

FOR 5 PCS
OF 5TH LEVEL



RAID ON THE SAVAGE OASIS

A 5E WARLOCK ADVENTURE
BY JEFF LEE

RAID ON THE SAVAGE OASIS

Adventure Background

Supernatural storms are common in the Western Wastes and most of them have dangerous side effects. One type of storm, at least, results in a somewhat positive outcome. At random intervals—typically no more than twice annually, but often not reoccurring for several years—massive storms brew in the wastes, dangerous thunderstorms that unleash torrents of rain from clouds that flicker with multi-colored lightning. Flash floods sweep through the barren hills and across the dust-laden plains, washing everything in uncontrolled magic. In the wake of these storms, a great explosion of growth occurs. This time is known as the Mad Spring, when plant life bursts from the ground in a lush eruption of strange life. Some scholars believe these plants may have been carried, as spores or wind-borne seeds, from Carnessa, a jungle to the south beyond the Wall. Unable to grow in the harsh conditions here, they have adapted, lying buried until the magic-charged rains come to give them the impetus to grow. Others suggest the plants are mutated remnants of the greenery that once existed here, forced into rapid resurgence and twisted by the strange magics carried by the storms. Whatever the case, the time is a boon for those tortured beings that eke out a living here. The Mad

Spring brings unprecedented resources into an otherwise barren area, and those that survive the terrible storms and floods seize upon the opportunity that awaits in the bounty which comes after.

The growing season of the Mad Spring is swift. Plants reach full size and fruit in a matter of weeks, using the water from the floods before it dries up and leaves the place barren once more. Eventually, the plant life shrivels and dies. Before this can happen, the tribes that live in and around the wastes forage for the great bounty that awaits them amid this strange season. The price can be high; many of these plants are dangerous, and plant monsters lurk among them. The risk is typically worth the reward. The Wild Harvest, as the locals call it, can feed a group for the better part of a year, or beyond, if enough is gathered before the Mad Spring passes. Wastelanders are willing to risk death (or terrible mutation) to gather the versatile and wondrous foodstuffs available in this short period of time.

One of the most contested places during the Wild Harvest is a secluded, bowl-shaped valley that was once an experimental garden for a wizard who specialized in botany prior to the destruction of Uxloon. The only entrance (other than flight or scaling the sheer rock that surrounds the place) is a single door located in the great chasm where

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the Hungering Cocoon resides. During the Mad Spring, runoff from the rains spill down the cliff, feeding a waterfall that empties into a pool in the hidden vale, turning it into a savage oasis filled with wild and often dangerous life. An abundance of vegetation springs forth from the terraced terrain in the form of plants once planted here by the botanical wizard, mutated with long exposure to the corrupt magic of the Wastes. The greatest prize here is the seed of the Shrine Tree, said to be able to cure all manner of ills.

Recent Events

The Savage Oasis and the wizard's work area are currently occupied by the Fallen Children, a group of outcasts and outlaws led by a former slaver named Nazaire. Nazaire has formed a ragged group of dusty, wizened, desperate folk and bonded them through intimidation and adherence to a strange, religious dogma that combines elements of druidism, Great Old One worship, and fragments of doctrine from worshipers of Mavros. Nazaire discovered the Savage Oasis while planning a pilgrimage to the Seat of Mavros shortly after the current Mad Spring started. He quickly occupied it with a force of elite followers. Having learned of the Shrine Tree and its powers, his minions work to harvest the bounty of the place while he waits for the tree's seed to reach maturity, hoping it will cure his disfigurements. He has brokered a deal with a qwyllion, Acraecea, who is on the run. The twisted nymph is allowed to reside here, safe from her enemies, in return for protecting it while the Fallen Children restock their food stores before beginning their pilgrimage.

Adventure Hooks

Andres DeMarque, a wizard from Bourgund still loyal to his bonded knight, worries that Sir Chancel's advanced years mean he is soon to depart this world. Andres loves Chancel and does not want to lose him—for reasons more than just his feelings. Sir Chancel's death would mean Andres would need to be bonded to a new knight, and he finds most of them to be intrusive, abrupt, and suspicious of the mages. Worse, Andres fears that those mages seeking to throw off their own bonds would attempt to coerce him to assist them in another revolt once he was free of his bond to Sir Chancel.

During his research, Andres learned of the hidden oasis and the Mad Spring from reports by agents of his abroad in the wastes. They told of the Shrine Tree and its miraculous seeds. He wishes to acquire this rare seed and use it to create an elixir to bolster Sir Chancel's declining health. He has been discretely seeking adventurers to make the trek. Andres offers a reward of 2,500 gp, or potions roughly equal to a monetary reward, to any group that brings him a seed from the Shrine Tree.

The PCs could have other reasons for venturing into the Wastes during the Mad Spring. Below are some suggestions.

- Bourgund is known for the strong and long-lasting perfumes crafted there. The strange plants that grow during the Mad Spring are sure to provide new scents that would be of great interest to Bourgund's perfumers, who would pay well for such ingredients.
- A wizard with interests in botany has discovered remnants of the work done by a wizard who once owned a hidden oasis. She will pay well for samples of the various plants which grow there, with a hefty bonus for any research notes or tomes that might still exist in the place.
- Acraecea, one of the foul qwyllion, is wanted for terrible crimes against the people of Allain and Bourgund. Both nations have a standing bounty on her head. An informant has sold the PCs the location of her most recent hideout.

Entrance to the Savage Oasis

The main entrance to the place is at the bottom of a large gorge south of Allain and east of Bourgund, in what was once the Magocracy of Uxloon. A stone door is set into the cliff face on the north side of the gorge. The door has no handle or visible locking mechanism. Its only adornment is a bas relief of a humanoid face, like a death mask. A creature approaching within five feet of the door causes the eyes of the face to open, revealing a pair of glowing, crystal eyes. If the creature is recognized, the door swings inward, shutting behind the creature when it passes unless braced open. If the creature is not recognized as allowed, the eyes shut again and the door remains closed. Those within are able to manipulate the door's magic to open under specific circumstances, allowing it to recognize specific creatures. A creature inside can leave simply by using the handle on the inside to open the door as if it were not locked.

