

SOLO SKIRMISH

THE CULT OF MOL'GOROZ



A 5-quest solo campaign for D&D 5e

By Paul Bimler



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THE CULT OF MOL'GOROZ

A SOLO CAMPAIGN FOR DUNGEONS & DRAGONS (FIFTH EDITION)

BY PAUL BIMLER

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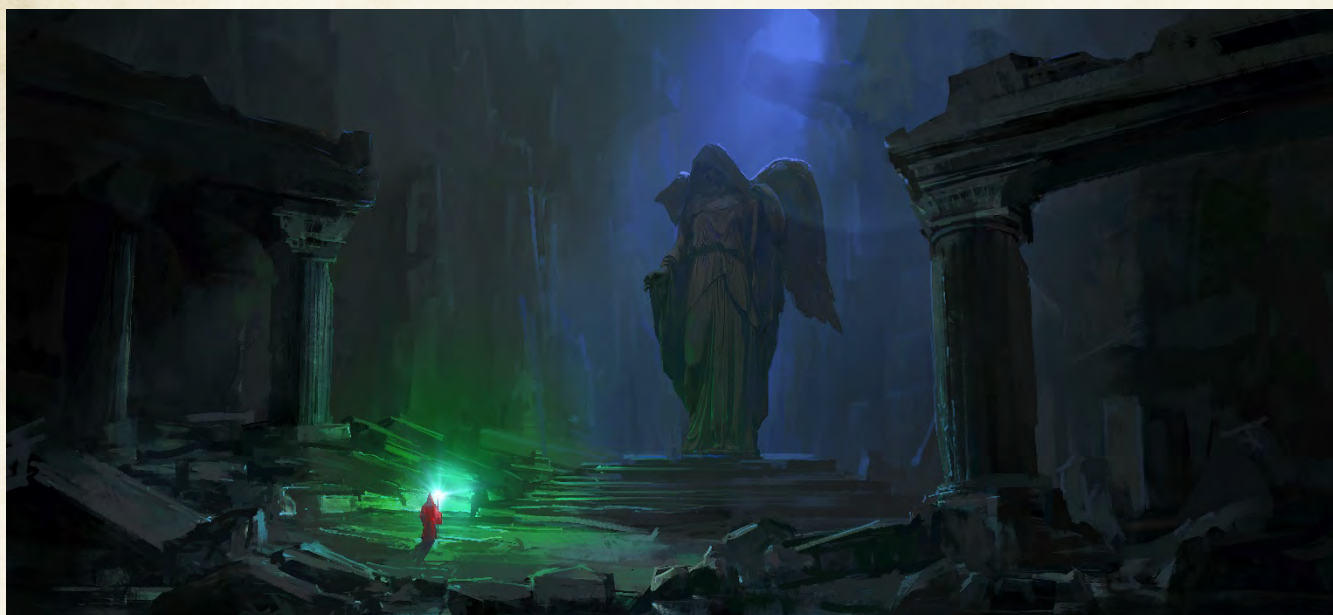
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SOLO SKIRMISH – THE CULT OF MOL’GOROZ



INTRODUCTION

Solo Skirmish is for the type of player who likes a bit of quick combat-based solo action. This is not a traditional game of D&D where a Dungeon Master tells the players what is going on and they react accordingly. In the *Solo Skirmish* system, an in-game AI controls the action, and players respond. The emphasis is on fast-paced action and combat, with discreet, sequential phases and rapid levelling, much like a tactical boardgame. Roleplay only extends so far as the players controlling characters and making decisions for them. However, with the range of possible outcomes from rolling on the thirteen included location tables, and the numerous random encounters and item table rolls, every play-through of this campaign will be different from the last. Even more so when you take into account the wide variety of different PCs that you can run through this campaign.

Much of *Solo Skirmish* is theatre of the mind, which makes it perfect for quick, compact games requiring practically no set-up time (beyond creating your PCs).

For the purposes of this game, we have created a new mechanic: Quest Points.

SOLO OR DUO?

Solo Skirmish is played using two PCs. A single player can control 2 PCs, or two players can control a character each. There are also rules for playing with 4 PCs [here](#).

THE CULT OF MOL’GOROZ - A CAMPAIGN OF FIVE QUESTS

This campaign, The Cult of Mol-goroz, consists of five separate quests, which progress as follows:

- 1: A Devilish Dilemma (Level 1)
- 2: Krond’s Stragglers (Level 2)
- 3: In Search of Shardaz (Level 3)
- 4: An Unwise Alliance (Level 4)
- 5: Mol’goroz Wakes (Level 5)

Each quest will take 30-90 minutes to complete, depending on dice rolls. Your characters level up on the successful completion of each quest.

Please read the following rules thoroughly.

QUEST POINTS

Quest Points (sometimes abbreviated as “QP”) help you to advance during the quest and can be gained by completing skill challenges, by defeating enemies, through boons, and through other methods. They can also be lost through unlucky rolls. In order to gain a Quest Point, it must be explicitly stated in the text.

Quest Points are spent by the PCs in exploring locations and advancing towards victory. You carry Quest Points from location to location during a quest, but you do not carry them between quests. At any point in the game, you can trade Quest Points for inspiration.

Use some sort of physical token to represent Quest Points, such as a boardgame token, or simply keep a tally on paper. You can never have less than zero.

LOCATIONS

Each quest consists of 3 locations which the PCs progress through, finally reaching the last location where they may complete the quest. A location must be fully explored before your characters can depart. The Quest Point cost to fully explore a location is always displayed next to that location, eg:

LOCATION 1: Looted Village (Spend 2 Quest Points to advance).

In order to advance to the next location, the party must spend 2 Quest Points while at Looted Village, during the **Threat Phase** (see **Gameplay Sequence**, below). Once this is done, the location is fully explored and they can progress to the next location. The party can only progress one location at a time.

Once Quest Points are spent in this manner, remove them from your Quest Points tally. If you have not acquired enough Quest Points and cannot advance, you continue with the sequence of phases at the same location.

SPIRIT OF THE GAME

This is a tactical game, aiming to mix Fifth Edition with elements of boardgames and other strategy-based systems. As such, metagaming is totally fine here. Just as in a boardgame, you may examine things like enemy resistances, different strategies for your party, potential enemy reactions etc, and act accordingly. This system has been built with the expectation that you will play tactically, rather than going for high verisimilitude.

SETUP

Setup for *Solo Skirmish* is simple and fast. First, print out the Quest Sheet for the quest you wish to play. If this is your first quest, we recommend you start with **A Devilish Dilemma** (Level 1) and then progress through the quests in the order they appear in this book, campaign-style. You can take your PCs through this campaign from level 1 to level 6. Our next release in this series will be a higher-level campaign, going from level 6 to level 11.

Next, create two PCs of any race and class at the level specified on the Quest Sheet. If you are starting with **A Devilish Dilemma** this will be level 1. You will only need to do this during the first quest, as you



carry your characters through these quests sequentially, levelling up after each quest. Perhaps, however, you would like to play these in any order you like, just dipping into these quests once in a while. In which case, you will need to create level-appropriate PCs each time. Finally, place a token or marker on the circle numbered "1" on the Threat Tracker (the series of connected numbered circles) on your printed Quest Sheet. You are now ready to begin the first round with the Location Phase.

GAMEPLAY - BASIC SEQUENCE


Solo Skirmish is not like regular D&D, or even regular solo D&D. There is no freeform roleplay. Rather, there is a series of locations and phases that one progresses through, like many popular fantasy boardgames. The emphasis is on getting your PCs through each scenario in one piece. There are four phases to the sequence of play in *Solo Skirmish*. Whether in combat or not, players of *Solo Skirmish* progress through these phases for the entire duration of the quest.

- 1: Location Phase
 - 2: Encounter Phase
 - 3: Hero Phase
 - 4: Threat Phase
- END OF ROUND

Begin the quest by reading the introductory text (in a yellow text box, underneath the quest title), and then start the first location phase.

1: LOCATION PHASE

During this phase, players roll on the current location table for their characters, and react to the events.

First, read the introductory text for the location if you have not already. Then find the appropriate location table. Example: In the quest, **A Devilish Dilemma** the first location is **Town Outskirts**. Find the **Town Outskirts** location table. Use the PDF bookmarks menu  to navigate to **Location Tables**.

Each character rolls twice on the table, in this order:

PC 1 / PC 2 / PC 1 / PC 2

This may be one player making both rolls for both characters (four rolls in total) or it may be two players playing a character each, and making the location rolls for those

characters (two rolls for each player).

IMPORTANT: If your character rolls a result that they have already had at this location, *they may choose to reroll, but they must use the new result.* Your characters react to these events as they occur. Also, unless a direction reads “any character,” then the character who you are rolling for is the one who is responding, making the checks, receiving any effects etc.

When you have rolled twice for each character and dealt with the results, you are ready to move on to the Encounter Phase.

2: ENCOUNTER PHASE

During the Encounter Phase, the party makes a *single roll* for an encounter, referring to the encounter table on the Quest Sheet for that location.

The idea is to roll high. The lower you roll, the harder the encounter. If a random encounter is triggered, then find the battle map for that location and do battle with your enemies! A separate battle map exists for every location which has a location table. Also, there is a random encounter AI which can help to determine how monsters act. You'll find it [here](#). Below the Quest Sheet encounter table, you will find any rewards to be gained as a result of defeating the creatures.

The final encounter of some quests makes use of a custom Combat Sheet.

Always fully resolve combat before advancing to the **Hero Phase**. Also, at the end of the Encounter Phase, actions to heal characters can be taken for free by healing classes such as clerics, or characters can drink healing potions to restore h.p. Anything you would normally do at the end of a combat session (except a short or long rest, which may be taken during the Hero Phase).



3: HERO PHASE

During the Hero Phase, each character may take two actions of their choice from the list of options below. These actions may be taken in any order (eg: PC 1, PC 2, PC 2, PC 1). A sidekick is not a character, and so cannot take actions. Characters and sidekicks can all trade items with each other during this phase as free actions. A character cannot “give away” their action to another character to take.

The actions that can be taken are listed below. More detailed descriptions of each action follows the list.

- Buy and Sell Supplies
- Free Long Rest (once per quest)
- Gather Information
- Help
- Recruit
- Remove a condition
- Rest
- Search
- Scrying / Worshipping
- Other Actions

BUY AND SELL SUPPLIES

If you are in a settlement (city, town or village) a character may use gold to purchase items from the *Player's Handbook* equipment lists. They may also sell items listed in the *Player's Handbook* for half their listed price. One player can buy supplies for both members of the party, then distribute them as they see fit as a free action.

For the sake of balance, magic items (aside from standard Potions of Healing) cannot be bought in this game, as there are multiple opportunities to gain them through the course of adventuring. However, they can be sold at the following prices:

MAGIC ITEM SELLING PRICE TABLE

Rarity	Selling Price
Common	25 gp
Uncommon	50 gp
Rare	150 gp
Very Rare	300 gp

FREE LONG REST

Once per quest during the Hero Phase, the party may take a long rest, just as they might do during a normal quest that takes place over 1-2 days. This is a free action and does not affect their two actions which they take during Hero Phase. Any sidekicks also benefit from this long rest, restoring all hit points and class features.

GATHER INFORMATION

Once per round, a single character can make one of the following checks, with a DC of 13 + current Threat. On a successful check, the party gains one Quest Point. A player may also spend one of their Hero Phase actions to *Help* another player making this check (see *Help*, below).

