

Secrets of the Cure



A 2 hour Adventure for Tier 1 Characters



CCC-MMT01-05



Secrets of the Cure

An Elua's Lighthouse Adventure



Some of the children at the Moonsea Children's Hospital have come down with a rare illness. Director Salinop has not been able to determine what is causing the affliction. She has pleaded with local adventurers to help determine the cause and find a cure.

A Two -Hour Adventure for Tier 1 Characters. Optimized for APL 3.

Credits

Lead Designer: Curtis Glenn

Editing: David Hopkins, Chris “Waffles” Wathen
D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Haley Savell

D&D Adventurers League Wizards Team: Adam Lee,
Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan
Patrick, Amy Lynn Dzura, Travis Woodall, Claire
Hoffman, Greg Marks, Ma’at Crook, LaTia Bryant

Playtesters: Sean Carpentier, Chris DeBose, Chris
“Waffles” Wathen, Xavier Holland

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Adventure Primer

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 occurs in Lighthouse, just south of the Moonsea.

Background

Life is pretty slow in the small town of **LIGHTHOUSE**. Most of the residence are farmers, fisher, or refugees from **HILLSFAR**. No matter their background, the people of Lighthouse have built a community that is focused on growth and cooperation.

The nearby **MOONSEA CHILDREN'S HOSPITAL** relies heavily on the generous nature and partnership with the people of Lighthouse. Director **ERIKA SALINOP** works closely with the community to make sure the children are well cared for, often finding the children homes nearby. Recently, one small child named **SIMON** arrived. He is shy and doesn't interact with the other children, but Salinop has taken a fondness to the boy.

Overview

The adventure's story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a Call to Action scene.

- **Call to Action: Childish Rumors.** While relaxing at the Beacon Tavern & Inn, the adventurers overhear rumors that some of the children at the Moonsea Children's Hospital have been stricken with a strange illness. The residence suggest that the adventures might be able to help.
- **Part 1: I'm an Adventurer, Not a Doctor!** When the adventurers arrive at the hospital, they discover that about one-third of the

children show symptoms of the illness. Salinop asks the adventurers to help her discover the cause. This is **Story Objective A**.

- **Part 2: Into the Woods.** With the cause of the illness discovered, Director Salinop asks the adventurers to travel into the Rimwood to search for the ingredients needed to create the cure. This is **Story Objective B**.
- **Part 3: Let the Healing Begin.** The adventurers return to the hospital with the necessary ingredients. Director Salinop will take it from there.

Adventure Hooks

If players need additional incentive, try using one of these hooks.

Virtue. Good deeds and a pure soul are more valuable than any treasure. Helping children that don't have a home of their own is a worthy cause and will surely be rewarded by whatever higher power you believe in.

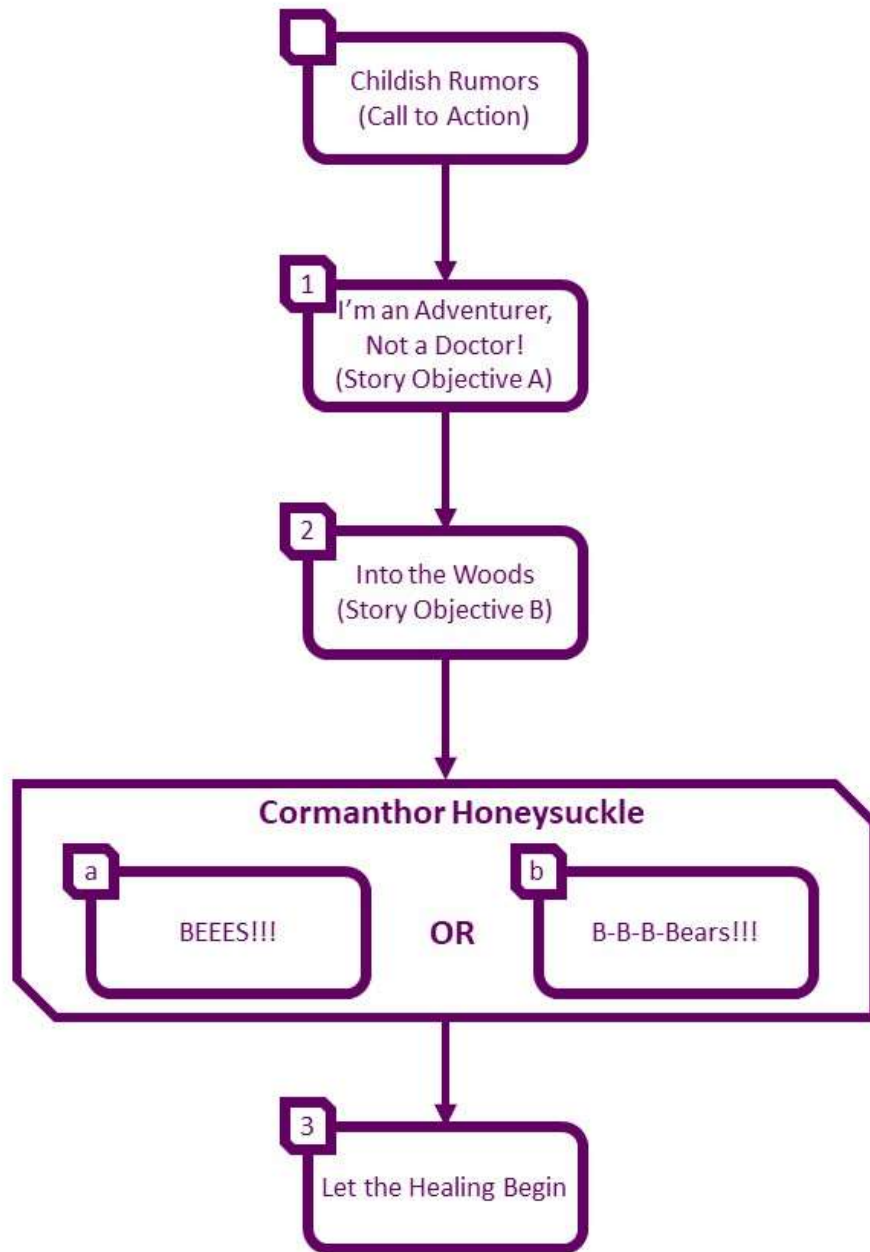
Pragmatism. If there is an illness running rampant at the hospital, it is may be a matter of time before it reaches Lighthouse and other populations. Best to find the cause now before others become affected.