PCs using *detect magic* can examine the patterns of the door's enchantment and find a way to circumvent them. A successful DC 14 Intelligence (Arcana) check allows a PC who can see the magical pattern to alter it, allowing the PCs access through the door. This procedure takes 1 minute. Forcing the door is faster but more difficult, requiring a successful DC 18 Strength check. If the PCs attempt to destroy the door, it has AC 17, 30 hit points, and a damage threshold of 8.

No creatures are encountered here, as the gorge is home to the Hungering Cocoon. The massive, oozing, mound of flesh travels blindly through the chasm overrunning and absorbing every living thing it encounters. The quivering mound is encrusted with filth and grime, and occasionally, when seen from close enough, one can notice cysts on its

surface. The cysts appear to hold fetal forms of creatures floating within them. The Hungering Cocoon is the size of a castle and adventurers hear and see it coming from a long way off. The PCs aren't meant to combat the creature, but its presence should provide heightened tension while attempting entrance to the Savage Oasis. You can provide the players with descriptions of the behemoth as it jags and veers along the chasm in the distance as they examine the door and seek entry. Describe it for them as their characters watch the immense abomination getting ever closer as they work, its bulk eventually casting them into shadow as it shakes and shudders its way across the floor of the chasm. At the last moment, they get the door open and rush inside, shutting the portal behind them and hearing the scrape of the beast's massive bulk as it slides along the other side of the wall.

1. ENTRANCE

A short hallway ends in a second stone door. To the west of the entrance is an alcove with floor, walls, and ceiling crafted of a smooth, translucent, blue crystal.

This small hallway contains an alcove and the magical mechanism responsible for controlling the exterior door.

Decontamination Alcove. If a creature steps into the alcove, a shimmering *wall of force* seals it inside. The walls, floor, and ceiling then bathe the alcove in a soft, blue light. Creatures in the alcove feel nothing but a faint tingling. The energies decontaminate the occupant, killing any spores, seeds, or living plants within the alcove. If a plant creature enters the alcove, it must make a DC 14 Constitution saving throw, taking 5d10 radiant damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 hit points, its body is destroyed, turning to fine dust. Creatures that are diseased or carrying parasites are cured of such afflictions. After 1 round, the light fades and the *wall of force* vanishes, allowing creatures to enter or exit the alcove. A successful DC 14 Intelligence (Arcana or Nature) check after witnessing the alcove's activation determines the alcove's purpose. The DC increases to 18 if a PC is attempting to determine the alcove's purpose before it activates. This fixture was placed by the wizard who originally built the garden to ensure invasive species could not be accidentally tracked in and allowed to contaminate the experimental garden.

Outer Door, Interior. A magical sigil is inscribed on the interior of the southern door. A creature touching the sigil can take an action to specify the conditions under which the outer door will open, being as general (open for anyone) or as specific (only open for a bald dwarf carrying an adamantine axe) as they choose. The level of the door's security changes to the chosen specifications on initiative count 20 of the following round.

Inner Door. The second door is likewise magical and identical to the outer door, except it lacks a sigil and can't be changed. It opens only if every creature in the entrance hall has taken a turn in the decontamination alcove. A PC who casts *detect magic* to study the door's enchantment and succeeds on a DC 14 Intelligence (Arcana) check can spend an action to temporarily fool the door into thinking all creatures in the room have been decontaminated, thus allowing them to open the door.

2. ROOM OF THE VERDANT PILLAR

This hall is empty except for a single pillar in the center of the room. Standing a few feet shy of the ceiling, this block of stone is a brilliant green in color and slightly translucent. The air here smells fresher than the nearby rooms.

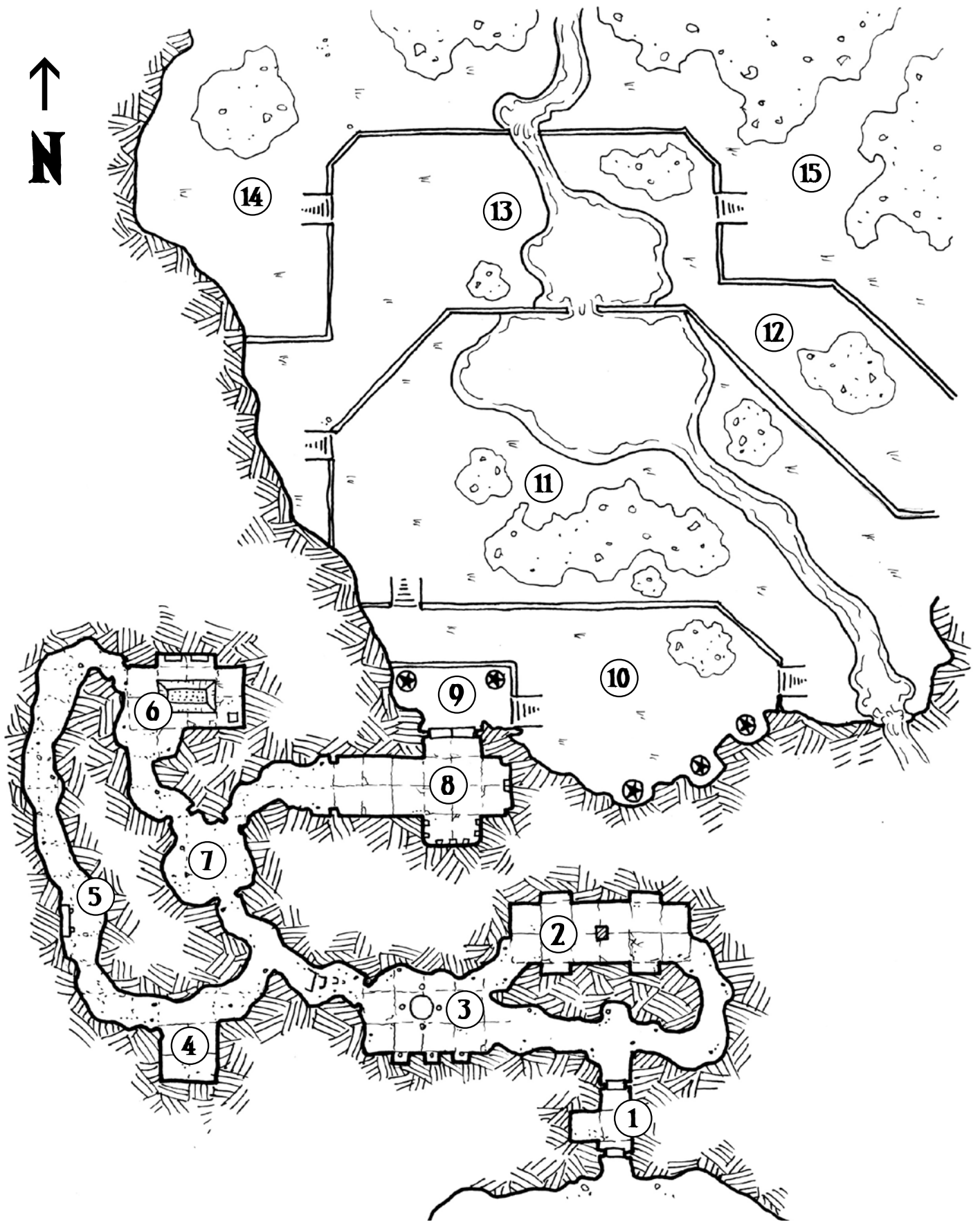
Nazaire's people originally bedded down in this room, but the strangeness of the pillar made them rethink that arrangement. Now they all crowd in Area 8. Thus far they have avoided this room, but, with the ever-increasing harvest, they may need to use it as storage.