- Dexterity (Stealth)
- Intelligence (History)
- Intelligence (Investigation)
- Wisdom (Insight)
- Wisdom (Perception)
- Wisdom (Survival)
- Charisma (Deception)
- Charisma (Persuasion)
- Charisma (Intimidation)

HELP

Any character can use one of their Hero Phase actions at any time during the Hero Phase in order to *Help* (grant advantage to) another character who is *Searching*, *Gathering Information* or *Recruiting*.

RECRUIT

If you do not encounter a sidekick as a result of rolling on a location table, then a character can *Recruit* a sidekick by spending 100 gp. Party gold can be combined to achieve this. But first you must make an Intelligence (Investigation) check, a Wisdom (Perception) or a Charisma (Persuasion) check to locate a sidekick, with the DCs listed on the table below. A character can also use their action to *Help* during this check. If your check to locate a sidekick fails, you end your location roll there, and there is no need to spend the required gold to hire a sidekick.

The likelihood of being able to locate a sidekick is as follows:

Location	DC for check to find	Sidekicks available
Settlement (City, Village or Town)	8 + Current Threat	Ricklan, Sahala, Shawna, Xhani
Non-settlement	12 + Current Threat	Iriela, Thorsten, Wolfen, Xhani

REMOVE A CONDITION

Before spending your Hero Phase action, first attempt a Constitution saving throw to remove the condition, the DC being 13 + current Threat. If you do not make the saving throw, you may spend a single Hero Phase action to remove a condition

(e.g. Poisoned, Stunned, Unconscious etc). from the character whose Hero Phase action it is.

REST

As a single Hero Phase action, any character can take a short rest.

SEARCH

Any character can make one *Search* action per Hero Phase. A single character can make a Wisdom (Perception) or Intelligence (Investigation) check, the DC being 13 + current Threat. If successful, roll a d20. The other character can spend a Hero Phase action to *Help* (grant advantage to this check).

Search Results Table (Deduct 2 from the roll when in a wilderness location, e.g. forest, desert, etc).

d20	Result
1-12	Nothing found
13-19	Roll once on Useful Items Table
20	Roll once on Awesome Items Table

SCRYING / WORSHIPPING

If you are in a settlement (city, town or village), you can spend 50 gp to visit the local clairvoyant or to make a donation and worship at a local temple to receive a blessing. You can use this blessing/foresight in two ways. One is simply to gain a Quest Point. The other is to make a foretelling roll.

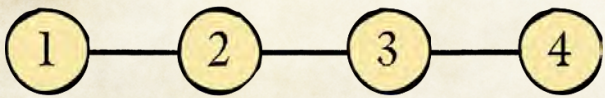
Foretelling Roll: Roll 2d20 and record the numbers rolled. You can replace any attack roll, saving throw or ability check made by you or a creature that you can see with one of these foretelling rolls. You must choose to do so before the roll, and you can replace a roll in this way only once per turn. Each foretelling roll can be used only once. Alternately, you could use *scrying*, *augury*, *clairvoyance* or other suitable spells to gain foretelling rolls, expending the necessary slots.

OTHER ACTIONS

If an action can be done within an hour, and you feel it is justified and in the spirit of the game, then go with it. Click here for some example effects and spells that can be performed as an action within the Hero Phase.

4: THREAT PHASE

During the Threat Phase, advance the token that is placed on the Threat Tracker by one circle, and read the corresponding Quest Event.



Example: if you are on circle 2 at the start of the round, during the Threat Phase you advance the Threat Tracker to 3, and then read and react to Quest Event 3, below the Threat Tracker. If you cannot use the provided Threat Tracker on the Quest Sheet, simply use a d4, as in this campaign the the Threat Tracker only goes up to 4. Start the d4 on a value of 1 and then turn it every Threat Phase to represent the current Threat.

TRAVELLING DURING THE THREAT PHASE

At the end of the Threat Phase, the party may spend Quest Points to travel to the next location. Example: in the quest **Krond's Stragglers**, if you are in the location Looted Village you can spend 2 accumulated Quest Points to fully explore this location and move on to the next location (Barren Plains). You cannot leave a location until it is fully explored (i.e., the necessary Quest Points have been spent), and you only advance one location at a time (ie: you cannot spend two location's worth of Quest Points to skip a location). You keep any Quest Points that remain after spending to advance, carrying them to the next location. You do not, however, carry quest points into the next quest. Each quest begins with zero Quest Points.

END OF ROUND


Once the Threat Phase is resolved, begin a new round with the Location Phase. Progress through the four phases until the completion of the quest.

SIDEKICKS

You obtain sidekicks through Location Table rolls, or through the *Recruit* action (Hero Phase). The party can only have one sidekick at a time. If you roll a new sidekick result on a location table or take the *Recruit* action (Hero Phase), you may replace your current sidekick. You control the sidekick as a character, making all their rolls etc. At the end of the quest, the sidekick departs.

Sidekicks can make skill checks (such as Perception) in place of characters, if they so desire. Sidekicks cannot make skill checks *in addition* to characters, and they cannot take actions during the Hero Phase.

NAVIGATION

One thing that breaks immersion without fail in a solo quest is the need to scroll. To minimise this, please familiarise yourself with the contents menu (click on the bookmarks tab  in Adobe Acrobat), which contains quick bookmarks to navigate you to the Quest Sheets, location tables, and all other areas of the books.

The location tables and the entries are hyperlinked, so when you make your d20 rolls during the Location Phase, simply click on the table entry to go to that item's page. To get back to the location table, use the contents menu.

ENCOUNTERS

During the Encounter Phase, use the Random Encounter Method (click [here](#)) to run combat.

VICTORY, DEFEAT AND QUEST REWARDS

Each Quest Sheet outlines the conditions of victory and defeat, and also the rewards gained at the end of each quest.

BETWEEN QUESTS

Between quests, characters take a long rest. They also level up (as directed by the quest), purchase supplies, and do anything else that a D&D character might do during their downtime. In addition, they may perform any activities included in the Hero Phase, such as *Recruiting*, *Scrying* etc. So, for example, you can spend 50 gp to get some foretelling rolls, or spend 100 gp to recruit a sidekick for an upcoming quest. Also, remember to deduct 1 day's expenses (see "Expenses" below). Use the *Dungeon Master's Guide* and *Xanathar's Guide to Everything* for detailed information on downtime and the activities available.

You could even use *Mythic GM Emulator* or the *Solo Adventurer's Toolbox* to roleplay these downtime activities with your characters, or to take them on sidequests using more of a freeform solo adventuring style. Be aware however, that the recommended level for the Solo Skirmish quests should never be exceeded.

BATTEMAPS

The battlemaps for each location are all on a grid of 20x20 squares, with each square representing 5 ft. Adjust your VTT page to these settings for ease of loading. The maps may need resizing to fit your particular VTT, but they all sit under a 20x20 grid.

FEATURES AND TRAITS

There is no restriction on the use of any of your PC's features or traits. This game is built on the premise that clerics will use their *turn undead*; that bards will grant bardic inspiration dice; that barbarians will use *danger sense* when they wish to. Play these as you see fit.

Occasionally, you may reason that a certain effect or spell circumvents a game event.

For example, during **EVENT: Wrongly Accused**, a caster could use *disguise self* to escape the irate locals. If you feel the spell or effect is perfect for the situation, and the conditions are met, then go ahead and grant yourself the appropriate reward.

HOUSE RULES

During the course of play, you may devise small tweaks to the game that suit your style of play or that make sense to you. Feel free to implement these at will, as long as they do not affect things such as encounter difficulty or other aspects of balance. This system has been kept as "rules-light" as possible, so the addition of minor rules of your own devising should be an easy process.

EXPENSES

To track things like accommodation, food, equipment maintenance, spell components etc, and the amount of gold per day spent on all of these, you could simply refer to the "Expenses" section in

the *Player's Handbook* (p.157). Or, as mentioned above, use a solo resource like *Mythic GM Emulator* or *Solo Adventurer's Toolbox* to determine what merchants and accommodation you find. Each quest takes approximately 1-2 days.

SCALING FOR FOUR PCs

Solo Skirmish can be played with 4 PCs, and the process is simple: double monster numbers for random encounters, and consult [this](#) table for information on adjusted boss encounters.

RESET!

If at first you don't succeed (as the saying goes), try again.

This is not a "realistic" system for D&D-based roleplaying, but rather a fast, boardgame-like system that focuses on strategy and tactical encounters. Hence the name *Solo Skirmish*.

If your PCs fail in a quest, then return them to the start of the current quest, removing any effects bestowed by the failed quest (such as acquired items) and try again, just as you might in a boardgame or videogame.

You are welcome to roll up new PCs if you want, but the author hereby grants wholesale permission to use the same PCs again, even if they "died".



QUICK REFERENCE SHEET

1: LOCATION PHASE

Roll twice on the current location table for each character, and deal with the effects of those rolls. Sidekicks do not roll on the location table.

Roll in this order: Character 1, Character 2, Character 1, Character 2.

If a character rolls a result they have already had at this location, they may choose to reroll, but they must use the new result.

2: ENCOUNTER PHASE

Make one roll for a random encounter on the random encounter table for the current location (see Quest Sheet, just below the boxed text for each location).

If a random encounter is triggered, find the battlemat for the current location and spawn the required enemies.

Use the Random Encounter AI (if desired) to resolve the combat, and claim any reward (rewards are specified on the random encounter tables, below each enemy. QP stands for Quest Points).

If desired, perform any healing actions at the end of this phase (such as drinking a Potion of Healing or *Lay on Hands*, but not a short rest).

3: HERO PHASE

Characters may take two actions each, in any order, from the following list:

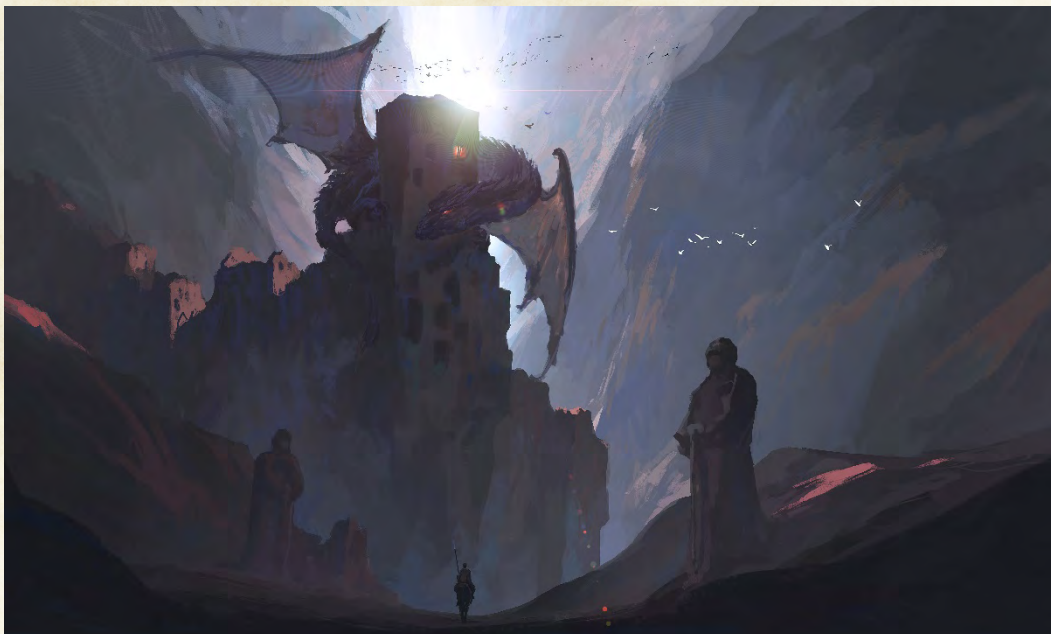
- *Buy and Sell Supplies (if in a settlement)*
- *Free Long Rest (once per quest, not counted as an action but taken during the Hero Phase)*
- *Gather Information*
- *Help*
- *Recruit*
- *Remove a condition*
- *Rest (Short rest)*
- *Scrying/Worshipping (if in a settlement)*
- *Search*
- *Other Actions*

4: THREAT PHASE

Advance the Threat Tracker by 1 and read the associated event. (Quest Sheet).