Glory. Director Salinop knows many people of influence. If you agree to help, she might be willing to call in a favor that will benefit you and your companions.

Fortune. The hospital itself does not own anything worth monetary value. However, the people of Lighthouse look favorably upon anyone who is generous enough to volunteer time and effort in providing for the children. (If this is the key motivation of the adventurers, Garwin Shatterstone offers to pay the adventurers. This gold is taken out of the maximum gold allotment of the adventure.)

Adventure Flowchart

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



Call to Action: Childish Rumors

Estimated Duration: 15 minutes

Setting Information

Lighthouse is a small community of mostly farmers and fishers. However, the growth around Elua's Lighthouse and the Moonsea Children's Hospital has begun to draw healers and refugees from both Hillsfar and Mulmaster. The main meeting place for the community is the Beacon Tavern & Inn, which is attached to the historical Elua's Lighthouse.

Beacon Tavern & Inn

The adventurers have stopped at the Beacon Tavern & Inn for a meal or just to catch up on the latest gossip.

Area Information

The Beacon Tavern & Inn seems to be busy today. Garwin Shatterstone (dwarf) sits at his usual table in the corner. He seems to be having a serious conversation with a group of locals.

Dimensions & Terrain. The Beacon is a large room with many round tables. Most are full of locals or visitors to Lighthouse. There is one empty table in the middle of the room. How fortuitous.

Lighting. The many windows allow natural light to beam into the room. Everything is brightly lit.

Other Features. Morvine (human), the owner of the Beacon, has prepared a menu of roasted boar and root vegetables. It smells delicious.

Creature Information

There are several people within the Beacon that the adventurers can interact with. Below are some recommended encounters.

Morvine Dunrick (male human). If the adventurers sit at the middle table, Morvine comes to the table and asks if they would like anything to eat or drink. If asked, he has heard

rumors that a few of the children at the hospital have come down with a strange illness. He is finishing up a pot of chicken noodle soup to send to them.

Garwin Shatterstone (male dwarf). If the adventurers don't come over to visit with Garwin, he comes to them during their meal. The individuals he is talking to are clerics from the Moonsea Children's Hospital. They have informed him that many of the children have come down with some strange illness. Garwin is looking for volunteers to help discover the cause of the illness. He encourages the adventurers to go to the Moonsea Children's Hospital and speak to Director Salinop. (**Note:** If the adventurers don't show interest, he will comment, "Heroes have become so hard to find these days," and will offer to pay volunteers willing to help. This amount will be deducted from the maximum gold awarded for this adventure.)

Kendra (female elf). Kendra quietly sits at a small table by herself. She cups a small mug of hot tea in her hands while absently staring out the window. If approached she will politely ask anyone to sit at the table with her. If asked she will mention that she is fairly new to town and is a cleric of Labelas Enoreth. She was thinking about a vision she had during her morning prayers. She saw a dark hole with something glowing deep inside.

Other Patrons. At the remaining tables, most are idly chatting about the weather, but a few have heard that some of the children at the hospital are ill.