Verdant Pillar. The pillar is a single block of stone two feet to a side and standing seven feet tall. It is fashioned of a green, translucent stone. The pillar is warm to the touch and smells of green, growing things. It radiates magic. A successful DC 16 Intelligence (Arcana or Nature) check determines the magic of the pillar is connected to living things, specifically plants, though, without specific training, the exact extent of its powers are beyond most people. If a spellcaster takes the time to attune itself to the pillar, the next time the spellcaster casts a spell that has plants as part of its effect (such as *entangle*) or a spell that affects plants (such as *plant growth*), the spellcaster increases the area of effect of the spell by half. This only affects the first spell of this type that is cast. To gain the benefits again, the spellcaster must reattune to the pillar.

3. DINING AREA

A large, round table sits in the center of this room, surrounded by four stools. The top of the table holds a strange assortment of fruits and vegetables. Piled on the floor against the unfinished north wall is an assortment of glassware and lab equipment. Three small niches are worked into the south wall, each holding a small bell jar.

Four **cult fanatics** occupy this room, sorting a batch of the harvest from the Savage Oasis. They are hostile to anyone they do not recognize as members of their tribe. If half of them fall, the others attempt to flee, moving to Area 8 to call for reinforcements.



MAP: [CLICK HERE TO DOWNLOAD THIS MAP FOR YOUR VIRTUAL TABLE TOP.](#)

Treasure. The food on the table is equivalent to 30 days of rations, but it perishes within a week if not properly dried or otherwise preserved. The three bell jars in the wall niches are magical. Any organic material placed in one of the bell jars is magically preserved, remaining in the same condition it was when it was first placed inside. When removed from the jar, the material continues to decay at its normal rate. Each jar can hold up to 1/2 cubic foot of material (approximately 3 days of rations). The PCs can use a jar to store fresh rations or to preserve a small, wholly intact plant from the oasis for botanists and perfumers in Bourgund. The PCs receive 300 gp for each intact plant they bring to Bourgund. The **cult fanatics** collectively carry 28 sp and 34 cp.

4. STORAGE AREA

A finished area of stone juts off from the rough tunnel. It is stacked with sacks and baskets full of fruits and vegetables.

A successful DC 14 Wisdom (Perception) check hears faint rustling and chewing coming from the stack of foodstuffs. If the pile is disturbed, the insects that have infested the store become angry and defend their food, forming two **swarms of insects** that crawl out to attack intruders. If the PCs flee the area, the swarms don't pursue, returning to their feeding.

Food. There is currently enough food stored here to feed a dozen people for two weeks. However, much of it is full of holes, partially eaten, and laden with insect eggs. The food is still edible but possibly unappetizing. If a PC casts *purify food and drink* on the food, the insect eggs and remains in the food are removed.

5. MEANDERING PASSAGE

This rough passage twists off into the distance, rubble and debris from the ages scattered on the floor and piled against the walls. A strange metal cabinet is affixed to the western wall, its rusty surface covered with levers, wheels, and switches.

The dirty floor of the passage shows the most traffic between Areas 3, 4, and 7. The northern section of the passage is dusty with signs of little to no traffic. The metal cabinet on the western wall appears to have remained untouched for decades.

Control Panel. This passage serves no real purpose but to house the strange piece of machinery that sits here. This was the control unit for experimental treatments the wizard had developed for his garden. Long unused, most of the

controls no longer function; the ones that do are haphazard and unpredictable. Most of the effects of manipulating the controls can't be noticed here, but they can affect encounters elsewhere in the complex. If a PC activates a random switch, wheel, or lever, roll percentile dice and consult the table below to determine the results.

d100	Effect
01-25	No effect
26-50	Insecticide sprays in Areas 10-15, but the concoction has weakened over time. Insects are not killed but enraged. Add one swarm of insects to each of those areas. If this result is rolled a second time, the second dose kills any swarms. This result has no effect after the second time.
51-60	A magical fertilizer is applied to Areas 6 and 10-15, causing rapid growth. All terrain in Areas 10-15 is now considered difficult terrain. Each plant creature in Areas 6 and 10-15 gain 11 (2d10) temporary hit points and a +2 bonus to attack and damage rolls. If this result is rolled again, it has no effect.
61-70	A purifying element is released into the water in Areas 10-15. Acraecea's corrupt form is inadvertently affected, and she is poisoned for 1 hour. If this result is rolled again, it has no effect.
71-90	Herbicide is released into the test planter in Area 6, killing the quash moss.
91-95	That particular lever/switch/wheel shorts out, causing smoke and dealing 11 (2d10) lightning damage to the creature that triggered it.
96-00	Same as a roll of 91-95, except the resulting feedback shorts out the entire machine, causing a cloud of smoke to fill the entire passageway for 1 minute, which heavily obscures the area and possibly alerts creatures in nearby areas to the PCs' presence, at your discretion.

6. BOTANICAL LABORATORY

A large hollow is carved into the floor at the center of this room. It is filled with a thick, green moss. The moss is covered in small, white berries and gives off a scent reminiscent of baking bread. Small tables and cabinets stand against the walls of the room, their tops covered with glassware, alembics, and other equipment.