If the party possesses the required Quest Points, they may spend these to advance to the next location. After travelling, read the location description (yellow boxed text, under the location name on the Quest Sheet).

END OF ROUND - Back to 1: Location Phase



A DEVILISH DILEMMA (LEVEL 1)

You are staying within the city of Secomber, when you are approached by a group of monks from the local Kelemvor temple. Unknown to the head priest, an infestation of fiends has overrun a historic temple outside the city, which the acolytes were charged with looking after. They only discovered the infestation in the past few days, but the poor monks are desperate to purge this infestation before the head priest discovers. Several of them tell you that they think the fiends might have appeared as a result of them reading “forbidden texts.” However, you doubt this is the case and suspect some greater evil may be afoot.

LOCATION 1: TOWN OUTSKIRTS (SPEND 2 QUEST POINTS TO ADVANCE)

Taking the acolyte Davern as a guide, you leave Secomber and make your way towards the ruined temple. Tensions are high in this area after the defeat of the orc Krond Vikkurk. It is said that many of his ex-mercenaries are fleeing from Daggerford, passing through this area as they head for their respective homelands. You are on your guard as you make your way through a wilderness of farmland and small forests.

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	2 winged kobolds	3 cultists	2 kobolds	None	None
REWARD	1 QP	1 QP, d20 + 10 gp	2d20+20 gp		

LOCATION 2: RUINED TEMPLE (SPEND 2 QUEST POINTS TO ADVANCE)

With Davern’s guidance, you finally arrive at the ancient Kelemvor temple. Davern is not willing to linger here, however, and quickly departs with only a brief farewell. It is only after he has left that you realize he didn’t tell you how to get down into the catacombs.

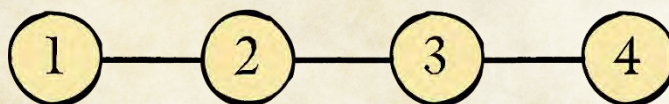
You immediately begin searching the ruins for the entrance to the catacombs.

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	2 goblins	2 manes	1 acolyte	None	None
REWARD	1d20+20 gp	1 QP	D10+10 gp		

LOCATION 3: DUNGEON - CATACOMBS

After a long while searching, you find it: the entrance to the catacombs. Cautiously, you proceed below ground. Creeping through the musty passageways of the catacomb, you see movement in the corner of your eye. Everywhere you turn your head, creatures scurry out of sight. Cautiously you proceed, noting the ancient architecture and symbols of Kelemvor. Who knows what perils lurk in this forgotten place...

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	1 manes, 1 dretch	2 manes	2 lemures	None	None
REWARD	None	None	None		



THREAT	QUEST EVENT
1	Quest begins.
2	“These woods are full of bandits,” Davern says in a worried tone. “We must hurry.” Have both characters make a DC 13 Intelligence (Investigation) or Wisdom (Survival) check. If both fail, proceed to EVENT: Bandit Toll (unless you have already visited it during the Location Phase).
3	If you are advancing to the Dungeon - Catacombs location this Hero Phase, take the codeword <i>fleetfoot</i> . If not, take the codeword <i>scorn</i> .
4	If you have reached the Dungeon - Catacombs location, go to Catacombs Combat Sheet. If you have not yet reached the Dungeon Catacombs location, you may not take a long rest for the remainder of this quest.

VICTORY: If you are in the Dungeon - Catacombs location and finish the Threat Phase with all enemies defeated.

DEFEAT: If all party members are dead.

QUEST REWARD: Advance characters to level 2. Read entry 33.

KROND'S STRAGGLERS (LEVEL 2)

After the villainous orc Kronk Vikkurk was defeated, his army of goblinoid mercenaries scattered across the Realms. One notorious lieutenant of Kronk's, Tarek the Ruthless, has fled north, leaving a trail of blood and pillaged settlements in his wake. You have been hired to track him down and bring him to justice - dead or alive. But, if alive, the reward will be higher...

LOCATION 1: LOOTED VILLAGE (SPEND 2 QUEST POINTS TO ADVANCE)

The hamlet of Dryhaven, just south of the Anauroch desert, has been looted and destroyed by Tarek and his band of marauders. You make inquiries of the frightened villagers, trying to get a feel for where Tarek might have been headed next.

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	2 hobgoblins	1 orc, 1 goblin	2 goblins	1 orc	None
REWARD	1 QP, 2d20+40 gp	1 QP, 1d20+20 gp	1d20+20 gp	1d10+10 gp	

LOCATION 2: BARREN PLAINS (SPEND 3 QUEST POINTS TO ADVANCE)

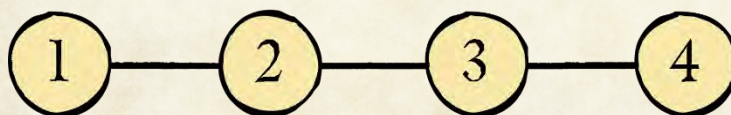
Your inquiries in Dryhaven have led you north, out into the barren, inhospitable plains known as the Anauroch. How can you possibly hope to track Tarek in this featureless desert?

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	1 worg, 1 goblin	2 axe beaks	Swarm of insects	None	None
REWARD	1 QP, 1d20+30 gp	None	None		

LOCATION 3: ORC CAMP (SETTLEMENT)

Located in a shallow, hidden gully within the Anauroch, you finally chance upon a hidden orc encampment. Surely this is where Tarek is hiding out. Then you notice - not only orcs are here. Gnolls, dwarves and even humans are lurking about, all of them with a mercenary look. Thieves and cutthroats are all around. Perhaps you will be able to blend in as you search for your quarry.

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	2 gnolls	1 goblin, 1 orc	2 goblins	None	None
REWARD	2d20+40 gp	1d20+20 gp	1d20+10 gp		



THREAT	QUEST EVENT
1	Quest begins.
2	The traumatised villagers give the party whatever useful items they possess. Each character may roll once on the Useful Item Table. Also, the party may spend 30 gp while in the village to secure the services of a tracker who can help them get across the Barren Plains.
3	If the party is not yet on the Barren Plains, they have disadvantage on all Wisdom (Perception) checks for the remainder of this quest. If on the Barren Plains, all party members make a DC 15 Wisdom (Survival) check. If all characters fail, then the party is lost on the Barren Plains. Lose 1 Quest Point. Ignore this if the party has the tracker from the village accompanying them. If the party has reached the Orc Camp location, they may immediately advance Threat to 4.
4	If the players have not reached the Orc Camp location, Tarek is beyond reach and they have failed in their quest. If the characters have reached the Orc Camp Location, Tarek the Ruthless spawns (see the stat block section in the rulebook for his stat block and tactics). One character makes a contested Stealth check with Tarek. The player may spend Quest Points on this check to grant themselves inspiration. If Tarek wins the contested check, he is able to sneak up on the PCs, and they are surprised in the first round. If the PCs win, they are able to sneak up on Tarek and he is surprised in the first round. Go to Tarek the Ruthless Combat Sheet.

VICTORY: When you have reached the final location and Tarek is defeated.

DEFEAT: If you cannot advance the Threat Tracker during the Threat Phase, or if all party members are dead.

QUEST REWARD: The party gains 400 gp. Advance characters to Level 3. Read entry 47 if you have not already.

IN SEARCH OF SHARDAZ (LEVEL 3)

Arriving at the city of Marsember on the northern shore of the Lake of Dragons, you set about finding the sorceress Shardaz. Perhaps she can shed some light on this bizarre document you retrieved from Tarek the Ruthless.

LOCATION 1: THE CLOVEN SHIELD (SPEND 2 QUEST POINTS TO ADVANCE)

The Cloven Shield tavern is just the right sort of place to hear rumours and information. Perhaps you'll pick up some clues that will allow you to find Shardaz the sorceress. But you're just as likely to get knifed by a drunk halfling. Or poisoned by a Zhentarim agent.

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	2 spies	3 goblins	2 thugs	None	None
REWARD	1 QP, d6 x 10 gp	2d20+40 gp	1d20+10 gp		

LOCATION 2: TOWN SQUARE (SPEND 3 QUEST POINTS TO ADVANCE)

Following a lead picked up at The Cloven Shield, you set out for the tower of the sorceress Shardaz, which is said to be near the town square. But as you walk, you sense many eyes watching you.

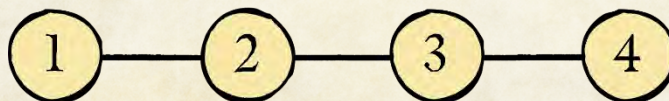
d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	2 spies	1 bandit captain	2 thugs	None	None
REWARD	1 QP, d10 x 10 gp	1 QP, d10 x 10 gp	d10 x 10 gp		

LOCATION 3: ABANDONED WIZARD'S TOWER

Shardaz's tower is a ramshackle, run-down structure. How could anyone live in such a place? If what you have heard is true, this is where the sorceress Shardaz lives. Still, opening the creaking front door, you are not prepared for what you find inside... the place is an absolute mess, and you hear bizarre noises coming from the upper floors, as of wild animals, or worse. Is Shardaz being held hostage in her own tower?

(Note: while at this location, you cannot take the following Hero Phase actions: Buy and Sell Supplies, Recruit, Scrying/Worshipping).

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	2 quasits	1 spined devil	3 dretch	None	None
REWARD	None	None	None		



THREAT	QUEST EVENT
1	Quest begins.
2	A man and a woman, clad in black and armed with sabres, enter The Cloven Shield. No-one notices as they seat themselves against the far wall without ordering drinks. You can't be certain your imagination, but they appear to be watching you closely. Zhentarim perhaps? If you leave The Cloven Shield during this Threat Phase, you have the opportunity of evading these suspicious-looking individuals. When you next spend Quest Points, one character may make a Dexterity (Stealth) check, or Charisma (Deception) check, DC 14. If successful, take the codeword <i>evaded</i> . If unsuccessful, take the codeword <i>pursued</i> .
3	If you are in the Town Square and have the codeword <i>pursued</i> , lose a Quest Point. If you have the codeword <i>evaded</i> , gain a Quest Point. If you are not yet in the Town Square, or cannot advance from Town Square this round, take the codeword <i>horde</i> . If you already have this codeword, keep it.
4	If you are in the Abandoned Wizard's Tower location, spawn 2 imps and do battle. If you have the codeword <i>horde</i> , spawn 1 nupperibo as well. If the Threat Tracker was already on 4 and you could not advance it, spawn 2 imps and 2 nupperibos. Use the Random Encounter AI to run combat. Note their resistance to non-magical attacks, and the nupperibo's <i>Cloud of Vermin</i> feature. The imp uses its invisibility whenever it is able. Due to their familiarity with this location, the fiends are not subject to the Rotting Floorboards rule. The imp can fly across the central gap in the mezzanine. If you defeat the fiends, proceed to Victory.