Today's Menu

Morvine prides himself on offering this small community with a hearty meal. Today's menu consists of:

- Roasted Boar with Root Vegetables (3 sp)
- Chicken Noodle Soup (1 sp)
- Beacon Light Ale (4 cp)
- Elua's Mead (4 cp)
- Moonsea Merlo (2 sp / pitcher)

Part 1: I'm an Adventurer, Not a Doctor!

Estimated Duration: 30 minutes

The Moonsea Children's Hospital is about 1 mile from Lighthouse. The road is well kept and used by many of the farmers. The trip is uneventful.

1. Director Salinop

When the adventurers arrive at the Moonsea Children's Hospital, the first thing they notice is that the courtyard is quiet and devoid of activity. Adventurers who have visited the hospital previously would know there are usually children playing and clerics tending gardens.

Director Erica Salinop (female half-elf) can be found in her office reading through a stack of manuals trying to figure out what is making the children sick.

Area Information

The area has the following features.

Dimensions & Terrain. The majority of this 20 by 20 room is filled with a desk and bookshelves.

Lighting. The room has one window that allows natural light during the day. At night, the room is illuminated with magical light emanating from a stone sphere on the desk.

Sounds & Smells. The room is quiet except for the sounds of turning pages and a slight muttering as Director Salinop contemplates the contents of the book she is reading. There is faint smell of burning incense.

Bookshelves. A glance at the bookshelves reveals that the books are organized by topic. Most books are about religion, history, and children's stories. A DC 12 Wisdom (Perception) check will reveal one book with no title on the spine. This is Director Salinop's personal journal, in which she records the daily goings-on of the hospital (Appendix A).

OBJECTIVE A. Director Salinop implores the adventurers to help her identify what is causing the children to become ill.

Creature Information

Director Salinop is immersed in research and very concerned about the children. She is

startled when the adventurers arrive but asks them to join her in the office. She asks one of the clerics to bring a pot of thistle tea for the party.

What Do They Want? Director Salinop has worked all day trying to figure out why some of the children have become ill. So far, her research has turned up nothing. She would like the adventurers to help her find the cause. She recommends they talk to the clerics and a few of the children.

What Do They Know? Director Salinop knows that about one-third of the children have become ill. They have not been able to determine any pattern or cause.

Brother Mordaleus provides care to the children that have fallen ill. The sick children are in the dormitory wing of the hospital. He has reported that the children are showing signs of nausea and severe weakness.

The children who have not shown any signs of illness are being tended to in the dining hall.

Reading Salinop's Notes

Director Salinop's notes in her diary indicate the tenday schedule for all children in the hospital. It is currently the second day of the tenday. The table indicates which days each child is responsible for chores, is tutored by the clerics, and is bathed.

If the adventurers ask Salinop or Mordaleous which children are ill (or if the adventurers go and talk to each sick child) they will identify the sick children as Job, Cybil, Marrok, Q'lasoon, Garrilan, Enoch, Fruk, Iris, Kravis, Logden, Tosten, Sarusken, and Chester.

2. Brother Mordaleus

Brother Mordaleus (male human) is tending to the children in the dormitory wing of the hospital. He directs several other clerics who are busy fetching water, changing bedding, and feeding the children a thin broth.

Area Information

The area has the following features.

Dimensions & Terrain. The dormitory is 20 by 60 and contains shelves of bedding and supplies and two rows of bunk beds. Each row consists of 10 bunkbeds (i.e., the room can sleep 40 children). Thirteen of the bunks are occupied by sick children.

Lighting. One wall of the dormitory is lined with several large windows allowing for bright natural light. At night, the room is dimly lit by magic light.

Sounds & Smells. The room is filled with the sound of small children moaning, coughing, and retching. The air smells of chemicals, medicine, and sickness.

Shelves. The shelves contain stacks of clean white sheets, bed pans, and bottles of various liquids. A DC 12 Intelligence (Investigation) check will uncover a child's drawing hidden between a stack of sheets (Appendix B).

OBJECTIVE A. Mordaleus implores the adventurers to help occupy the children if possible. Boredom is sometimes the biggest threat.

Creature Information

Brother Mordaleus. Brother Mordaleus is concerned about the children. He has never seen anyone become so ill so fast.

What Do They Want? Brother Mordaleus is tired and could use help talking to the children to see if there is anything he is missing that might help determine what is causing the illness.

What Do They Know? Brother Mordaleus knows about one-third of the children have become ill. They have not been able to determine any pattern or cause.

Director Salinop is a meticulous woman. Everything that happens in the hospital is recorded in her journal.

“Has anyone seen Simon? I hope he hasn't run off again. Poor child has been having nightmares again. Check in the dining hall, most of the children are there.”

