fathers, and mothers all embracing their loved ones. While the children may face obstacles again in the future, this day, today, they can look at your bravery, and know better days are possible.

Treasure

Annabelle Aimes-Blackwater holds up her end of the deal and provides the adventurers with the remaining 40 gp.

Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement Checkpoints

The characters receive two advancement checkpoints for each objective completed:

- **Secondary Objective:** Breaching the Cathedral of Ch
- **Main Objective:** Stopping the elo virus.

The characters earn an additional advancement checkpoint for each **bonus objective** they complete.

Treasure Checkpoints

The characters receive a treasure checkpoint for completing **both main objectives** or **both bonus objectives**.

Magic Item Unlock

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

The Aloe of Ch (Keoghtom's Ointment). This glass jar, 3 inches in diameter, contains $1d4 + 1$ doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh $1/2$ pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains $2d8 + 2$ hit points, ceases to be poisoned, and is cured of any disease.

This item can be found in **Player Handout 5**.
Magic Item.

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

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

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Annabelle Aimes-Blackwater (ANN-a-BELL Aims-BLACK-water). Algernon Martel is currently the Master-At-Arms in Phlan. Algernon is diplomatic and cheerful during every encounter. His childhood was riddled with the disaster Yami had caused, so he would like to see the end of this Madman.

The Dark Priory. Thought to have been just a Doomsayer cult, has now grown to be a sort of Boogeyman organization of evil-doers. Lead by the previous Master-at-Arms of Phlan, it is now known that Algernon Martel is the head of this organization, and his plans to rid 'correct the mistakes of the land' are still unknown. Members of the Dark Priory are sought by all officials and faction agents of the region, with their leader holding the highest of bounties, dead or alive.

Algernon Martel (AL-ger-non mar-TELL). The leader of a shadow organization known as the Dark Priory. This human is deemed by most factions as Most Dangerous man alive, and the bounty on his life exceeds any adventurer's wildest dreams.

Votsug (Vah-t-suh-gah). Votsug is the most recent guardian of the Cathedral of Ch. Noble acts of martyrdom usually find the beginning of their afterlife spent guarding the Titan known as Ch. This burly sailor is no exception.

Ch (Ch-uh). Ch is a Titan whose blood infects the children of the realm to become weak and powerless around the realm. Ch decided eons ago, that because of this reason, she would become the children's protector, and built a prison for herself, where she could never cause another child hard. The people of the time built a cathedral above the prison to honor her sacrifice, and later the mountains of Earthspur formed around the Cathedral, losing it to time.

Appendix. Monster/NPC Statistics

Animated Armor

Medium construct, unaligned

Armor Class 18 (Natural Armor)

Hit Points 33 (6d8+6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

Languages --

Challenge 0 (0 XP)

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

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

Actions

Multiattack. The armor makes two melee attacks.

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

Animated Table

Large construct, unaligned

Armor Class 15 (Natural Armor)

Hit Points 39 (6d10 +6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 6

Languages --

Challenge 2 (450 XP)

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

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

Charge. If the table moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

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

Flumph

Small aberration, lawful good

Armor Class 12

Hit Points 7 (2d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities Psychic

Senses Darkvision 60 ft., Passive Perception 12

Languages Telepathy 60ft., Undercommon (understand Undercommon but cannot speak it)

Challenge 1/8 (25 XP)

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Telepathic Shroud. The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

Actions

Tendrils. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

Giant Wolf Spider

Medium beast, unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	3 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +7

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

Languages --

Challenge 0 (0 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: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) 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.

Imp

Tiny fiend, lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 11

Languages Common, Infernal
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Actions

Sting (Bite in Beast Form). *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Monodrone

Medium construct, lawful neutral

Armor Class 15 (Natural Armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Axiomatic Mind. The monodrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the monodrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

Actions

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

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Nupperibo

Medium fiend, lawful evil

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8+2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	3 (-4)	8 (-1)	1 (-4)

Skills Perception +1

Damage Resistances Acid, Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Blinded, Charmed, Frightened, Poisoned

Senses Blindsight 10 ft. (blind beyond this radius), Passive Perception 11

Languages understands Infernal but can't speak

Challenge 0 (0 XP)

Cloud of Vermin. Any creature, other than a devil, that starts its turn within 20 feet of the nupperibo must make a DC 11 Constitution saving throw. A creature within the areas of two or more nupperibos makes the saving throw with disadvantage. On a failure, the creature takes 2 (1d4) piercing damage.