VICTORY: If you are in the Abandoned Wizard's Tower and have defeated the imp and nupperibos, read Quest Reward.

DEFEAT: If all party members are dead.

QUEST REWARD: Advance your characters to level 4. Read entry 12.

AN UNWISE ALLIANCE (LEVEL 4)

Shardaz told you that the Zhentarim headquarters is in the southwest part of the city. With no definite plan in mind, you set out, determined to get more intelligence on the Cult of Mol'goroz. But at what cost, you wonder...

LOCATION 1: MARSEMBER STREETS (SPEND 2 QUEST POINTS TO ADVANCE)

You wander towards southwest Marsembler, wondering how you will gain access to the Zhentarim headquarters, or even if it is possible. But perhaps you won't need to - the Black Hand's presence is strong in Marsembler. Maybe they will contact you first. Indeed, something tells you that you are already being watched...

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	3 Zhentarim footsoldiers	2 spies	4 acolytes	None	None
REWARD	1 QP, d12 x 10 gp	1 QP, d6 x 10 gp	1 QP		

LOCATION 2: MAGE'S LIBRARY - A DEADLY MEETING (SPEND 2 QUEST POINTS TO ADVANCE)

Following the instructions given to you, you arrive at the library on time. In a back aisle, amongst rows of ancient tomes, you find a seated character whose face is concealed under a hood. He is attended by two sentry-like warriors who stand motionless either side of him.

"Sit down, friend," comes a raspy voice from within the hood. "You seek information, I'm told. Perhaps we can negotiate." This is a deadly alliance you are courting here. But you see no other way to glean information on the elusive Cult of Mol'goroz. Still, you weigh every word carefully, aware that saying the wrong thing could get you killed...

If you have the codeword *tardy*, deduct 2 from all Charisma-based saves and checks at this location.

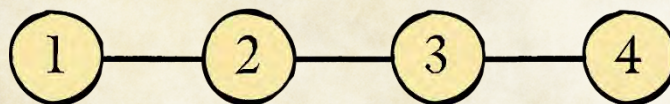
d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	Skip the Encounter Phase at this location				
REWARD					

LOCATION 3: ZHENTARIM HEADQUARTERS

With the intelligence gained from the Zhentarim meeting (whichever way it went), you depart for the Zhentarim headquarters. You know that a secret file exists within the domicile of one of their senior agents, and you know the location of this domicile. However, it's the getting in and out that will be the hard part.

(If you have the codeword *disguise*, you may add 7 to your Encounter Phase Roll).

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	2 spies, 1 scout	3 Zhentarim footsoldiers	2 skulks	None	None
REWARD	d10 x 10+50 gp	d10 x 10 gp	d10 x 5 gp		



THREAT	QUEST EVENT
1	Quest begins.
2	After wandering most of the day, you have discovered little. Just as you are about to give up your search, you are pulled into an alleyway. The face of a sneering assassin comes close, his breath rancid. "My masters send this message, fools," he hisses. "If you wish for the Black Hand's assistance, be at the Mage's Library, across the street from the Masked Merfolk club, at eight this night. Do not be late." When you are able, spend 2 Quest Points during the Threat Phase to advance to the Mage's Library location. If you cannot advance to the Mage's Library this round, take the codeword <i>tardy</i> .
3	If you have the codeword <i>disguise</i> , or you possess a disguise kit, gain 1 Quest Point immediately. At the Zhentarim Headquarters location, each character need only make one location roll if they wish.
4	If you are already at the Zhentarim Headquarters, go to Victory. If you are not at the Zhentarim Headquarters, you are discovered, and your plan is thwarted. You have failed in this quest!

VICTORY: If you begin a Threat Phase at the Zhentarim Headquarters, go to entry 20.

DEFEAT: If all party members are dead, or if you are not at Zhentarim Headquarters when Threat has reached 4.

QUEST REWARD: Advance your characters to level 5. Roll once on the Awesome Items Table.

MOL'GOROZ WAKES (LEVEL 5)

Following the map you discovered within the Zhentarim headquarters, you make your way toward the dwarven ruin that sits halfway between Marsember and the ruined city of Suzail. If the information you found in the Zhentarim Headquarters is true, then a temple to the powerful devil Mol'goroz is hidden within its depths. Your one and only aim is to put an end to the Cult of Mol'goroz and their nefarious dealings with the underworld. But a horrible foreboding tells you that you may already be too late...

LOCATION 1: FOREST (SPEND 2 QUEST POINTS TO ADVANCE)

The cool woods, serene and quiet, give you an uneasy feeling as you navigate your way toward the ruin where the Cult of Mol'goroz is supposedly hiding.

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	1 hobgoblin captain, 1 ogre	2 ettercaps	2 rust monsters, 2 gnolls	None	None
REWARD	1 QP, d8 x 50 gp gems	1 QP	1 QP, d20 x 10 gp		

LOCATION 2: DUNGEON - CATACOMBS (SPEND 3 QUEST POINTS TO ADVANCE)

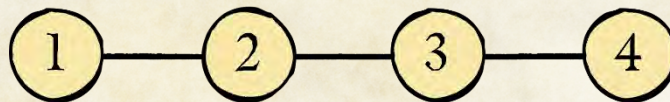
Locating the dwarven ruin, you cautiously descend into a series of catacombs that hopefully lead to the heart of this demonic, unholy place.

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	1 spined devil, 1 bearded devil	1 grick, 1 gibbering moulder	4 shadows	None	None
REWARD	1 QP	1 QP	1 QP		

LOCATION 3: SUBTERRANEAN TEMPLE

Finding a flight of stairs deep within the catacombs, you delve even deeper into this dungeon, discovering what appears to be a hidden underground temple. Is this where the cult of Mol'goroz is hiding? And then you hear it, echoing through the long hallways: agonized screams, unearthly roars, the sound of slaughter! What manner of fiend have these fools summoned? Perhaps you are too late after all!

d20	1-4	5-8	9-12	13-16	17-20
ENCOUNTER	1 hell hound, 1 priest	2 spined devil	3 quasits	None	None
REWARD	d8 x 50 gp gems	1d10 x 10 gp	1d6 x 10 gp		



THREAT	QUEST EVENT
1	Quest begins.
2	The woods fall silent all of a sudden. Is that the shape of a structure you see through the trees? If you are not able to advance to the Dungeon - Catacombs location this round, take the codeword <i>ritual</i> .
3	You hear a deep, disembodied chanting coming from somewhere... the sound of fiendish incantations, intoned mantra-like, coming from somewhere below. It sounds like many voices. If any character knows the Infernal language, immediately gain 1 Quest Point. If you have still not reached the Dungeon - Catacombs location, you may not take the free long rest for the remainder of this quest.
4	If you have not yet reached the Temple of Mol'goroz location, you have failed in your quest! If you have reached the Temple of Mol'goroz, you enter a room where you are greeted with a horrible sight. Before a huge idol of a fearsome-looking fiend, a ritual circle is painted on the floor. Corpses lie scattered all around, all bearing signs that they have taken their own lives, probably to further the ritual. Then, as you watch, in the middle of the circle, the shape of a hideous fiend begins to materialise! The devil Mol'goroz spawns in the centre of the circle in the main room of the Temple of Mol'goroz battlemap. Go to Mol'goroz Combat Sheet and do battle. If you have the codeword <i>ritual</i> , when Mol'goroz spawns, immediately spawn 1 nupperibo with him.

VICTORY: If Mol'goroz is defeated.

DEFEAT: If all party members are dead, or if Threat is 4 and you have not reached the Temple of Mol'goroz location.

QUEST REWARD: Advance your characters to level 6, roll once on the Epic Items Table. Gain 4d6 x 100 gp, rerolling 1s.

OTHER HERO PHASE ACTION EXAMPLES

Use common sense when determining what a hero might do with their action during the Hero Phase. Below are some suggestions as to alternate actions to take during the Hero Phase.

EXAMPLE FEATURES

Feature	Result
Ritual Spell (Any class)	Possibly gain a Quest Point, dependent on spell
Set a Hunting Trap	See PHB p.152.
Apply poison to a weapon	Enhanced damage
Spell: Augury/Clairvoyance etc	Gain 1 Quest Point

RANDOM ENCOUNTER METHOD

SPAWN ENEMIES & PCs

Place your characters' tokens where you think they would be on the map. Roll a d20 for each enemy, and place that enemy that many squares away in a random direction, following passages or the natural layout of the terrain.

Roll initiative for yourself and for the monsters.

Determine surprise if appropriate in the circumstances (see below).

If you wish, simply have the monsters attack each round according to what you think they would do.

Otherwise, you might like to use the Monster Action Table below.

DETERMINE SURPRISE

Unless circumstances render it inappropriate, make a contested Dexterity (Stealth) check between one character or sidekick (representing the party) and one enemy. Whichever side loses is surprised in the first round of combat. See "Surprise", PHB pp. 189.

COVER

On battlemaps, objects may grant cover. As a general rule, if a character has cover, then any enemies will move to get line of sight on that player. If the enemy has a clear line of sight to the player, without touching any source of cover, then cover is nullified.

Use the following table for guidance:

Object	Cover
Bookshelf	½ cover
Statue	½ cover
Well	½ cover
Tree	¾ cover
Wall	Full cover

MONSTER ACTION TABLE

To add a level of unpredictability, roll on the Monster Action Table below to determine what the monsters do on their turn. Roll for each individual monster. You'll need to be familiar with the Chapter 9 of the *Player's Handbook* (specifically pp. 192-195) which deals with actions such as the Help action, Dodge action etc.

You'll notice the word "or" used a lot. This is to account for the fact that each directive is not always appropriate. Move through them one by one, and activate the first suitable one. For example, in the first field (HELP or SHOVE or ATTACK) HELP is only appropriate if there are two or more monsters.

DETERMINING TARGETS

If a monster has a feat like a dire wolf's *Pack Tactics* feature, then they will generally always choose a target that allows them to make use of this feat. Examine the monster's stat block and see what makes sense. However, if there is nothing to indicate what their preferred target might be, then you can determine the monster's target with a dice roll.

When a monster attacks, roll a d6 to determine who it attacks. If you are without sidekicks, use the following table.

d6	Monster Target
1-3	Character 1
4-6	Character 2

If you do have a sidekick in your party, use this table instead:

d6	Result
1-2	Character 1
3-4	Character 2
5-6	Sidekick

NOTE: Where it says MOVE and ATTACK, only move if the monster needs to in order to attack. If it does not need to move, don't move it.

MENACE POINTS

Every time you or an ally wounds a monster, the party gains 5 menace points. Gain 10 menace points if you kill a monster. Add your menace points score to your Monster Action table rolls.

RESULT 1-10: MOVE FOR TACTICAL ADVANTAGE

If you get this option, choose a suitable action for the monster from one of the following options.

- Move to a position that triggers your own, or an ally's feature (eg: Sneak Attack, where an ally must be within 5 ft. to gain advantage on an attack. Or, Pack Tactics).
- Take cover and make ranged attacks with an AC bonus (see cover rules, PHB p.196).
- Keep distance and make ranged attacks, forcing party split.
- Move to high ground, gaining a +1 to attack and damage rolls

HOLD ACTION

Sometimes, for a variety of reasons (fear, indecision, wounds) a monster will decide to hold its action (ie; do nothing). In this case, the monster effectively passes their turn.