Sick Children. There are 13 sick children in the room. They seem to be of all ages, races, and genders.

What Do They Want? Many of the children are sleeping. Those who aren't just want to feel better.

What Do They Know? The children report that they feel sick to their stomach and are too weak to get out of bed.

A DC10 (Intelligence) Medicine check or a (Wisdom) Investigation check will reveal the children also have a slight skin irritation.

3. Simon and the Bad Dreams

Simon is in the dining room with the remaining children who have not become ill. Adventurers who have visited the hospital before may have already met Simon (CCC-MMT 01-01: Secrets of Imaginary Friends). If so, Simon see them and rushes over to say hello. Otherwise the adventures will have to ask around until they find him.

Area Information

The area has the following features.

Dimensions & Terrain. The Dining hall is 20 by 60 and contains several rows of long tables and benches. There are about 27 children eating, playing, studying, and napping in the room. In the far north corner, a set of temporary curtains have been set up and are drawn. Behind the curtains are four large wooden bathing tubs.

Lighting. One wall of the dining hall is lined with several large windows allowing for bright natural light. At night, the room is dimly lit by magic light.

Sounds & Smells. The din of the room consists of laughing children and yelling adults. It is organized chaos.

Bathtubs. The bathtubs are empty but have obviously been used recently and still contain small puddles of water.

Creature Information

Children's Hospital Clerics. The clerics are stressed and need help managing the children.

What Do They Want? The clerics are trying to feed, teach, exercise and bathe the children. There is way too much work to go around. Any help would be greatly appreciated.

What Do They Know? The clerics know about one-third of the children have become ill. They have not been able to determine any pattern or cause.

They have been instructed to keep the children not showing symptoms in the dining hall in case the illness is contagious. The children eat, study, play and bathe within the confines of the dining hall.

None of these children have shown any signs of illness.

Simon is in the corner drawing. Poor child has had a rough few weeks and has started having nightmares.

Simon. Simon spends most of his time alone. He has recently started drawing. He likes talking to adventurers though.

What Do They Want? Simon wants to hear about your adventures and to show you the pictures he has drawn.

What Do They Know? Simon knows some of the children have become sick. He hopes that he doesn't become sick.

He started having bad dreams. He has drawn a picture of his dream. It is a black hole with monsters dancing around the hole. Do you think it means anything? (Appendix B)

Identifying the Cause

If the adventurers have spent time talking to the residents of the Moonsea Children's Hospital, they should have uncovered the following information (if they haven't, encourage them to continue looking for clues or give them hints):

- Approximately one-third of the children are ill.
- The symptoms are nausea and weakness.
- Children not showing symptoms spend all their time in the dining hall.
- Director Salinop keeps meticulous records in her diary.
- Simon has been having dreams of monsters dancing around a black hole.

Reviewing the notes in Director Salinop's diary should indicate that the children who have fallen ill have all been bathed over the last few days. Further investigation should uncover that water drawn from the well is magically purified for drinking, but not for bathing.

Simon dreams and Kendra's visions both describe a "dark hole" that represents the hospital's water well.

4. The Deep Dark Well

After determining that it is the water from the well causing the children to become ill, Director Salinop or one of the clerics can show the adventurers where the well is located.

The Well (Top Side)

The area has the following features.

Dimensions & Terrain. The well is located about 50 yards from the main entrance to the Moonsea Children's Hospital. The path to the well is well traveled and maintained.

The opening to the well is 5 feet wide and descends 20 feet straight down. There is a short wall around the well and a bucket and pulley system for drawing water.

A DC 10 Intelligence (Investigation) or Wisdom (Survival) check will reveal small humanoid footprints around the well. A DC 12 Wisdom (Nature) check will confirm they are goblin tracks. Attempts to track the goblins becomes too difficult as the adventurers follow them into the high grass.

Lighting. During the day it is brightly lit. At night, it is dimly lit.

Sounds & Smells. The only sounds are those of the birds and insects that live in the fields. You occasionally catch the sweet scent of flowers in the distance.

The Well (Bottom Side)

The area has the following features.

Dimensions & Terrain. If the adventurers decide to investigate the bottom of the well, they will need to climb down. The walls of the well are wet and slippery making it difficult, if not using a rope or other support. Adventurers attempting to climb down will need to make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. Adventurers using a rope or

other tool have advantage on the check. On a failure, the adventurer falls to the bottom of the well with a splash and is prone.

They will have to repeat the check to climb back up.

At the base of the well is a naturally created cavern that is roughly 15-by-20 feet. The ceiling is only 10 feet high and there is 5 feet of water.

Lighting. Even during the day, it is complete darkness at the bottom of the well. However, a character with darkvision may see glints of blue light at the bottom.