Three **druids**, members of Nazaire's clan, are here, experimenting with the patch of quash moss (use the statistics of a **rug of smothering**) that grows in the depression. The moss attacks any creature that comes near it, except for the **druids** who wear small charms enchanted to make the quash moss ignore them. The **druids** attack anyone not of their clan who enters the area. If two of them fall, the third attempts to retreat to Area 8 to warn of the intruders.

Treasure. The **druids** carry a total of 32 sp and 40 cp and wear small, rough, wooden charms. If a PC wears one, none of the plant creatures in the oasis attack the PC, unless the PC attacks or damages the creature first. The **shambling mound** in Area 12 is immune to the effect of the charms. One of the cabinets holds several journals belonging to the wizard that once owned this oasis. If read in full (a process taking several hours), they provide information on the special plants found throughout the complex and the garden, including the Shrine Tree and the proper method of harvesting its seed. The journals also contain the password needed to keep the guardian statues from becoming hostile (see Areas 9 and 10). If a reader is looking for specific information within the journals, the reader must spend 10 minutes reading the journals and succeed on a DC 12 Intelligence (Investigation) check to locate the information. If the check succeeds by 5 or more, the time required to read the journals is halved. The books are worth 1,000 gp to the right buyer. If the quash moss is killed, ten of the berries growing on it turn a vivid purple in color. These berries act as the products of a goodberry spell. If not eaten within 24 hours, however, each berry produces more quash moss, growing into a full-sized (and hostile) patch within 1 hour after 24 hours have expired.

7. TRAPPED JUNCTION

The passageway widens into a small cave, empty save for a few berries, leaves, and twigs scattered on the floor. Two other rough tunnels exit the area.

Illusion-Shrouded Pit. In the center of the room, a 50-foot deep pit lies covered with an illusion to appear as a normal floor. When one of Nazaire's followers fell to his death, one of the others marked the floor so they could avoid the trap in the future. Now they use the pit to dispose of unwanted vegetation. A creature that falls into the pit takes half the normal falling damage as the decaying vegetation piled at the bottom softens the fall.

Prevention. Anyone examining the floor carefully and succeeding on a DC 16 Wisdom (Perception) or Intelligence (Investigation) check notices faint scratches on the floor outlining a rough square just over 5-feet per side. Tactile investigation of the floor shows it to be nothing more than a visual illusion.

Creature. Some of the plants have continued to grow and mutate, and a mass of asp vines (use the statistics of a **swarm of poisonous snakes** with a speed of 10 feet and no swimming speed) lurks in the pile at the bottom of the pit. The asp vines attack any creature that falls into the pit, scoring it with their poisonous thorns until it dies. The vegetation in the pit is littered with the bones of small rodents that have fallen prey to the vines.

8. EXHIBITION HALL

The rough tunnel transitions into worked stone. Where large doors once hung is an open doorway leading into a cross-shaped hall. The floor is strewn with bedrolls and packs. A glass cabinet at the far end of the hall appears to be a terrarium of some sort, holding a cascade of moss and vines. An alcove to the south holds wall-mounted glass cases, and a pair of bronze double doors sit in a branch off the northern wall.

The doors that opened into this hall were removed long before the Fallen Children arrived. Nazaire's people have chosen to use this large area as a barracks during their time here. The cases in the southern wall have been left untouched after one of the clan's members broke open one of the small, glass cases and was infected with a rapidly spreading growth of vegetation. That clan member now lurks in the undergrowth of the middle tier of the oasis (see Area 12).

Creatures. The bulk of Nazaire's people are resting here when not laboring to harvest the oasis. Ten Fallen Children clansfolk (use the statistics of a **thug**) are currently here, lounging. They attack anyone they do not recognize. If half or more of their number fall, the rest attempt to retreat out the doors to the oasis to warn Nazaire.

The Green Mantle. A glass cabinet stands at the eastern end of the hall. What from a distance seems to be a terrarium of hanging plants is revealed to be a long garment woven of moss, vines, and other living plants, a *green mantle* (see page 11). The cabinet opens easily, though it has remained untouched by the Fallen Children. After the accident with the display cases, Nazaire ordered his people to leave the rest of the cases alone, as they might be dangerous. The cabinet is filled with magically created humidity, keeping the interior full of moisture even outside the season of the Mad Spring.

Display Cases. Seven glass cases are mounted to the walls. Each contains some type of plant matter—seeds, mosses, cuttings, flowers, and other parts—except for one, which is broken. Shards of glass lie on the floor beneath the broken case. Withered vines, moss, and other plants lie in patches on the floor among the glass shards and even on the wall, spreading out from the broken and now empty case. The other cases have doors that can pulled open and contain the following:

- A dozen small, hard, brown seeds lie in grass clippings. If these seeds are planted and watered, they sprout into long, thorny vines, becoming a full-grown patch of asp vines (see Area 7) in 30 days (or 24 hours if planted in the Savage Oasis).
- A puffball mushroom sits alone in the case. If touched, it releases a cloud of spores within 5 feet of the display case. These spores act as *dust of sneezing and choking*.

- A vine covered in small, purple flowers wraps around a makeshift tree branch. If the case is opened, the heady aroma of the flowers is released. Each creature within 5 feet of the display case must make a DC 15 Constitution saving throw. On a failure, a creature falls unconscious for 10 minutes. On a success, a creature is incapacitated until the end of its next turn. If the flowers can be transported fresh and intact to a perfumery in Bourgund, they can be sold for 250 gp.
- This case is half full of clean, clear water with a layer of pinkish-white algae growing on its surface. A successful DC 15 Wisdom (Perception) check notices a fine layer of silver dust on the bottom of the case. This algae feeds on impurities in water, turning them to silver. The algae can remove any contaminants in up to 1 gallon of water in 1 hour, making it clean and safe to drink, while producing 5 cp worth of silver dust in the process. A successful DC 15 Intelligence (Nature) check determines the algae's properties without opening the display case. If the PC interacts with the algae or the water, the PC has advantage on this check.
- A half dozen dark brown mushrooms with caps covered in white pustules grow in this case. A tea brewed from one of these mushrooms is bitter and difficult to choke down, but it has useful healing properties. If a creature completes a short rest within 24 hours of drinking this tea and spends Hit Dice to regain hit points, it rolls two dice and uses the higher of the two rolls. If a creature completes a long rest within 24 hours of drinking this tea, it regains 1 extra spent Hit Die. A successful DC 15 Intelligence (Nature) or Wisdom (Medicine or Survival) check recalls the properties of this mushroom.
- A small plant bears a golden, plum-sized fruit that gives off bright light in a 5-foot radius and dim light for an additional 5 feet. The fruit is juicy and delicious. For 8 hours after eating the fruit, a creature gives off light like the fruit. A successful *dispel magic* (DC 11) counters the effects.