D100 + Menace Points	MONSTER ACTION
1-10	MOVE FOR TACTICAL ADVANTAGE (see above)
11-20	SHOVE or HELP or ATTACK
21-30	USE SECONDARY ATTACK/FEATURE or ATTACK
31-50	MOVE & ATTACK nearest enemy using most powerful method, or ATTACK
51-70	USE MOST POWERFUL FEATURE or TAKE COVER and ATTACK or ATTACK
71-80	MOVE AWAY 30 ft. AND MAKE RANGED ATTACK (incurring AOO if necessary) or DODGE
81-90	FLEE (If threat points 20+, Dash, incurring AOO) or USE DEFENSIVE FEATURE (e.g.: healing, invisibility), make RANGED ATTACK or HOLD ACTION
91-100	SURRENDER (if humanoid and at less than 20% HP) otherwise TAKE COVER and ATTACK or (if no ranged attacks) ATTACK

LOCATION TABLES

LOCATION TABLE: ABANDONED WIZARD'S TOWER

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Wild Magic Surge
3	BANE: Laugh of Asmodeus
4	EVENT: Strange Creatures
5	EVENT: Magic Stairs
6	BOON: Blessing of Mystra
7	ITEM: You find a random magic item! Roll on Awesome Items Table.
8	EVENT: Mischievous Imps
9	SIDEKICK: You gain Thorsten as a sidekick.
10	EVENT: Tormented Screams
11	BANE: Flying Vase
12	EVENT: Strange Tracks
13	TRAP: Fiendish Glyphs
14	ITEM: You find a useful item! Roll once on the Useful Items Table.
15	EVENT: Infernal Book
16	BOON: Blessing of Orcus
17	SIDEKICK: You gain Sahala as a sidekick.
18	BANE: Dark God's Anger
19	EVENT: Chaos in the Lab
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: BARREN PLAINS

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Plains Hermit
3	BANE: Dark God's Anger
4	EVENT: Lone Monument
5	EVENT: Monastery
6	BOON: Blessing of Tyr
7	ITEM: You find something useful (maybe on a corpse). Roll once on the Useful Items Table.
8	EVENT: Wild Horses
9	SIDEKICK: You gain Xhani as a sidekick.
10	EVENT: Baking Heat
11	BANE: Mirage
12	EVENT: Abandoned Campsite
13	TRAP: Sinkhole
14	ITEM: Roll on Mundane Items Table
15	EVENT: Strange Foliage
16	BOON: Oasis
17	SIDEKICK: You gain Thorsten as a sidekick.
18	BANE: Curse of Shar
19	EVENT: Travelling Merchant
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION: DUNGEON – CATACOMBS

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Cave-in
3	BANE: Green Slime
4	EVENT: Fear of the Dark
5	EVENT: Noxious Spores
6	BOON: Charm of Heroism
7	ITEM: You find something useful! Roll once on the Useful Items Table.
8	EVENT: Fiendish Ritual
9	SIDEKICK: You gain Ricklan as a sidekick.
10	EVENT: Riddles in the Dark
11	BANE: Locked Door
12	EVENT: Mage's Tomb
13	TRAP: Slashing Blades
14	ITEM: You find a useful item! Roll once on the Useful Items Table.
15	EVENT: Trapped Treasure
16	BOON: Blessing of Torm
17	SIDEKICK: You gain Shawna as a sidekick.
18	BANE: Laugh of Asmodeus
19	EVENT: Secret Door
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: FOREST

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Wild Magic Surge
3	BANE: Entangling Vines
4	EVENT: You meet a travelling merchant. You may buy or sell supplies as a free action.
5	EVENT: Abandoned Campsite
6	BOON: Blessing of Orcus
7	ITEM: A cart is overturned and abandoned! Roll twice on the Mundane Items List.
8	EVENT: Lonely Inn
9	SIDEKICK: You gain Thorsten as a sidekick.
10	EVENT: Stampede
11	BANE: Fey Mischief
12	EVENT: Strange Tracks
13	TRAP: Pit Trap
14	ITEM: You find a useful item! Roll once on the Useful Items Table.
15	EVENT: Forest Shrine
16	BOON: Lathander's Favour
17	SIDEKICK: You gain Sahala as a sidekick!
18	BANE: Dancing Lights
19	EVENT: Strange Foliage
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: LOOTED VILLAGE

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Captured Suspect
3	BANE: Dark God's Anger
4	EVENT: Hound Found
5	EVENT: Stampede
6	BOON: Lathander's Favour
7	ITEM: You find something useful! Roll once on the Useful Items Table.
8	EVENT: Watch Out Below!
9	SIDEKICK: Gain Shawna as a sidekick.
10	EVENT: Visit to the Weaponsmith's
11	BANE: Red Herring
12	EVENT: Gossip
13	TRAP: Goblin Ambush
14	ITEM: You find something useful! Roll once on the Useful Items Table.
15	EVENT: Fleeing Suspect
16	BOON: Local Heroes
17	SIDEKICK: Gain Ricklan as a sidekick.
18	BANE: Putting out Fires
19	EVENT: Mobbed
20	DISCOVERY: The raiders have left behind a clue as to their motives. Gain 1 Quest Point.

LOCATION TABLE: MAGE'S LIBRARY – A DEADLY MEETING

d20	Result
1	DEAD-END: No matter what you say, you can't seem to make headway here. Lose one Quest Point.
2	EVENT: Negotiation
3	BANE: Curious Bystander
4	EVENT: Negotiations Going South
5	EVENT: Radiant Tome
6	BOON: Blessing of Oghma
7	ITEM: The stranger agrees to sell some items. For 1d20+20 gold, you may purchase any one item from the Useful Items Table.
8	EVENT: Shush!
9	SIDEKICK: Gain Thorsten as a Sidekick
10	EVENT: Late Fees
11	BANE: Curse of Cyric
12	EVENT: What You Looking At?
13	TRAP: Toppling Shelves
14	ITEM: The stranger agrees to sell some items. For 1d20+20 gold, you may purchase any one item from the Useful Items Table.
15	EVENT: A Nod and a Handshake
16	BOON: Tome of Tyr
17	SIDEKICK: Gain Sahala as a Sidekick
18	BANE: Pesky Automatons
19	EVENT: Negotiations Going South
20	DISCOVERY: You learn an important clue. Gain 1 Quest Point.

LOCATION TABLE: MARSEMBER STREETS

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Watchful Eyes
3	BANE: Ranting Madman
4	EVENT: Town Cryer
5	EVENT: Visit to the Weaponsmith's
6	BOON: Blessing of Tyr
7	ITEM: You find something useful. Roll once on the Useful Items Table.
8	EVENT: Quick Fingers
9	SIDEKICK: You gain Wolfen as a sidekick.
10	EVENT: Shadow Whispers
11	BANE: Falling Bell
12	EVENT: Touched by the Black Hand
13	TRAP: Rusted Grate
14	ITEM: There are many shops along this streets. You may buy or sell items as a free action.
15	EVENT: Gossip
16	BOON: Underground Networks
17	SIDEKICK: You gain Ricklan as a sidekick.
18	BANE: Thronging Crowd
19	EVENT: Trouble Afoot
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: ORC CAMP

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Warg Fights
3	BANE: Gruumsh's Judgement
4	EVENT: Talk Fast
5	EVENT: Storytelling
6	BOON: Ilneval smiles
7	ITEM: Buy Supplies
8	EVENT: Siege Engine Malfunction
9	SIDEKICK: You gain Iriela as a sidekick.
10	EVENT: Wrestling Match
11	BANE: Thronging Crowd
12	EVENT: Unwanted Attention
13	BOON: Vital Intelligence
14	EVENT: Orc Whisky
15	EVENT: Drinking Contest
16	BOON: Hall of Champions
17	SIDEKICK: You gain Wolfen as a sidekick.
18	BANE: Falling Bell
19	EVENT: The Liberator
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: RUINED TEMPLE

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Frightened Child
3	BANE: Confusing Pathways
4	EVENT: Heiroglyphs
5	EVENT: Hidden Treasures
6	BOON: Blessing of Torm
7	ITEM: You find something useful! Roll once on the Useful Items Table.
8	EVENT: Watching Statues
9	SIDEKICK: You gain Wolfen as a sidekick.
10	EVENT: Lofty Boughs
11	BANE: Entangling Vines
12	EVENT: Falling Wall
13	TRAP: Pit Trap
14	ITEM: You find a useful item! Roll once on the Useful Items Table.
15	EVENT: Adventurer Corpse
16	BOON: Benediction of Azuth
17	SIDEKICK: You gain Iriela as a sidekick.
18	BANE: Laugh of Asmodeus
19	EVENT: Twilight Shadows
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: TEMPLE OF MOL'GOROZ

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Fiendish Ritual
3	BANE: Locked Door
4	EVENT: Ritual Escapee
5	EVENT: Sultry Temptation
6	BOON: Charm of Heroism
7	ITEM: You find something useful! Roll once on the Useful Items Table.
8	EVENT: Ancient Repository
9	SIDEKICK: You gain Wolfen as a sidekick.
10	EVENT: Infernal Book
11	BANE: Green Slime
12	EVENT: Enchanted Fountain
13	TRAP: Fiendish Glyphs
14	ITEM: You find something useful Roll once on the Useful Items Table.
15	EVENT: Adventurer Corpse
16	BOON: Lathander's Favour
17	SIDEKICK: You gain Iriela as a sidekick.
18	BANE: Laugh of Asmodeus
19	EVENT: Loose Rubble
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: THE CLOVEN SHIELD

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Rumours Aplenty
3	BANE: Drink Spiked
4	EVENT: Dice Game
5	EVENT: Drunken Mage
6	BOON: Friendly Stranger
7	ITEM: You find something useful. Roll once on the Useful Items Table.
8	EVENT: Tavern Pusher
9	SIDEKICK: You gain Ricklan as a sidekick.
10	EVENT: Keeled Over!
11	BANE: Slippery Floor
12	EVENT: Bizarre Drinks
13	TRAP: Sultry Stranger
14	ITEM: You find something mundane. Roll once on the Mundane Items Table.
15	EVENT: Hound Found
16	BOON: Blessing of Milil
17	SIDEKICK: You gain Sahala as a sidekick.
18	BANE: Flying Furniture
19	EVENT: Travelling merchant
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: TOWN OUTSKIRTS

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Wild Magic Surge
3	BANE: Entangling Vines
4	EVENT: You meet a travelling merchant. You may buy or sell supplies as a free action.
5	EVENT: Bandit Toll
6	BOON: Blessing of Mystra
7	ITEM: A cart is overturned and abandoned! Roll twice on the Mundane Items List.
8	EVENT: Lonely Inn
9	SIDEKICK: You gain Thorsten as a sidekick.
10	EVENT: Stampede
11	BANE: Fey Mischief
12	EVENT: Strange Tracks
13	TRAP: Net Trap
14	ITEM: You find a useful item! Roll once on the Useful Items Table.
15	EVENT: Forest Shrine
16	BOON: Lathander's Favour
17	SIDEKICK: You gain Sahala as a sidekick!
18	BANE: Dancing Lights
19	EVENT: Travelling Physician
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: TOWN SQUARE

d20	Result
1	DEAD-END: No matter where you look, you can't find a single lead. Lose one Quest Point.
2	EVENT: Soapbox Preacher
3	BANE: Ranting Madman
4	EVENT: Town Cryer
5	EVENT: Visit to the Weaponsmith's
6	BOON: Bane's Boon
7	ITEM: You find something useful. Roll once on the Useful Items Table.
8	EVENT: Quick Fingers
9	SIDEKICK: You gain Sahala as a sidekick.
10	EVENT: Wrongly Accused
11	BANE: Falling Bell
12	EVENT: Archery Display
13	TRAP: Rusted Gate
14	ITEM: There is a bustling market in this square. You may spend this action to buy or sell items as you wish.
15	EVENT: Gossip
16	BOON: Baker's Dozen
17	SIDEKICK: You gain Shawna as a sidekick.
18	BANE: Thronging Crowd
19	EVENT: Trouble Afoot
20	DISCOVERY: You find an important clue. You are hot on the trail! Gain 1 Quest Point.