Sounds & Smells. The room echoes with any noise that is made. If silent there is the gentle lapping of water.

Creature Information

A group of three **darkmantle** have made the well their lair.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **darkmantle**.
- **Weak:** Remove one **darkmantle**.
- **Strong:** Add one **darkmantle**.
- **Very Strong:** Add two **darkmantle**.

What Do They Want? The darkmantle adhere to the walls and ceiling of the well and wait for their prey to reach the bottom of the well. Once the adventurers are at the base of the well the darkmantle fly off the walls, use their Darkness Aura and attack.

Treasure

Once the adventurers have reached the bottom of the well, a DC 10 Intelligence (Investigation) check will reveal several small stones have a slight blue glow. If the check succeeds by five or more, they also uncover copper and silver pieces as well as a *Potion of Healing*.

Part 2: Into the Woods

Estimated Duration: 60 minutes

1. Holistic Remedies

When the adventurers return to the surface, they find Director Salinop and several hospital clerics waiting. She asks if they found any clues.

Upon presenting the stones to Salinop she immediately knows what is making the children sick.

OBJECTIVE B. Director Salinop requests the adventurers travel into the Rimwood and collect honey made from two special flowers.

Creature Information

Director Salinop can create a holistic remedy that will cure the children. Now that they know the well was contaminated, they will purify all the water used from the well.

What Do They Want? Director Salinop insists the adventurers travel to the Rimwoods and collect two kinds of honey. These can be used to make the remedy.

What Do They Know? To the east of Lighthouse is a rock formation called the Honeycomb Hills. Many decades ago, local miners used to work the hills for stones much like the ones found in the bottom of the well. After a while, the miners began to become ill. They demonstrated symptoms similar to those of the children. It was determined the stones contained a strange energy that made the miners sick.

The Rimwood is home to unique flora and fauna. Two such specimens are the Moonsea Moonflower and the Cormanthor Honeysuckle. The honey made from these two flowers were used to create a cure for the miners. Director Salinop believes the same cure can be used on the children. She fears the sick children will become much more ill if they don't create the remedy soon.

Director Salinop gives the adventurers a special bottle to collect the honey.

2. To the Rimwood

The trip to the Rimwood is uneventful. However, once you arrive you realize it may be more difficult to find the specific flowers Salinop described. To make it even more difficult, even if you find the flowers, there is no guarantee there will be a beehive nearby.

Area Information

The area has the following features.

Dimensions & Terrain. The Rimwood is not as dense as Cormanthor, so travel is easy.

Lighting. The canopy blocks much of the light that reaches the ground. In most areas, the dappled sunlight creates dim light.

Sounds & Smells. The Rimwood is filled with the sounds of birds and small woodland creatures. The breeze carries an array of floral smells, but which are the correct ones?

Have the adventurers make a DC 15 Wisdom (Survival) check to see if they have knowledge of the flower's habitat or to identify its scent in the air. On a successful check, they detect the scent of the Moonsea Moonflower deeper in the forest. If they fail they become lost and will have disadvantage on all survival checks while in the Rimwood.

Resting Up Before Venturing Out

The adventurers may be tempted to take a long rest after dealing with the darkmantles. Director Salinop will press them to leave as soon as possible for fear that the children might become sicker. She is willing to allow the adventurers to take a short rest if necessary.

3. Moonsea Moonflower

The scent of the Moonsea Moonflower becomes much stronger as you move deeper into the Rimwood. After a few minutes you spot a large patch of moonflowers at the base of a tree.

Area Information

The area has the following features.

Dimensions & Terrain. The patch of moonflowers is located in a small grove that is 40 feet in diameter. There are small saplings spread throughout the grove.

Lighting. The canopy blocks much of the light that reaches the ground. In most areas the dappled sunlight creates dim light.

Sounds & Smells. The smell of moonflowers is very strong in the grove.

Adventurers should make a sight or hearing based DC 15 Wisdom (Perception) check to spot a beehive located in the branches of the tree 50 feet above.

Retrieving the Honey

Allow the adventurers to be creative in how they will obtain the honey. If they want to climb to the hive, then allow them to make the necessary checks to climb. However, more creative parties may try to knock the hive out of the tree or smoke the bees out.

Reward creativity by awarding inspiration.

Developments

The bees definitely know how to make honey from the Moonsea Moonflowers. Adventurers can collect enough honey to half-fill the provided bottle.

Once the honey is collected, the adventurers begin the search for the Cormanthor Honeysuckle. As a DM, you decide whether to run option 4a (BEEES!) or 4b (B-B-B-Bears!!!).

4a. Cormanthor Honeysuckle (BEEES!!!)