9. BALCONY

A railed stone balcony overlooks a chasm filled with vibrant, verdant life. A series of terraces descend down into the crevasse, each rife with a variety of plant life. A waterfall plummets down the cliff to the east, feeding a stream that empties into a multi-level pond, which fills a portion of the two middle level terraces. A pair of bronze nymph statues, green with age and exposure, stand in the corners of the balcony. Several score marks cover their surfaces, exposing the metal beneath the verdigris, as if something had raked them repeatedly with claws. A set of stairs to the east descends to the first terrace.

The balcony provides an excellent view of the entire oasis, impeded only by the vegetation and light conditions (during the day, the entire area is brightly lit). A successful Wisdom (Perception) check against the following DCs allows those observing from the balcony to see the following occupants of the Savage Oasis: Acraecea in Area 13 (DC 18); Fallen Children clan members in Area 11 (DC 13) and Area 14 (DC 14), Nazaire in Area 15 (DC 20), or the shambling mound in Area 12 (DC 25).

Creatures. The two hollow bronze statues (use the statistics of **animated armor**) on the balcony animate and attack anyone that does not speak the password “discedent” before moving to the steps.

10. FIRST TERRACE

This terrace abuts the southern side of the chasm. A low stone retaining wall lines its outer edge. A lush patch of vegetation rises above the low grasses and mosses which cover most of the terrace. Hard-packed earthen stairs to the north and east descend to the next terrace. Three bronze statues of satyrs, one playing pipes, one holding a lyre, and a third beating a drum, stand in niches carved into the cliff face.

The edible vegetation here has been picked over by the Fallen Children, but the rapid growth of the plants is evident, as there may be another harvest ready in a matter of days. Though there are Fallen Children on the terrace below, they are accustomed to the occasional problem with strange plants and the need for violence. If they hear combat, they assume some of their clansfolk are simply dealing with yet another problem. They don't come to assist unless they hear cries for help.

Creatures. The three hollow bronze statues (use the statistics of **animated armor**) attack any creature that doesn't speak the password “discedent” before moving to one of the staircases.

11. SECOND TERRACE

This terrace is larger than the first and holds more vegetation. The waterfall that pours down from the cliff impacts here, forming a rushing stream that feeds a large pond on the terrace's northern end. Water spills over a low section in the retaining wall to a second pond on the terrace below. Earthen stairs to the west provide access to the lower terrace.

Four Fallen Children (use the statistics of a **thug**) are working here, under the supervision of a **cult fanatic** and a **druid**. They attack anyone they don't recognize.



12. THIRD TERRACE, EASTERN SIDE

The eastern side of this terrace holds a large cluster of flowering plants. Trees, vines, and shrubs are ablaze in a riot of color, covered in blossoms of myriad shapes and sizes. Even from a distance, the heady fragrances are impossible to ignore.

The grove here holds a large variety of flowering plants. While the mixed fragrances of the blooms are powerful, none of them have any extraordinary effects. Should the PCs collect samples of various blossoms, they can sell the samples to a perfumery in Bourgund for 300 gp. Live cuttings of the plants that can be transplanted would fetch them 1,500 gp.

Creature. A **shambling mound** lurks in the grove of flowering plants. This creature was once Mara, one of the Fallen Children. While exploring the outer complex, Mara broke open one of the display cases in Area 8. The vegetation inside exploded into growth, covering her. She fled into the oasis, quickly succumbing to the vegetation as it enveloped her. The rest of Mara's clan took her for dead, but she revived in her current form. The **shambling mound** has dim memories of her past life. Though she doesn't harm the Fallen Children, she makes them nervous, and they avoid getting too close to her. Nazaire has discovered that she still obeys his commands, so long as they are simple. The creature attacks anyone that disturbs her grove, but she doesn't pursue creatures that flee. If Nazaire calls her by name, she comes to him and obeys him as best as she is able. She fears Acraecea and avoids the qwyllion, if possible.

13. THIRD TERRACE, CENTRAL POND

Water spills from the terrace above to form a pool here. It then continues to flow down over a low section of the retaining wall and wind its way through the terrace below. The water here is murkier than the pool above. Earthen stairs to the east and west provide access to the lowest terrace.

The vegetation here has been picked over, but about half of it has refreshed and is ready to harvest again. There is plenty of fresh food to be had here, though some of the vegetation is highly toxic. A successful DC 15 Intelligence (Nature) or Wisdom (Survival) check finds food that is safe to eat. If a creature fails the check by 5 or more, it finds plants that look safe but are actually poisonous. The creature must make a DC 14 Constitution saving throw. On a failure, it takes 14 (4d6) poison damage and is poisoned for 1 hour. On a success, it takes half the damage and isn't poisoned.

Creature. Acraecea, a **qwyllion** (*Tome of Beasts*, p. 316), typically lounges in the waters of this pool. Her corrupt presence fouls the waters here. Acraecea is a wicked creature that has murdered many people in both Allain and Bourgund. Bounty hunters from both nations are actively seeking her to claim the hefty reward offered for her death. She tolerates the presence of Nazaire and his people only because she has struck a bargain with him. He has given her access to the Savage Oasis, a safe refuge from her pursuers, in exchange for her guarding the place against any interlopers once they leave for their pilgrimage. Her protection of the oasis would mean his people could safely return and benefit from another harvest after the next Mad Spring begins.

Acraecea detests this place, with its abundant life and beauty. She especially hates the nymph statues, which remind her of what she was before her corruption. After the Fallen Children leave, she plans to pollute and corrupt this place as quickly as she can, unaware the oasis will perish after the Mad Spring ends whether or not she corrupts it. She is already plotting her betrayal of Nazaire. In time, she plans to go out to slay more victims and build a host of specters to unleash on the Fallen Children when next they return here. In the meantime, she upholds her end of the bargain, attacking any outsiders that intrude upon the oasis. Acraecea fights until she is reduced to half her hit points or fewer, then she flees, heading down to the lower terrace or to the east to rouse the **shambling mound** to distract the PCs. If the PCs are well-prepared for an encounter with a single, high-challenge creature such as Acraecea, consider adding one or more **specters** under her control.