LOCATION TABLE: ZHENTARIM HEADQUARTERS

d20	Result
1	DEAD-END: No matter what you say, you can't seem to make headway here. Lose one Quest Point.
2	EVENT: Guard Duty
3	BANE: Dark God's Anger
4	EVENT: Bestiary
5	EVENT: Delivery
6	BOON: Blessing of Mystra
7	ITEM: You find a supplies cupboard! Roll once on the Useful Items Table.
8	EVENT: Torture Room
9	SIDEKICK: Gain Ricklan as a sidekick.
10	EVENT: Honour Among Thieves
11	BANE: Curse of Cyric
12	EVENT: Talk Fast
13	TRAP: Tripwire
14	ITEM: You find the Armoury. Roll once on the Useful Items Table, adding 5 to the roll.
15	EVENT: Watchful Eyes
16	BOON: Blessing of Mystra
17	SIDEKICK: No sidekick to be gained
18	BANE: Curse of Shar
19	EVENT: Do I Know You?
20	DISCOVERY: You learn an important clue. Gain 1 Quest Point.

BANES

BANE: CONFUSING PATHWAYS

It almost seems as if the labyrinth of crumbled walls here had a mind of their own. You could have sworn you were standing in this exact place just a little while ago, but the walls are somehow different. Are they... moving somehow? Surely that's not possible.

Make a Wisdom saving throw, or make an Intelligence (Arcana) or Wisdom (Survival) check, DC 15. Make the check with advantage if you possess navigator's tools. On a failed save, lose 1 Quest Point.

BANE: CURIOUS BYSTANDER

A visitor to the library walks near. Quickly the Zhentarim hushes you. "Silence!" he hisses. "No one must learn of our meeting!"

The stranger loiters around your area. This fool is hampering negotiations! But there is little you can do.

Make a Charisma saving throw or lose one Quest Point.

BANE: CURSE OF CYRIC

Not all written words are truthful, and this library has its share of misleading tomes, amongst whose pages dwells the spirit of the god of lies, Cyric. His clouding, misleading energy touches you.

Choose one of the following banes:

- *Lose 1 Quest Point.*
- *You have disadvantage on Intelligence- and Wisdom-based saving throws and ability checks for the rest of this quest.*

BANE: CURSE OF SHAR

The goddess of dark, night, and forgetfulness roams this area, and you have unknowingly been touched by her malevolent energy. The player who rolled this result must make a Charisma saving throw, DC 13 + current Threat. If you fail, you are under the effects of a level 1 *bane* spell, but you will not be aware of this until your next combat encounter begins. During your next combat, deduct 1d4 from all attack rolls and saving throws. You may repeat this saving throw at the end of each of your turns, ending the effect on a success. If the Threat has advanced between now and the next combat encounter, the DC is raised also (DC 13 + current Threat).

BANE: DANCING LIGHTS

Not far off, you see strange dancing lights which attract you with their playful movement. You cannot help but feel drawn towards them

Make a DC 10 Wisdom saving throw or lose 1 Quest Point.

BANE: DARK GOD'S ANGER

Some sort of malevolent force seems set against you, hampering your efforts. Everywhere you look you are met with dark omens and ill portents. A gloomy mood starts to overcome you.

The player who rolled this must make a Wisdom Save (DC 10 + Current Threat) or lose one Quest Point.

BANE: DRINK SPIKED

This one requires some honesty. Your character is offered a free ale. Would they accept? They might do so, for example, if they thought it might lead to gaining someone's trust and therefore some information. If you are unsure, make a Wisdom check, DC 10, to see whether they would accept. If they fail the check, they accept the drink.

If they do drink, then make a Constitution save, DC 15. On a fail, your character must roll on the table below to determine what they do in their next action (you do not roll for your next Hero Phase action, but rather substitute one of the results from the table). Someone has spiked your drink!

Regardless, you have the Poisoned condition at the beginning of the next Encounter Phase (unless it is removed before then).



D6	RESULT
1	Pick a fight with a random stranger. During the Encounter Phase, deduct 8 from your d20 roll (minimum 1).
2	Begin singing loudly! Make a Performance check, DC 15. On a success, people toss gold at you! Gain 1d10+10 gp. On a fail, they toss rotten vegetables instead! Make a DC 10 Dex save or take 1d4-1 bludgeoning damage.
3	You profess your undying love to a random stranger. Make a DC 14 Charisma check. On a success, you have a chance to learn something useful. Roll a d20. On an 11 or above, gain a Quest Point.
4	You drunkenly shout everyone in the bar a free round of drinks. Deduct 1d20+10 gp. If you don't have it, you are refused service.
5	You misplace something! Select a random item of your choice to remove from your inventory.
6	You fall asleep in a corner. Miss a Hero Phase Action, or if this is your last, the party is automatically surprised at the start of the next Encounter Phase.

BANE: ENTANGLING VINES

Make a DC 12 Wisdom (Perception) or Intelligence (Investigation) check. If you succeed, there is no effect, end your location roll here. If you fail, go to entry 42.

BANE: FALLING BELL

From a small belfry at the edge of this area, a bell comes loose and falls from its tower! Make a DC 10 Dexterity save, taking 1d8 bludgeoning damage on a fail.

BANE: FEY MISCHIEF

The god Silvanus is delighting in placing many distractions in your path. Wherever you turn, you see tiny creatures dashing here and there through the undergrowth. They confuse you, and you cannot seem to find your way. Make a DC 15 Wisdom (Survival) check, Intelligence (Nature) check or Intelligence (Arcana) check. If you fail, lose 1 Quest Point.

BANE: FLYING FURNITURE

A huge brawl has broken out. Chairs and other pieces of furniture are being hurled about the room! Make a DC 12 Dexterity save or take 1d4 bludgeoning damage.

BANE: FLYING VASE

Out of nowhere, a large vase comes flying at your head! Make a DC 14 Dexterity saving throw or take 1d6 bludgeoning damage. You look around for

whoever might have thrown this thing, but see none! There is mischief afoot here...

BANE: GREEN SLIME

You suddenly look up, and notice a noxious-looking green slime covering the ceiling of the passageway. In order to proceed through this area, you must find some way of avoiding this toxic substance as it begins to drip down. Make a DC 10 Dexterity saving throw, or take 1d10 acid damage.

BANE: GRUUMSH'S JUDGMENT

The orc god Gruumsh sees that you are here to capture one of his own, a green-blooded orc warrior, and this displeases him! Make a Wisdom (Religion) check, DC 15. If you fail, Gruumsh bestows a curse on you. Roll to determine what ability checks and skill checks you have disadvantage on.

D6	RESULT
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

BANE: LAUGH OF ASMODEUS

All of a sudden, a hideous disembodied laugh echoes around you. "You have no hope against my fell servants, mortal fool!" a resonant voice booms. "Surrender now!"

Make a Wisdom save, DC 15. If you fail, you are under the effects of the *bestow curse* spell, with the following effect: all attacks by fiends during the next Encounter Phase have advantage against you. At the end of each of your turns during the Encounter Phase, you may repeat the save, ending the effect on a success.

BANE: LOCKED DOOR

You come across a sturdy wooden door banded with iron. Trying the handle, you discover it is locked.

If you possess thieves' tools you may attempt a DC 18 thieves' tools check. If you are proficient, the DC is 12.

If you fail the check, lose your choice of a Quest Point or an inspiration.

BANE: MIRAGE

In the distance you see what looks like a copse of trees, and even think you can see water there, shimmering in the haze.

Make a Wisdom (Survival) check. If unsuccessful, you are fooled by this mirage and wander off-course! Lose 1 Quest Point.

BANE: PESKY AUTOMATONS

Library automatons keep getting in your way or otherwise hampering you. The bothersome metal devices are proving to be a huge annoyance.

Lose 1 Quest Point.

BANE: PUTTING OUT FIRES

The town is still burning down, and you find yourself suddenly hemmed in by burning buildings!

Make a Strength (Athletics) check or a Wisdom (Survival) check to help put out the fires. If you fail, take 1d6 fire damage. If you succeed, you are rewarded 1d10+10 gp.

BANE: RANTING MADMAN

A wild-eyed, shaggy-haired lunatic attaches himself to you and begins ranting all sorts of nonsense about the end of the world and how the clouds in the sky are actually mages in disguise spying on

everyone. He has all sorts of crackpot theories and is eager to share them all with you. Try as you might, you cannot get away from this madman. Make a DC 14 Charisma (Intimidation), Charisma (Persuasion), Wisdom (Insight), Strength (Athletics), or Dexterity (Stealth) check to get away from this ranting madman. If you fail the check, lose one Quest Point.

BANE: RED HERRING

The perpetrators have taken time to leave several decoys and false trails, attempting to throw potential pursuers off the scent. Make an Intelligence (Investigation), Wisdom (Perception) or Wisdom (Insight) check, DC 14. On a success, gain 1 Quest Point. On a fail, lose 1 Quest Point.

BANE: SLIPPERY FLOOR

An area of the floor in this tavern is swimming with spilt ale. You lose your footing! Make a DC 12 Dexterity save or take 1d4-1 bludgeoning damage from the fall (minimum 1 dmg).

BANE: THRONGING CROWD

The area you are currently in is rather busy! It is quite hard getting through the press of people. Make a Dexterity or Intelligence check, DC 12. If you fail, lose a Quest Point. If you succeed, gain a Quest Point.



BOONS

BOON: BAKER'S DOZEN

A jolly, red-faced baker is handing out free samples of his so-called magical pastries.

Perhaps they are magical... you bite into one and immediately feel a pleasant glow radiating through you.

Each of these small pastries will restore 2 hp to you. You may consume each one as a bonus action. The baker gifts you with 2d6 of these baked delights.

BOON: BANE'S BOON

The infamous god of tyranny has seen fit to grant you a boon.

The next time you reduce a target to 7 or less hp, that creature is automatically killed.

BOON: BENEDICTION OF AZUTH

The god of wizards has seen your efforts in this righteous quest and wishes to reward you.

Any caster (including sidekicks) may gain spell slots totalling 3 levels. If there are no casters, take a blessing equivalent to a 2nd level Magic Missile spell, which you can use at any time.

BOON: BLESSING OF MILIL

A bard is singing a tuneful ballad. Listening to the bard's beautiful song, you feel a lovely warmth pass over you, and immediately feel as if you could recite a thousand lines of poetry or sing a rapturous melody!

You have been touched by Milil, god of poetry and song. Until the end of this quest, you have advantage on all Intelligence- and Charisma-based checks and saves.