Hunger-Driven. In the Nine Hells, the nupperibos can flawlessly track any creature that has taken damage from any nupperibo's Cloud of Vermin within the previous 24 hours.

Actions

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

Scarecrow

Large construct, chaotic evil

Armor Class 11

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 1 (200 XP)

False Appearance. While the scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Actions

Multiattack. The scarecrow makes two claw attacks.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 1) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

Spined Devil

Small fiend, lawful evil

Armor Class 13 (Natural Armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Darkvision 120 ft., Passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. Hit: 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

Tridrone

Medium construct, lawful neutral

Armor Class 15 (Natural Armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Senses Truesight 120 ft., passive Perception 10

Languages Modron

Challenge 1/2 (100 XP)

Axiomatic Mind. The tridrone can't be compelled to act in a manner contrary to its nature or its instructions.

Disintegration. If the tridrone dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.

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.

Wolf

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

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

Skills Perception +3, Stealth +4

Senses passive Perception 10

Challenge 1/4 (50 XP)

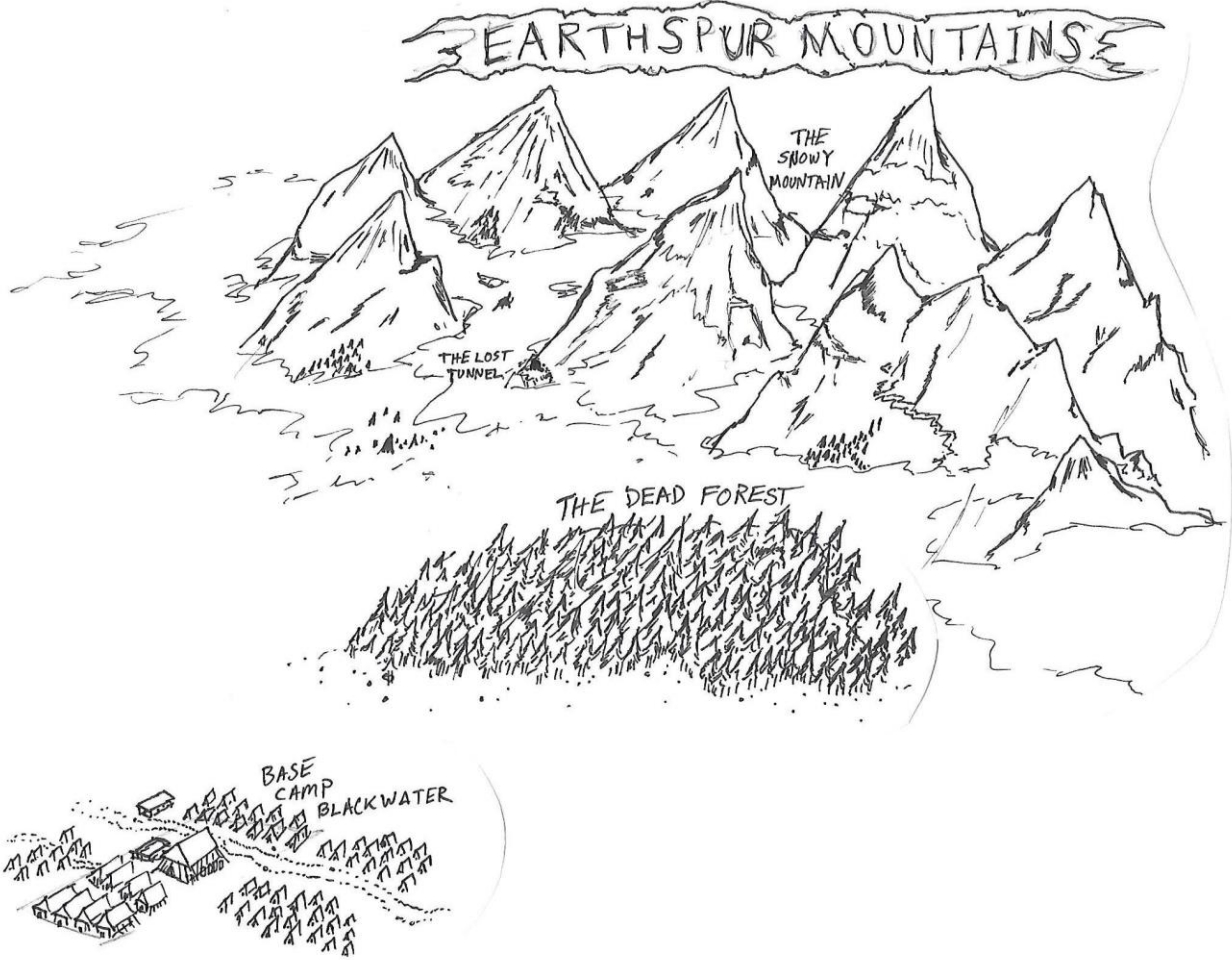
Keen hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smelling.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 6 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Player Handout 1. Getting There