If it is clear the PCs are after her to claim the bounty from Allain or Bourgund, she attempts to escape and find a new place in the wastes to hole up until the heat dies down.

FURTHER ENCOUNTERS IN THE SAVAGE OASIS

The full extent of the final tier of the Savage Oasis is up to you. There should be at least enough heavy undergrowth and trees to provide other encounter areas should you and your players wish to have further exploration of the area. The Savage Oasis is a prime spot to add other plant creatures or even magically mutated river-based creatures washed into this valley from the waterfall. You can also add flying fauna that would be attracted to such a place of bounty as well, such as insects, predators that spot the place from overhead, or other monsters that would like such terrain for food, rearing young, or a lair.

You can also take creatures that wouldn't normally be found in such environs and "reskin" them to your wants and needs. For example, you could use the statistics of a roper but describe it as a new type of carnivorous fungus or plant that looks like a tree or giant mushroom until it moves. A little creativity makes for new and exciting encounters.

14. FOURTH TERRACE, WEST

This lowest level of the chasm has large patches of tall, thick vegetation covering much of the ground between here and the cliffs to the north. The stream pours over the low section of the third tier's retaining wall to flow off into the trees and out of sight.

The lowest and largest tier of the Savage Oasis, this area holds the bulk of the oasis' wild growth. The Fallen Children have removed most of the dangerous plants around the terrace's edges, but more lurk within the thickets that grow north toward the base of the cliffs. There, the stream gathers in a small whirlpool as it plunges into a narrow crevice to continue on underground.

Creatures. A **druid** and a **cult fanatic** are overseeing four of their fellow Fallen Children (use the statistics of a **thug**), harvesting from the edge of the larger area of vegetation west of the stream. In combat, the druid and cult fanatic attempt to draw enemies into the smaller grove to the west, where a pair of hammer hollies grow (use the statistics of an **awakened tree** with a speed of 0). The two leaders are wearing the special charms that ward them from the plants in this area, and they don't fear attack from the plants. Should both leaders fall first, the other four Fallen Children flee. The **druid** or **cult fanatic** flees or surrenders if it is the only member of the Fallen Children that remains and the PCs defeated the hammering hollies.

15. FOURTH TERRACE, EAST

There is very little space to walk on the eastern side of the terrace, as the wild growth of the place encroaches on the grass and moss. The stream borders this portion to the west, flowing into the vegetation towards the north wall of the chasm. A narrow path stretches into the undergrowth towards a tall tree with silvery bark and long, spear-like leaves of deep green.

The Shrine Tree. The path leads to a small clearing where the Shrine Tree stands. This tree is the crown jewel of the magnificent flora here. The tallest tree in the area, the Shrine Tree is 8 feet across at its base and some 25 feet high. The first branches spread away from the trunk about 15 feet up, nearly perpendicular to the trunk itself. The tree's bark is smooth and silvery. The leaves of the tree average 1-foot long and look like dark green spearheads. No flowers or fruit can be seen on the tree, but its base holds a hollow, 3 feet wide and 4 feet high, that opens into the heart of the tree. Dangling from the peak of the hollow is a single seed. It is 1-foot long and half as wide at its middle, tapering at both ends, and enclosed in a soft, velvety coat of sea green.

The Shrine Tree grows one such seed every 20 years. If the seed is eaten, it serves as an antidote to any poison and a cure for any disease. The creature consuming the seed also has resistance to poison damage and advantage on saving throws against poison and disease for 1 year. If eaten by a creature that is neither diseased nor poisoned, it adds ten years to that creature's lifespan. The seed must be allowed to mature and fall from the tree for these benefits, however. If it is plucked before then, a creature that consumes it only has advantage on saving throws against disease and poison for a month. Alternatively, an immature seed can be prepared with other ingredients to create 5 doses of *restorative ointment*, a process that takes 1 week and 150 gp worth of additional materials. The Shrine Tree's seed matures and falls from the tree 3 days after the PCs arrive.

Creature. Meditating in front of the hollow of the tree is the leader of the Fallen Children, Nazaire the Corrupted. He read the journals in Area 8 and is waiting for the seed to separate from the tree. Nazaire challenges any intruders to the oasis, and, if they declare they have come for the seed of the Shrine Tree, he attacks, shouting to rally any of his allies nearby. Nazaire refuses to give up on this opportunity and fights to the death against any that try to take his prize. If Nazaire is defeated, the rest of the Fallen Children leave the Savage Oasis to the victors.

Nazaire's Allies. When engaged in combat, Nazaire calls to his allies for help. If still alive, allies in the surrounding areas come to his aid. Mara, the **shambling mound** in Area 12, is the first to answer the call and arrives in 1d4 rounds to

GREEN MANTLE

Wondrous item, very rare (requires attunement)

This garment is made of living plants—mosses, vines, and grasses—interwoven into a light, comfortable piece of clothing. When you attune to the *green mantle*, it forms a symbiotic relationship with you, sinking roots beneath your skin. While wearing the *green mantle*, your hit point maximum is reduced by 5, and you gain the following benefits:

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- You have resistance to radiant damage.
- You have immunity to the poisoned condition and poison damage that originates from a plant, moss, fungus, or plant creature.
- As an action, you cause the mantle to produce 6 berries. It can have no more than 12 berries on it at one time. The berries have the same effect as berries produced by the *goodberry* spell. Unlike the *goodberry* spell, the berries retain their potency as long as they are not picked from the mantle. Once used, this property can't be used again until the next dawn.

Curse. Once you don and attune to this cursed mantle, you are cursed and can't remove it unless you are targeted by the *remove curse* spell or similar magic (the decontamination alcove in Area 1 destroys the *green mantle*, removing the curse). The *green mantle* requires at least 1 pint of water each day. If you fail to provide water to it, it draws the moisture it needs from your body, dealing 10 (3d6) necrotic damage to you. If it is unable to gain moisture, due to its host's immunities or magical protections or being in a dry environment on a dead host, the *green mantle* begins to wither. After the first 24 hours it is unable to gain moisture, the Armor Class it provides is reduced by 1, and you lose resistance to radiant damage. After 48 hours without moisture, it no longer provides an Armor Class, and you lose immunity to the poisoned condition and plant-based poison damage. After 72 hours without moisture, it dies, becoming nonmagical, and you are able to remove it.

defend Nazaire. The Fallen Children in Area 14 arrive in 2d4 rounds, but they flee if Nazaire is defeated. Acraecia remains hidden, observing the fight from a safe distance until the PCs are gone or Nazaire kills them. If they defeat Nazaire, she attempts to kill or drive them out while they are weakened, but she flees if reduced to 30 hit points or fewer.