BOON: BLESSING OF MYSTRA

The goddess of the arcane is eager for you to triumph in this quest. Choose 1 of the following rewards:

- Spell slots totalling 3 levels (eg. 3 x level 1 slots, or 1 level 2 + a level 1 slot).
- 15 temporary hit points (which last until the end of the quest).

BOON: BLESSING OF OGHMA

The god of knowledge has seen fit to bestow a blessing on you. You have advantage on any Wisdom and Intelligence-based saving throws and ability checks for the remainder of this quest.

BOON: BLESSING OF ORCUS

The demon lord holds the lord of devils in supreme contempt, and hence will do anything to assist you in your quest to battle the devils you seek!

The next time you fight a devil, you may choose any two attacks to make with advantage.

BOON: BLESSING OF TORM

The god of courage and self-sacrifice is impressed at your courageous deeds.

While at this location, you have advantage on saving throws against being frightened.

BOON: BLESSING OF TYR

The righteous god Tyr is aligned with your cause, and bestows a blessing on you. During your next combat encounter, you can roll a d10 and add it to any attack roll. You make this choice after you have seen the result of the attack roll.

BOON: CHARM OF HEROISM

You are imbued with courage and strength from some unknown benevolent source! For the rest of this quest, you have 10 temporary hit points.

BOON: FRIENDLY STRANGER

An old woman, who despite her years has a radiant, beautiful smile, approaches you and takes hold of your hands. "I like your face," she says, clearly a little drunk. "May the gods smile on you, friend!" She then turns and staggers away, but you sense that this woman may be more than she seems... a shaman of some sort perhaps? You suddenly feel a little more powerful, as if the gods are indeed on your side.

Take an Inspiration.

BOON: HALL OF CHAMPIONS

You wander into an interesting-looking building. This is some sort of shrine dedicated to fallen heroes, and you feel imbued with the spirit of their great deeds. While in this location, you have 10 temporary hit points.

BOON: ILNEVAL SMILES

The orc god of war Ilneval, is aligned with your cause and is pleased with your prowess. During your next encounter, you may choose one attack to make with advantage.

BOON: LATHANDER'S FAVOUR

The benevolent god Lathander smiles on you, favouring your quest. Gain your choice of an inspiration or a Quest Point.

BOON: LOCAL HEROES

You receive help and intelligence from several concerned locals. Make a free Foretelling roll (2d20).

BOON: OASIS

You stumble across a peaceful glade, a shimmering pond surrounded by trees which provide shade. Lingering here a little while, you suspect that this glade might be home to some benevolent arcane energy.

During your next encounter, you are under the effects of the bless spell. For ten rounds, whenever you make an attack roll or a saving throw before the spell ends, you may roll a d4 and add the number rolled to the attack roll or saving throw.

BOON: UNDERGROUND NETWORKS

Making discreet enquiries, you gain some vital information. Gain one Quest Point.

BOON: TOME OF TYR

You find a tome dedicated to the martial god Tyr. It is on military tactics and combat maneuvers. Choose one of the following boons, which will then be in effect for the remainder of this quest.

Boon of the Commander

You can use a bonus action to take the Help Action. You can do this a number of times equal to your Proficiency score. This ability recharges after a long rest. At the end of this quest, the benefit disappears.

Boon of the Battlemaster

When you score a critical hit with a weapon attack, one of your allies within 5ft of the target may use their reaction to move up to half of their movement speed. The target creature you just hit cannot use their opportunity attack against your ally for this movement (but others can).

BOON: VITAL INTELLIGENCE

A reliable witness has sighted your quarry, and tells you roughly where they were seen.

While you are in this location, you have advantage on any Stealth checks when determining surprise at the beginning of a combat encounter.



EVENTS

EVENT: ABANDONED CAMPSITE

You come across an old campsite. Evidently travellers have passed through here before. Have they left anything behind?

Make a DC 13 Wisdom (Survival) or Intelligence (Investigation) check. If successful, choose between gaining 1 Quest Point or rolling on the Useful Items Table.

EVENT: ADVENTURER CORPSE

Prostrate on the ground before you is the corpse of a young male, wearing a longsword in a scabbard at his belt and clad in travelling clothes.

To inspect the corpse, go to 21.

Otherwise, your Location Phase roll ends here. If this is your last Location Phase roll, proceed to the Encounter Phase.

EVENT: ANCIENT REPOSITORY

This ancient site despite the malevolent energies that linger here, is a place of great potency and possesses many relics.

For the remainder of this quest, whenever you roll on any items table (including when *Searching* during the Hero Phase), add 7 to the roll.

EVENT: A NOD AND A HANDSHAKE

You get the feeling that the roguish arts could come in quite handy here.

If you speak Thieves' Cant, or are willing to part with a bribe of 100 gp (characters can combine gold to reach this amount), gain 1 Quest Point.

EVENT: ARCHERY DISPLAY

Some young archers from a warrior's academy are putting on an exhibition of marksmanship in the Town Square. One of them invites you over to try your hand. "Perhaps I can show you a few tricks," the young elf says as you approach, giving you a wink. She shows you the various bows and crossbows they possess, which are all of excellent craftsmanship, and then invites you to try and shoot a target some fifty feet away. As you take up the bow and attempt to aim, she gives you some interesting pointers on posture and other aspects. If you possess and are proficient with any ranged weapon, you may take the *Sharpshooter* feat (PHB p.170) for the rest of this quest. If you are not proficient in ranged weapons, you become proficient in ranged weapons for the rest of this quest.

EVENT: BAKING HEAT

The heat of the sun is intense, with no shade or cover anywhere. But you must soldier on regardless.

If you have some trait that allows you to ignore intense heat, ignore this entry. Otherwise, make a Constitution save, DC 10 + current Threat. If you fail, take one level of exhaustion.

EVENT: BANDIT TOLL

Ahead, you see that a group of burly individuals have blocked the path you have been following with two large logs. They stand with arms folded, watching down the path.

"You'll pay the toll if you want to pass!" one calls out to you.

What to do?

Ignore him, and go off the path, aiming to give them a wide berth? Go to entry 18.

Approach and pay the toll? Go to entry 31.

Try to convince the bandits to let you pass? Go to 8.

EVENT: BESTIARY

You enter a room that the Zhentarim use as a bestiary. There are a variety of animals in here, locked in cages, however you quickly spy a large ring of keys on the wall.

Make a DC 12 Animal Handling check. If you succeed, roll on the table below to see what animal you have gained as a companion. You may keep this animal companion for the remainder of this campaign.

D6	Animal Companion	Reference
1	Mastiff	MM p.332
2	Wolf	MM p.341
3	Giant Badger	MM p.323
4	Giant Owl	MM p.327
5	Giant Eagle	MM p.324
6	Dire Wolf	MM p.321

EVENT: BIZARRE DRINKS

The bartender offers you a drink from his “special shelf”, on the house. Unfortunately, he has forgotten what the effects of each drink are (or so he says). You may choose not to sample a beverage. If you do choose to partake, turn to the indicated entry to find out the effects!

Drink	Turn to entry...
Eye of the Beholder	3
Troll Dew	39
Blood of Owlbear	30
Gibbering Menthol	15
Fireballs	1
Bard's Blessing	16

EVENT: CAPTURED SUSPECT

The locals have captured one of the perpetrators in a basement, while the rest of his band have departed. Each character may interrogate this villain. Make a Charisma (Intimidation) check. DC 15. On any success, add a Quest Point (maximum 1).

EVENT: CAVE-IN

A mass of stone collapses on top of you from the roof above! Each member of the party makes a DC 13 Dexterity save or takes 1d6+1 bludgeoning damage.

Your party is delayed clearing this obstruction. The party must move stones by using either brute force to lift and carry, or by using their smarts to figure out how to move only what is necessary to clear the obstruction. Each member of the party may make 3 x DC 15 Strength (Athletics) checks, Intelligence (Investigation) checks, or Wisdom (Survival) checks, or a mixture of any (ie 1 Athletics check, 1 Investigation check, 1 Survival check). A character may also substitute making a check for taking the Help action.

Keep track of how many successful checks you have as a party.

Successes	RESULT
0	Lose 2 Quest Points
1	Lose 1 Quest Point
2	Roll again on current location table
3	Roll again on current location table
4	Gain 1 Quest Point
5	Gain 1 Quest Point
6	Gain 2 Quest Points

EVENT: CHAOS IN THE LAB

You wander into an area that looks like a magical laboratory of some sort. And there, atop a table, you see a gaggle of giggling imps, busily mixing all sorts of potions into a cauldron. Even as you watch, there is a huge explosion and two of the imps go flying. Yet they continue combining their devilish concoctions unperturbed!

You need to get out of here quick before the whole place goes up. Or... *do you?* Who knows... any number of effects could result from this tomfoolery! You can choose to leave this arcane laboratory now, ending your turn here.

Otherwise, you can stay in the room, and take a chance rolling on the following table! If you decide to roll, you must apply the results. You cannot make a “test roll”. The results apply only to the character who rolled this result.

Roll on the below table if you wish, apply the results, and then end your location roll there.



D6	RESULT
1	This mixture creates a magical explosion! Take 3d10 force damage. All the imps are destroyed.
2	A nearby devil is magically enhanced! In the next Encounter, give one devil +1 to all their attack and damage rolls.
3	A cloud of green mist envelops the room! The imps have combined a Potion of Cloud Giant Strength with a Potion of Poison. During the next encounter, every time you are about to make an attack, make a DC 12 Constitution saving throw. On a fail, take 1d6 poison damage and attack as normal. On a success, attack with a Strength score of 27!
4	Both potions lose their effects.
5	Both potions lose their effects. But you have some insight into the imps and their behaviour. Gain 1 Quest Point
6	A whitish blue cloud wafts into the air. Somehow, the imps have created a healing mist which restores 3d6 hp to your total.

EVENT: DELIVERY

Your heart jumps to hear a voice behind you. "You there!" someone shouts. "Stop where you are."

Preparing yourself for the worst, you wheel around, hand on your weapon. Quickly a middle-aged woman, clad head to toe in black, approaches holding a package.

"Take this to the quartermaster," she commands you. "I don't have time. This is a job for a new recruit. Well? Get to it!"

You nod submissively, and then watch as the woman departs. As soon as she is gone, your attention turns to the package. It is long and thin, shaped like a tube.

Do you open it?

If you decide to open it, turn to 29.

If you decide not to, end your location roll here.

EVENT: DICE GAME

A fevered game of dice game is underway in one corner of the bar. This is a chance for you to increase your gold!

The game is called "Going to Waterdeep". A stake is put down (usually 50 gold pieces, although if you succeed on a DC 14 persuasion roll, you can up the stake to 100 gp). It is played with three dice. First, you roll all 3 dice, keeping the highest one aside.

Then roll the remaining 2 dice, keeping either both or just one, whichever is highest. Then you roll the last die. The idea is to make the highest possible total. Your opponent will play against you three times (three separate stakes), if you wish, or you may just play once. His three scores are as follows: 12, 16, 13. If you lose, your staked gold is gone. If you win, take twice the gold staked.

EVENT: DO I KNOW YOU?

Passing several important-looking Zhentarim in the corridors, you are relieved to not be stopped.

Evidently, they presume you to be one of their own, and so do not question you.

But then, you are caught off-guard when a neatly-groomed, weaselly man stops you. He wears some sort of brooch on his tunic and you notice others inclining their heads slightly as they pass him. You do the same, but he puts a hand on your chest, halting your progress.