Many species of honeysuckle are located in the Rimwood. This makes the task of finding this specific honeysuckle very difficult. Adventurers must make a DC 12 Wisdom (Survival) check to find the correct honeysuckle flower. If they fail the survival check, each adventurer takes one level of exhaustion as they end up wandering around the forest for hours before they find the right patch of Cormanthor Honeysuckle.

Area Information

The area has the following features.

Dimensions & Terrain. The patch of honeysuckle is located in a small grove that is 40 feet in diameter. There are small saplings spread throughout the grove.

Lighting. The canopy blocks much of the light that reaches the ground. In most areas the dappled sunlight creates dim light.

Sounds & Smells. The smell of honeysuckle is strong in the grove. Many people discover that they are allergic to the Cormanthor Honeysuckle. Adventurers must make a DC 10 Constitution saving throw or become poisoned and begin to sneeze uncontrollably. While poisoned in this way, the adventurer has disadvantage on all stealth checks and attack rolls. The effect lasts one minute or until the condition is cured with a spell such as lesser restoration.

Adventurers should make a sight or hearing based DC 10 Wisdom (Perception) check to spot a beehive located at the base of the tree.

Creature Information

A group of two **swarms of bees** (Swarm of Insects – Wasps) and three **giant bees** (Giant Wasps) call the hive home.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **Swarm of Bees**.
- **Weak:** Remove one **Swarm of Bees**.
- **Strong:** Add one **Swarm of Bees** and one **Giant Bee**.
- **Very Strong:** Add two **Swarm of Bees** and two **Giant Bees**.

What Do They Want? The bees are content to just remain near their hive and make honey, but if the adventurers touch the hive in any way the bees will defend their home.

What Do They Know? The bees definitely know how to make honey from the Cormanthor Honeysuckle. Adventurers can collect enough honey to fill the bottle.

Treasure

If the adventurers search the area and succeed on a DC 12 Intelligence (Investigation) check, they find the skeletal remains of a small humanoid. Anyone proficient in medicine can tell that it is a halfling skeleton. The skeleton's tattered clothes are useless, but there is a pouch that contains an assortment of gems and a *Snare Spell Scroll*.

4b. Cormanthor Honeysuckle (B-B-B-Bears!!!!)

Many species of honeysuckle are located in the Rimwood. This makes the task of finding this specific honeysuckle harder than expected. Adventurers must make a DC 12 Wisdom (Survival) check to find the correct honeysuckle flower. If they fail the survival check, each adventurer takes one level of exhaustion as they end up wandering around the forest for hours before they find the right patch of Cormanthor Honeysuckle.

Area Information

The area has the following features.

Dimensions & Terrain. The Cormanthor Honeysuckle vine entwines itself up a large tree that is surrounded by many more saplings.

Lighting. The canopy blocks much of the light that reaches the ground. In most areas the dappled sunlight creates dim light.

Sounds & Smells. The smell of honeysuckle is strong in the grove. A loud and angry buzzing can be heard as well as the low growl of some massive creature.

Beeeeeeeeesssss!

If your party of adventurers is up for the challenge, consider adding the bees as an environmental effect in a 20 foot radius around the tree. They are focused on protecting the hive from the bears, but anyone who enters the area must make a DC 10 Dexterity save at the beginning of each turn or suffer a bee sting for 1d4 of piercing damage. The bears are immune.

Creature Information

Two adult **brown bears** and three **brown bear cubs** (Black Bears) are assaulting the beehive.

Their mouths are so sticky with honey that they cannot use their bite attack.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one adult brown bear and two brown bear cubs.
- **Weak:** Remove one adult brown bear and one brown bear cub.
- **Strong:** Add two brown bear cubs.
- **Very Strong:** Replace the two brown bears with two cave bears.

What Do They Want? The bears want the honey and will protect it with their lives.

What Do They Know? The bears don't know anything of importance, other than the fact that this is the tastiest honey they have ever found. Almost intoxicating. The bears will not attack unless disturbed.

Running Encounter

The bears will not attack unless disturbed. They will also not chase after adventurers but will instead return to the honey once they do not view the intruders as a threat. Reward the adventurers who use created strategies to retrieve the honey.

Treasure

If the adventurers search the area and succeed on a DC 12 Intelligence (Investigation) check, they find the skeletal remains of a small humanoid. Anyone proficient in medicine can tell that it is a halfling skeleton. The skeleton's tattered clothes are useless, but there is a pouch that contains an assortment of gems and a *Snare Spell Scroll*.

Part 3: Let the Healing Begin

Estimated Duration: 15 minutes

When the adventurers return to the Moonsea Children's Hospital the clerics are putting the children to bed. Director Salinop is memorizing the process for converting the honey into a remedy for the illness.

Area Information

The area has the following features.

Dimensions & Terrain. The children have been put to bed. Those who are sick are in the dormitory. Those who are not are sleeping on makeshift beds set up in the Dining Hall.