Player Handout 2. Table Settings

Position	Dome	Drink	Cutlery
1	gold	water	No
2	gold	water	Yes
3	silver	wine	Yes
4	silver	water	Yes
5	gold	wine	No
6	gold	wine	Yes
7	silver	water	No
8	silver	wine	No

DM Handout 1. Table Settings

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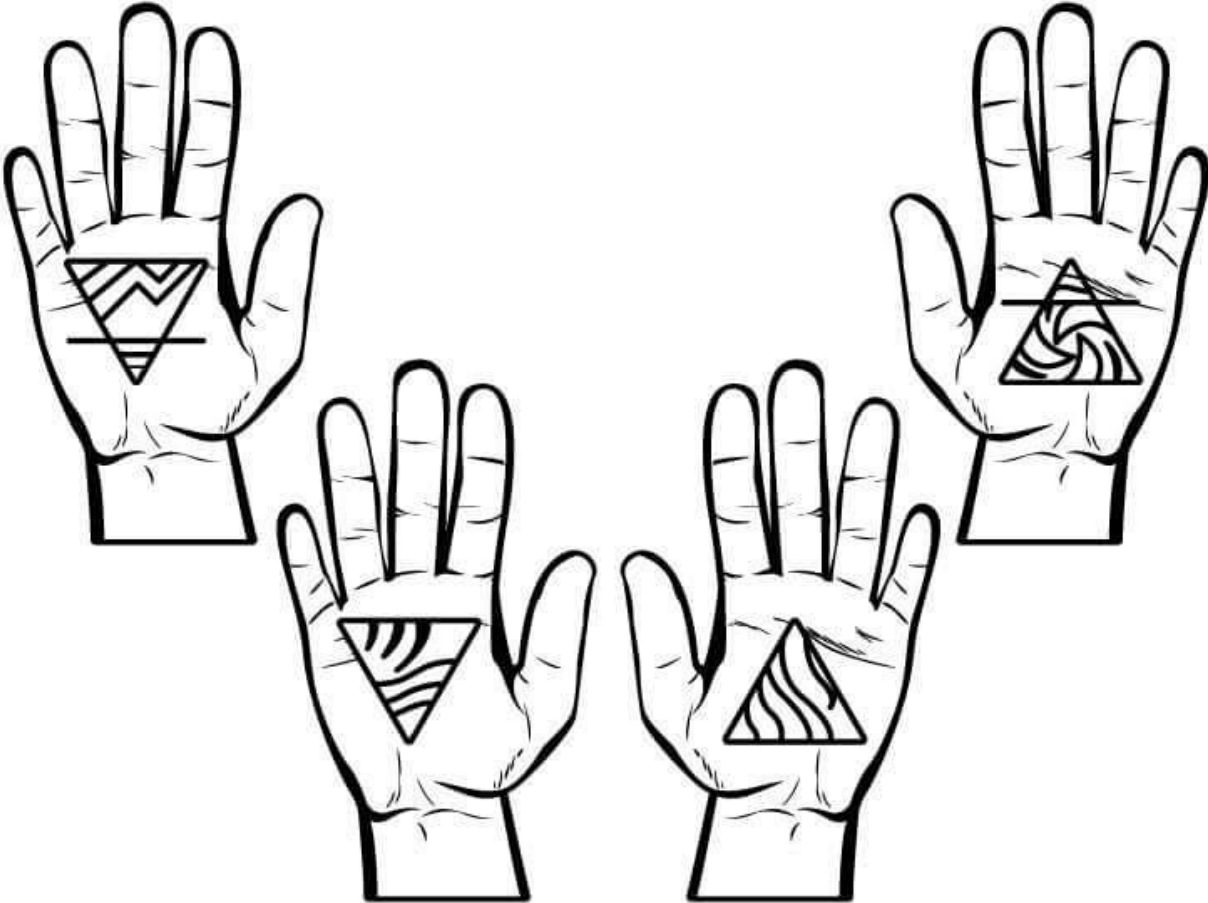
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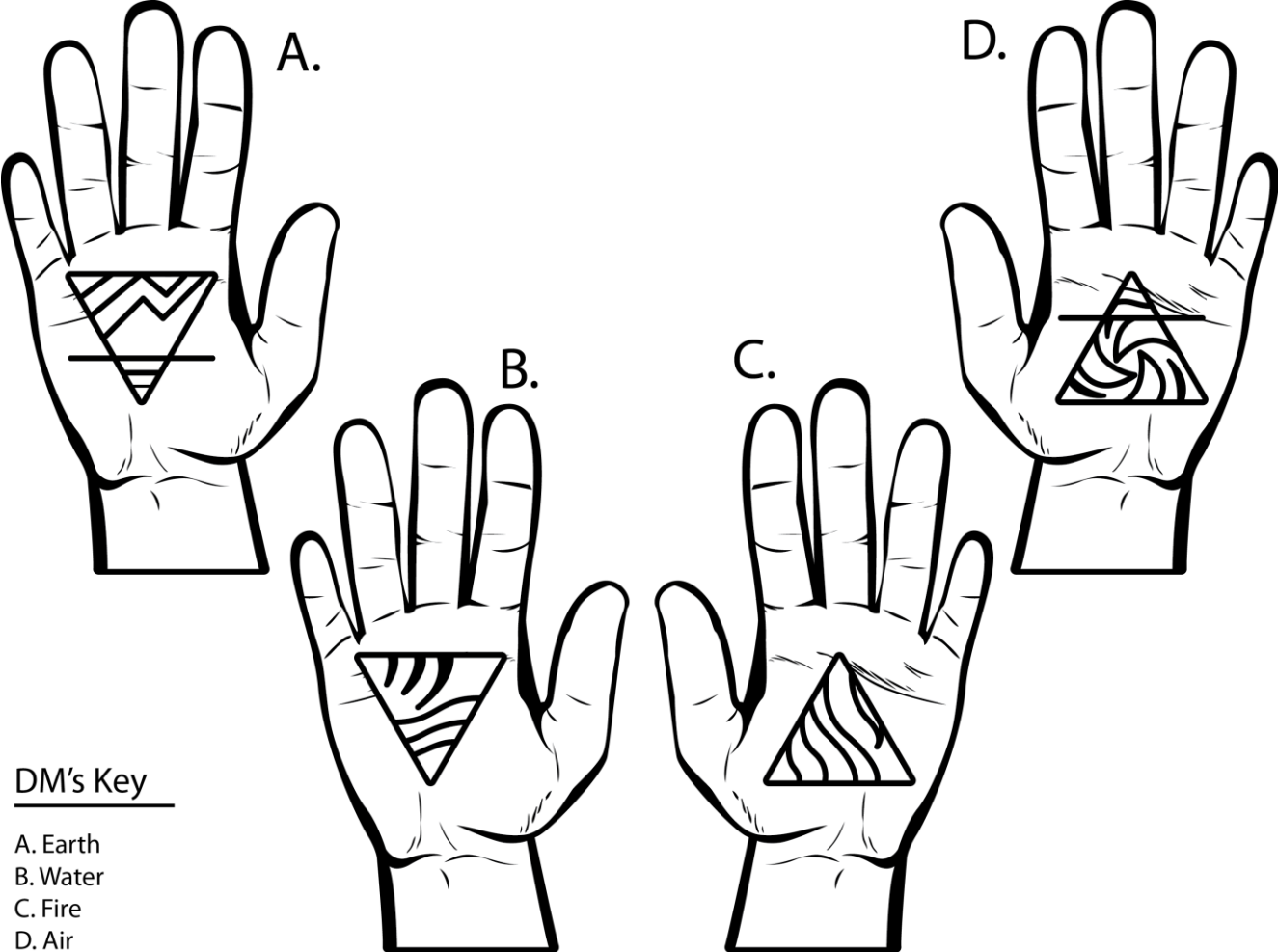
Position	Dome	Drink	Cutlery
1	gold	water	No
*2	gold	water	Yes
3	silver	wine	Yes
4	silver	water	Yes
5	gold	wine	No
6	gold	wine	Yes
7	silver	water	No
8	silver	wine	No

* Has Marbles

Player Handout 3. Library Palms



DM Handout 2. Library Palms



Player Handout 4. Magic Item

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

The Aloe of Ch (Keoghtom's Ointment)

Wonderous Item, uncommon

This glass jar, 3 inches in diameter, contains $1d4 + 1$ doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh $1/2$ pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains $2d8 + 2$ hit points, ceases to be poisoned, and is cured of any disease.

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