Concluding the Adventure

Once the enemies here have been killed or driven off, the PCs have the run of the place (though there still may be plenty of hazards to face in the Savage Oasis, as per the sidebar on page 10). It is a veritable cornucopia, at least for the time being. Once the water from the mountains runs dry, the stream is no longer fed, and the ponds shrink and dry up, leaving nothing but muddy holes. When the water is gone, the abundant plant life quickly withers and dies, leaving seeds and spores in the earth that recreate the oasis anew during the next Mad Spring. The Shrine Tree remains, losing its leaves and hibernating as though through a long winter. It buds again when the Savage Oasis is revived, though it is decades before it produces another seed.

Nazaire

Nazaire was once a citizen of Bourgund, exiled for slavery and for conducting foul rites. He has spent the last ten years living in the Western Wastes, gathering a band of other exiles and outlaws and forging a tribe. Exposure to the foul magics of the place have corrupted him over the years since his exile. Much of the once-handsome human's skin has become thick, leathery, and blotched with large pustules. Wild growths of bone have pierced areas of that now-senseless flesh in spikes and knobs, providing him with additional protection. His mass has increased, though in asymmetrical ways, granting him more physical power. Despite these advantages, Nazaire despises his current condition. He suffers from bouts of tremors, sudden fevers, and constant headaches. He has great hopes the seed of the Shrine Tree will cure his deformities—or at least alleviate their unfortunate side effects. Anyone that interferes or attempts to thwart his plan incites his wrath and becomes his sworn enemy.

NAZAIRE THE CORRUPTED

Medium humanoid (human), lawful evil

Armor Class 15 (natural armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	14 (+2)	12 (+1)	17 (+3)

Skills Arcana +5, Investigation +5

Damage Resistances bludgeoning

Senses passive Perception 11

Languages Common, Goblin, Void Speech

Challenge 6 (2,300 XP)

Virulent Pustules. When Nazaire takes piercing or slashing damage, the pustules on his hide erupt in a noxious spray. Each creature within 5 feet of Nazaire must make a DC 15 Constitution saving throw. On a failure, a creature takes 7 (2d6) poison damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Void-Touched Weapons. Nazaire's weapon attacks are magical. When he hits with any weapon, the weapon deals an extra 2d8 psychic damage (included in the attack).

Innate Spellcasting. Nazaire's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *eldritch blast*, *minor illusion*

3/day each: *charm person*, *vampiric touch*

1/day: *black tentacles*

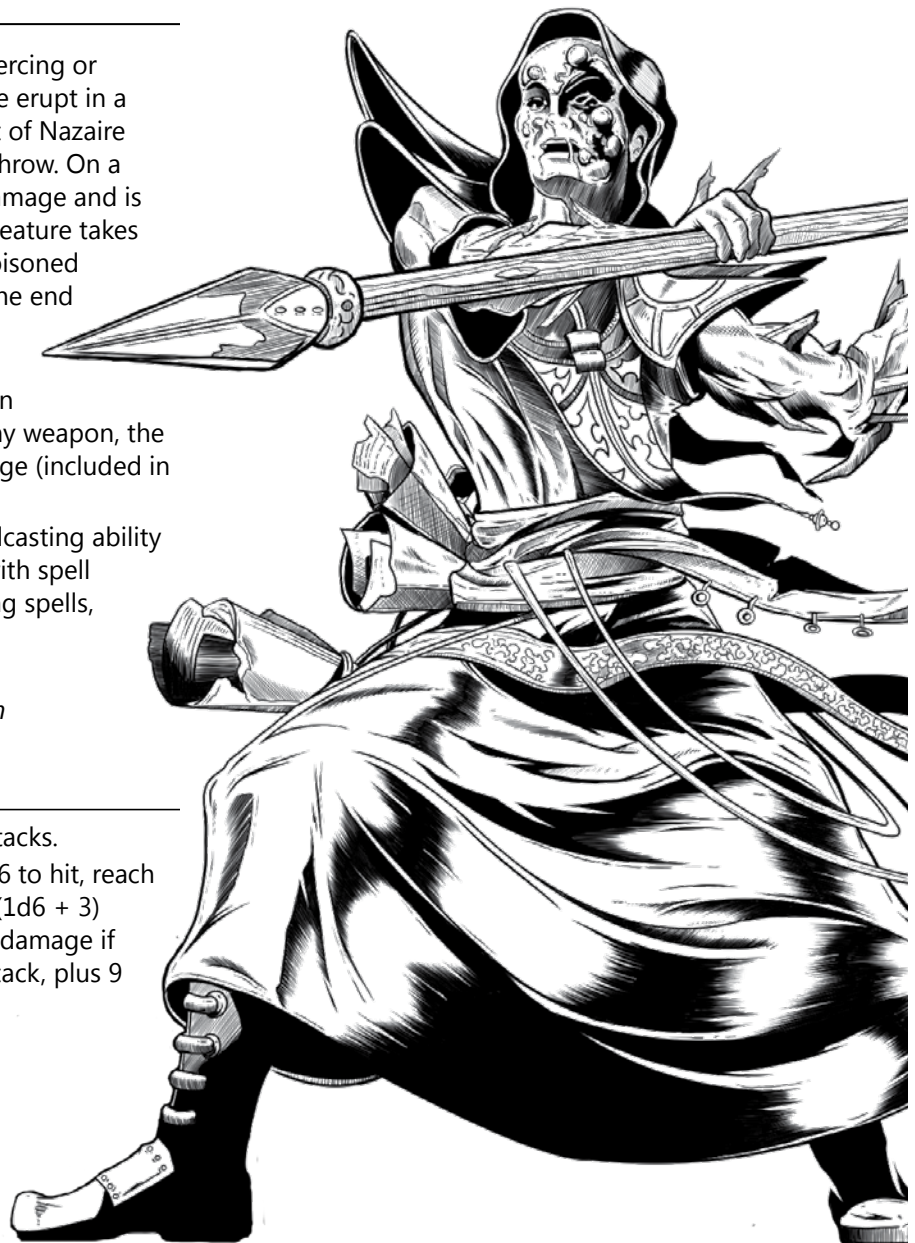
ACTIONS

Multiattack. Nazaire makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 9 (2d8) psychic damage.