Lighting. Most areas of the hospital are dimly light when the sun sets.

Sounds & Smells. Moans of the sick children in the dormitory can be heard. The rest of the hospital is relatively quiet.

Creature Information

The clerics send for Director Salinop as soon as they see the adventurers returning from the Rimwood. She hastily inquires if they found the special honey.

What Do They Want? Director Salinop wants to complete the remedy as quickly as possible. The Clerics on the other hand are in dire need of assistance with the children.

What Do They Know? Director Salinop informs the adventurers that it will only take her an hour to finish the remedy. She encourages them to assist the clerics as needed.

Assisting the Clerics

If the players seem to enjoy social interactions (and you have time), there are several tasks the adventures can assist with. Allow the players to determine what they would like to do and describe how they would do it. Allow them to make appropriate skill checks. You add the reactions of the children and clerics as you see fit. Have fun with it.

Example Tasks – Skill Checks:

- Read Bedtime Story – Charisma (Performance)
- Comfort Sick Child – Wisdom (Medicine)
- Perform Magic Tricks – Dexterity (Slight of Hand)
- Make a Soothing Tea – Wisdom (Survival)
- Build a Makeshift Bed – Strength (Athletics)

Treasure

When done, Director Salinop brings the remedy to the children in the dormitory. She invites the adventurers to come help her administer the cure. When done, she thanks the adventurers for their help and informs them that the honey had an interesting effect on the collection bottle. It appears to now fill itself with sweet tasting water.

She hands them the *Decanter of Endless Water* and tells them they should keep it as thanks for helping the children.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix C**:

- *Decanter of Endless Water*
- *Potion of Healing*
- *Snare Spell Scroll*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs feature prominently in this adventure.

Director Erika Salinop (Air-i-ka SAL-i-nahp).

Director Salinop is a captivating half-elven woman who is always dressed to the nines. She cares for nothing in the work so much as the safety of the children left to her care.

Personality: *Loving but stern*

Ideal: *If I don't watch the children, who will?*

Bond: *The children must be cared for.*

Flaw: *I often take on more than I can handle.*

Garwin Shatterstone (GAR-win SHAT-er-stone).

A male dwarf who owns Elua's General Store. He is a local historian and prides himself on his knowledge of Elua's infamous ride from Hillsfar. If asked, he will share his collection of memorabilia with visitors. His hope is to build a museum or memorial in Lighthouse to commemorate the historic event.

Personality: *A bit of a know-it-all*

Ideal: *I must preserve the history of Elua, even if that means making it up.*

Bond: *Elua, Elua, Elua.*

Flaw: *I'll charge 1gp more if I can put Elua's name on it.*

Kendra (Kin-DRUH). Kendra is a female elf. She recently arrived in Lighthouse to establish a shrine to Labelas Enoreth. She has recently been troubled by dark visions.

Personality: *Friends but contemplative*

Ideal: *History is like a long winding road.*

Bond: *History is lost if nobody is willing to record it.*

Flaw: *I have a distrust of those who aren't willing to share.*

Morvine Dunrick (mor-FINE DUN-rik). Morvine is a male human owner of The Beacon Tavern & Inn which is attached to Elua's Lighthouse.

Personality: *Friendly but suspicious*

Ideal: *Willing to listen if coin is involved.*

Bond: *The Black Network is my priority.*

Flaw: *I only help others when it benefits me more.*

Mordaleus (mor-DAY-lee-us). Mordaleus is a human cleric of Mystra. He originally came to the Moonsea Children's Hospital to protect Simon, but there were misunderstandings.

Personality: *Pious and committed*

Ideal: *The Weave brings order to chaos.*

Bond: *Evil forces are at work and the child is the target.*

Flaw: *My means are sometimes a bit overzealous.*

Simon (SI-mon). Simon is a six-year-old human boy of unknown decent. He arrived at the Moonsea Children's Hospital alone after becoming separated from his parents' caravan. He is quiet and doesn't make friends easily.

Personality: *Quiet and shy.*

Ideal: *Kind people deserve kind responses.*

Bond: *Bunnies are cute; especially gray ones.*

Flaw: *Has a habit of wandering off and becoming lost.*

Creature Statistics

Brown Bear

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.

Brown Bear Cub (Black Bear)

Large beast, unaligned

Armor Class 11 (Natural Armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses Passive Perception 13

Languages –

Challenge 1/2 (100 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: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Cave Bear

Large beast, unaligned

Armor Class 12 (Natural Armor)

Hit Points 42(5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages –

Challenge 2 (450 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: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Darkmantle

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 60 ft., passive perception 10

Languages --

Challenge ½ (100 XP)

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

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

Actions

Crush. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement

Darkness Aura (1/day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Giant Bee (Giant Wasp)

Medium beast, unaligned

Armor Class 12

Hit Points 13 (3d8)

Speed 10 ft., fly 50 ft.