Acraecea the Qwyllion

Found in the *Tome of Beasts* on page 316, qwyllions are twisted nymphs who have been corrupted by unstable magic or alchemical experiments. Like others of her kind, Acraecea has spent her life corrupting and twisting beauty wherever she finds it. Her recent exploits included murdering some citizens of Allain and Bourgund, which led to her seeking shelter in the wastes among Nazaire's people. She plans to wait out the current hunt for her, gathering her strength and a few specter guardians in the meantime, before returning to Bourgund.



QWYLLION

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+)	20 (+5)	19 (+4)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +8, Cha +6

Skills Acrobatics +11, Perception +4

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

Senses passive Perception 11

Languages Common, Goblin, Infernal, Sylvan, Void Speech

Challenge 8 (3,900 XP)

Disruptive. Because of the qwyllion's nauseating nature, spellcasters have disadvantage on concentration checks while within 40 feet of the qwyllion.

Nauseating Aura. The qwyllion is nauseatingly corrupt. Any creature that starts its turn within 20 feet of the qwyllion must succeed on a DC 14 Constitution saving throw or be poisoned for 1d8 rounds. If a creature that's already poisoned by this effect fails the saving throw again, it becomes incapacitated instead, and a creature already incapacitated by the qwyllion drops to 0 hit points if it fails the saving throw. A successful saving throw renders a creature immune to the effect for 24 hours. Creatures dominated by the qwyllion are immune to this effect.

Innate Spellcasting. The qwyllion's innate casting ability is Charisma (spell save DC 14). She can innately cast the following spells, requiring no material components:

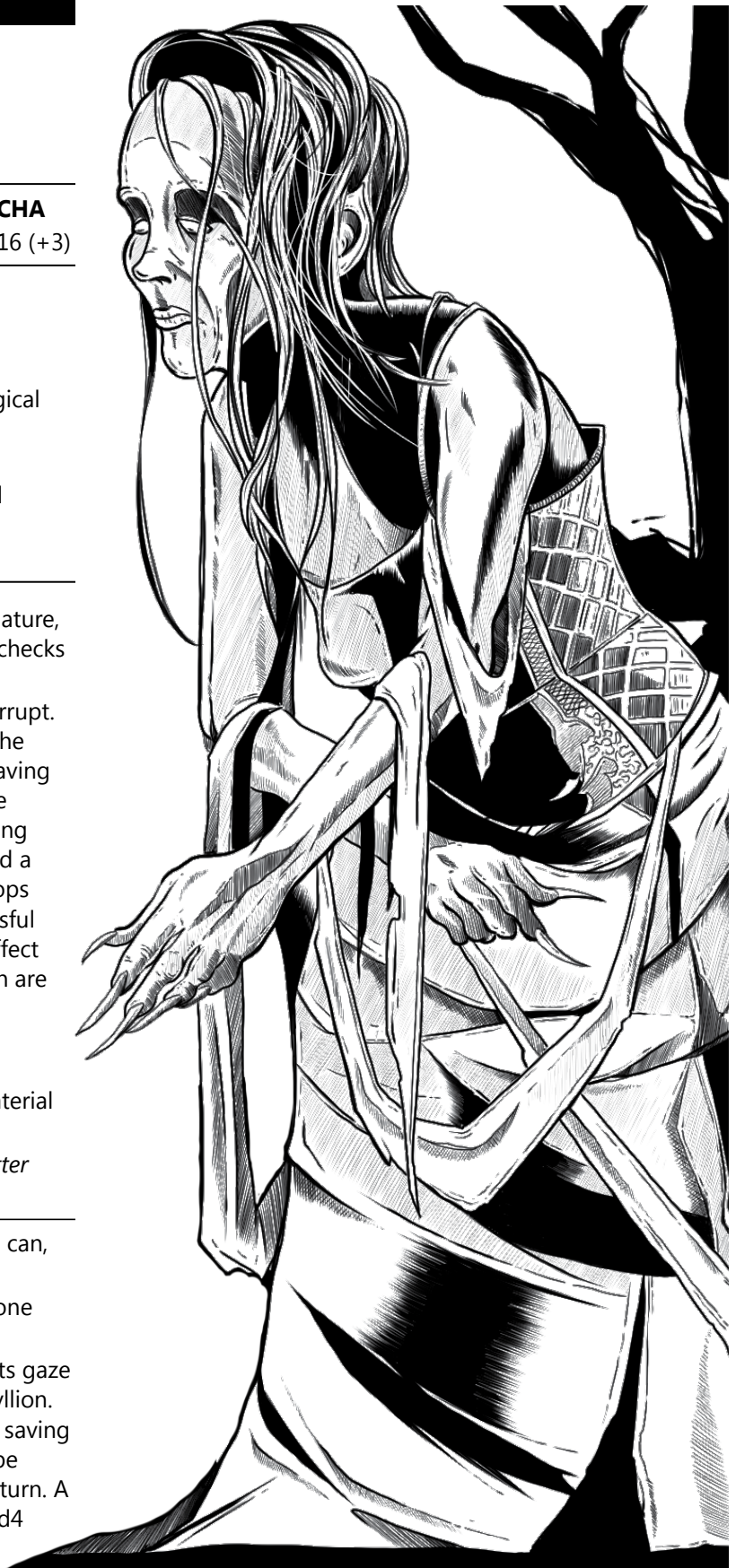
3/day each: dominate person (range 20 feet), shatter

ACTIONS

Multiattack. The qwyllion uses its deadly gaze if it can, and makes two claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) slashing damage.

Deadly Gaze (Recharge 5-6). The qwyllion turns its gaze against a single creature within 20 feet of the qwyllion. The target must succeed on a DC 14 Constitution saving throw or take 16 (3d8 + 3) necrotic damage and be incapacitated until the start of the qwyllion's next turn. A humanoid slain by a qwyllion's death gaze rises 2d4 hours later as a specter under the qwyllion's control.



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