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

Senses Passive Perception 10

Languages --

Challenge ½ (100 XP)

Actions

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) 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.

Swarm of Bees (Swarm of Insects – Wasps)

Medium swarm of Tiny Beasts, unaligned

Armor Class 12 (Natural Armor)

Hit Points 22 (5d8)

Speed 5ft., fly 30 ft.

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

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 10 ft., Passive Perception 8.

Languages --

Challenge ½ (100 XP)

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

Actions

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

Appendix A: Salinop's Diary Handout

Child	1			2			3			4			5			6			7			8			9			10		
	Ch	T	B	Ch	T	B	Ch	T	B	Ch	T	B	Ch	T	B	Ch	T	B	Ch	T	B	Ch	T	B	Ch	T	B	Ch	T	B
Shara	X				X				X	X				X				X	X			X				X	X			
Job			X	X				X				X	X			X			X	X				X					X	
Chrystal		X				X	X				X				X	X			X				X	X					X	
Shone	X				X				X	X				X				X	X				X				X	X		
Cybil			X	X				X				X	X			X			X	X				X					X	
Marrok			X	X				X				X	X			X			X	X				X					X	
Simon		X				X	X				X				X	X			X				X	X					X	
Landon	X				X				X	X				X				X	X				X				X	X		
Q'lasoon			X	X				X				X	X			X			X	X				X					X	
Jassil		X				X	X				X				X	X			X				X	X					X	
Travon	X				X				X	X				X				X	X				X				X	X		
Samlaon		X									X								X										X	
Garrilan			X	X				X				X	X			X			X	X				X					X	
Amos	X				X				X	X				X				X	X				X				X	X		
Warrel		X				X	X				X				X	X			X				X	X					X	
Narvil	X				X				X	X				X				X	X				X				X	X		
Dansin		X				X	X				X				X	X			X				X	X					X	
Enoch			X	X				X				X	X			X			X	X				X			X		X	
Harper	X				X				X	X				X				X	X				X				X	X		
Partine		X				X	X				X				X	X			X				X	X					X	
Ulrich	X				X				X	X				X				X	X				X				X	X		
Jasper		X				X	X				X				X	X			X				X	X					X	
Fruk			X	X				X				X	X			X			X	X				X			X		X	
Iris			X	X				X				X	X			X			X	X				X			X		X	
Kravis			X	X				X				X	X			X			X	X				X			X		X	
Nosvirl	X				X				X	X				X				X	X				X				X	X		
Orsen		X				X	X				X				X	X			X				X	X					X	
Raven	X				X				X	X				X				X	X				X				X	X		
Logden			X	X				X				X	X			X			X	X				X					X	
Branden		X				X	X				X				X	X			X				X	X					X	
Tosten			X	X				X				X	X			X			X	X				X					X	
Vanden	X				X				X	X				X				X	X				X				X	X		
Sorusken			X	X				X				X	X			X			X	X				X					X	
Z'rivin		X				X	X				X				X	X			X				X	X					X	
Chester			X	X				X				X	X			X			X	X				X					X	
Smurlen	X				X				X	X				X				X	X				X				X	X		

**Ch (Chores), T (Tutor), B (Bathe)

Appendix B: Simon's Drawing Handout



Appendix C: Character Rewards

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing out rewards they didn't receive during the session):

Decanter of Endless Water

Wonderous Item, uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can use an action to remove the stopper and speak one of the three command words, whereupon an amount of fresh water or saltwater (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- “Stream” produces 1 gallon of water.
- “Fountain” produces 5 gallons of water.
- “Geyser” produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

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

The water from this decanter tastes slightly sweet, as if a spoonful of honey has been mixed with the water.

Potion of Healing

Potion, common

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Snare Spell Scroll

Scroll, common

As you cast this spell, you use the rope to create a circle with a 5-foot radius on the ground or the floor. When you finish casting, the rope disappears and the circle becomes a magic trap.

This trap is nearly invisible, requiring a successful Intelligence (Investigation) check against your spell save DC to be discerned.

The trap triggers when a Small, Medium, or Large creature moves onto the ground or the floor in the spell's radius. That creature must succeed on a Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet above the ground or the floor. The creature is restrained there until the spell ends.

A restrained creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make an Intelligence (Arcana) check against your spell save DC. On a success, the restrained effect ends.

After the trap is triggered, the spell ends when no creature is restrained by it.

Appendix D: Dungeon Master Tips

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

New to D&D Adventurers League?

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

Preparing the Adventure

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic

items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting This Adventure

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

Determining Party Strength

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