"I know you, don't I?" he says. "Where have I seen you before?"

You shrug. "I... I'm not sure, sir. Most likely, in these very corridors. My friend and I are new additions here."

"No, no, it's not that. I've seen you somewhere else. In Secomber, I think? Where are you from, anyway?"

Your heart pounds as you struggle to think of an answer. Perhaps the truth is best here. But then again, perhaps there is some unwritten Zhentarim code or trap that you are about to fall into...

Make a DC 10 Wisdom (Insight), Charisma (Persuasion) or Charisma (Performance) check. If you succeed, you move on from this location roll without incident.

If you fail, this senior Zhentarim is alerted to your plan and runs to get help. Encounter 2 spies (MM p.349) on the Zhentarim Headquarters Battle Map. If you succeed, proceed with any remaining location rolls before progressing to the Encounter Phase.

EVENT: DRINKING CONTEST

Lurking in a tavern, trying to pick up rumours, you have been challenged to a drinking contest! Any character can compete, not just the person who rolled this result.

If you wish to compete, decide on an amount of gold to stake, then make three Constitution checks, DC 11. If you succeed on more checks than you fail on, you may take back twice the amount of gold you staked! If you fail, you lose your stake.

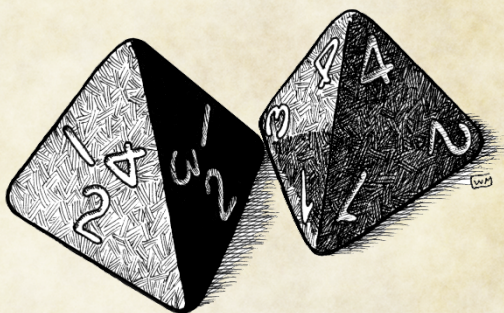
EVENT: DRUNKEN MAGE

An intoxicated spellcaster is wildly flinging magic around! If you're not careful, you might be standing in the way when he fires off his next wayward spell. Make a DC 13 Dexterity (Stealth) check, Strength (Athletics) check, Wisdom (Insight) check or Charisma (Deception) check to stay out of the Mage's line of sight. If you fail the check, roll on the following table.

D6	RESULT
1	<i>Magic missile.</i> Take 3d4+3 force damage.
2	<i>Fire bolt.</i> Roll a d20+4 vs your AC. If it hits, take 1d10 fire damage.
3	<i>Sleep.</i> Roll 5d8. If the total exceeds your hp, you fall into a slumber until the beginning of the Encounter Phase (another character must use either a Hero Phase action or Encounter Phase action to wake you).
4	<i>Enlarge Reduce.</i> Roll a d4. On a 1-2 you are enlarged. On a 3-4, you are reduced. Read the spell description (PHB p.237) to find out the effect! It is in effect until ended with another spell, or until the end of the Encounter Phase.
5	<i>Longstrider.</i> +10 to your movement until the end of the Encounter Phase.
6	<i>Augury.</i> You get a glimpse into your current quest. Gain 1 Quest Point.

EVENT: ENCHANTED FOUNTAIN

You come across a bubbling fountain which radiates a strong arcane energy. If you wish, you may drop a single gold piece in. Roll a d4 on the following table to see what effect you gain.



D4	RESULT
1	A powerful fear invades your soul. Take the Frightened condition.
2	You are overcome with a feeling of befuddlement. Disadvantage on all Wisdom-based checks and saving throws for the remainder of this quest.
3	Fortune smiles on you. Gain 1 inspiration point.
4	You are imbued with courage. Take 15 temporary hit points for the remainder of this quest.

EVENT: FALLING WALL

The structure here is dangerous, and parts of it look like they may fall down at a moment's notice! Still, perhaps that might uncover some hidden entrance to the levels below. Roll a d10. On a result of 12 or above, a wall topples over. Make a DC 10 Dexterity save or take 1d8 bludgeoning damage, but gain 1 Quest Point.

EVENT: FEAR OF THE DARK

Darkness and deathly silence reigns, and you feel yourself overcome with panic. Make a Wisdom saving throw (with advantage if you have darkvision), with a DC of 14 + current threat. If you fail, you are Frightened at the beginning of the next Encounter Phase.

EVENT: FIENDISH RITUAL

You find a room where runes have been painted on the ground, and some fell ritual invoked. The runes look to be Infernal. When rolling on the encounter table during the next Encounter Phase, deduct 4 from the roll.

EVENT: FLEEING SUSPECT

A suspicious-looking character is spotted fleeing the scene of the crime! Each character must make a DC 14 Strength (Athletics) check. If a mage knows the spell *hold person*, this may also be cast (roll a straight d20 against the caster's spell save DC to determine whether target resists the spell). If any character is successful in stopping the fleeing suspect, the party gains a Quest Point (maximum one).

EVENT: FOREST SHRINE

You happen across a lonely shrine in the middle of the forest. To investigate, go to 23.

Otherwise, proceed to your next Location Phase roll, or if this your last Location Phase roll, proceed to the Encounter Phase.

EVENT: FRIGHTENED CHILD

Coming around a ruined wall, you find a child sheltering on the other side, holding a small toy to her breast. The little girl has a terrified look in her eye.

You crouch down.

“It’s all right little one... are you lost?”

To offer the child some food, go to 17.

To ask her where she comes from, go to entry 46.

EVENTS: GOSSIP

You overhear people trading local gossip which relates directly to your quest. Asking around, you uncover several leads, but nothing concrete. Then you are told of a local adventurer who might know more. Apparently, this character was here just a minute or two ago...

Make a DC 12 Intelligence (Investigation) check to track down this person. If successful, gain one Quest Point.

EVENT: GUARD DUTY

Sneaking through these hallways, you hear the sound of many feet approaching: possibly a guard patrol? You must think quick.

Make a DC 12 Dexterity (Stealth) or Wisdom (Survival) check to avoid detection by the patrol. If you have the codeword *disguise* then you may make a DC 10 Charisma (Deception) check. If you fail the check, encounter 3 x Zhentarim Footsoldiers (see stat block section) on the Zhentarim Headquarters battle map.

EVENT: HEIROGLYPHS

You find a wall covered in bizarre heiroglyphs. It’s strange – you’ve never seen writing like this before, made up as it is of a mixture of runes and symbols that look almost like small maps. Do these markings describe the layout of the structure somehow?

Make an Intelligence (History) check, DC 14. If successful, gain a Quest Point.

EVENT: HIDDEN TREASURES

You find a wrapped bundle, cleverly hidden at the base of a ruined wall. Was this hidden here by someone who meant to return for it later?

Roll d100+10 on the Hoard Table for CR 0-4 (DMG p.137).

EVENT: HONOUR AMONG THIEVES

A couple of Zhentarim Footsoldiers are approaching you along a corridor. Unsure of what to do, you prepare yourself for battle. Just in case. “Afternoon, friends!” one of them says jovially. “Watch out for Master Yolans today, he’s on the warpath. Caught a couple of new recruits wasting time in the mess room and gave them the task of scrubbing flagstones in the courtyard. Just a friendly heads-up.”

Make a Perception check, DC 14.

If successful, go to 28.

If unsuccessful, go to 43.

EVENT: HOUND FOUND

A friendly canine is doing the rounds, offering its head for pats, licking faces and generally getting to know everyone here. It seems to have lost its master and wants to find someone who it can latch onto.

If your class allows it, you may want to take this hound as a companion. Roll on the table below to find out exactly what kind of hound you have found. Otherwise, any character can make a DC 10 Wisdom (Animal Handling) check. On a success, the hound will stay with you until the end of the next Encounter Phase.

D6	RESULT
1-2	Mastiff (MM p.332)
3-4	Wolf (MM p.341)
5-6	Dire Wolf (MM p.321)

EVENT: INFERNAL BOOK

Someone has left a forbidden tome simply lying on the floor here! You wonder who would be so careless as to do this.

Cautiously opening this book, you peruse the pages. What you see is disturbing: haunting images of devils and demons, accompanied by paragraphs of Infernal. It appears to be a collection of rituals for the summoning of fell creatures...

If you choose to, you can leave this book here and end your location roll at this point.

Otherwise, you can court disaster by examining this book further.

Make an Intelligence (History) or Intelligence (Arcana) check, DC 18. Make the check with advantage if you know the language Infernal.

If you succeed, add a Quest Point. If you fail, deduct a Quest Point, and also deduct 6 from your next Encounter Phase Roll.

EVENT: KEELED OVER!

A man keels over and begins convulsing violently, frothing at the mouth. His wife begins screaming, shaking him by the shoulders, even as he is collapsed on the floor. She is beside herself. Are you able to help this man? Do you know the healing arts, or are you a cleric, druid, or other healing class? Even then, anyone could attempt to help this poor man get through his seizure. Make a DC 13 Medicine check. If successful, the woman is supremely grateful. Take 10 gp and roll once on the Useful Items Table.

EVENT: LATE FEES

An old wizard who is returning books to the shelves suddenly lays eyes on you.

“Oh! It’s you!”

He immediately comes over. “When are you going to return all the books you have out, scallywag? By my count it’s a dozen or more! You owe us fees now, you’ve had those books out for so long!” You suspect the old coot might be a bit senile. He’s obviously got the wrong person. Or does he? Perhaps you are the type of person who would keep books out too late.

Either way, you need to either make a DC 15 Charisma (Persuasion) check, or pay 15 gp (you can attempt the check before paying the gold, if you wish).

If you can fulfill neither of these, lose 1 Quest Point.

EVENT: LOFTY BOUGHS

You are having trouble finding the way to descend down, below ground, into the catacombs that are said to lie beneath these ruins. Hence, when you catch sight of an especially lofty tree that grows nearby, you wonder whether you would be able to see better if you climbed into its upper branches. To climb the tree, go to 6.

Otherwise, you may end your Location Phase roll here. If this is your last Location Phase roll, then proceed to the Encounter Phase.

EVENT: LONE MONUMENT

You happen upon a monument to a fallen hero, and can’t help but wonder what it is doing all the way out here. It radiates a volatile energy. You sense that there is some mystery to be uncovered here.

To investigate this monument, go to 22.

Or you may leave this area, ending your Location Table roll.

EVENT: LONELY INN

You are surprised to happen upon a little inn, out here in the wilderness. Heading inside, you refresh

yourself with a little food and ale, and possibly learn some rumours.

Gain 5 temporary hit points and make a DC 12 Wisdom (Insight), Intelligence (Investigation), Charisma (Persuasion) or Charisma (Intimidation) check. If successful, gain 1 Quest Point.

EVENT: LOOSE RUBBLE

The floor is strewn with rubble and other debris. At one point, your foot slides on this treacherous material and you struggle to keep your balance. Make a DC 12 Dexterity saving throw. If you fail, your party has disadvantage on any Stealth checks to gain surprise during the Encounter phase.

EVENT: MAGE’S TOMB

Entering a forgotten chamber, you come across a tomb dedicated to a famous mage.

*Here lies a mighty War Mage
His Eternal Resting Place
A Brave Arcane Warrior
For the King and the Realm*

Standing this near to the tomb, you can almost feel the arcane power of this long-dead mage’s bones. Any character may make an Intelligence (Arcana) check, and consult the table below.

Arcana Roll	EFFECT
1-11	No result
12-14	Any caster gains 1 x level 1 spell slots
15-19	Any caster gains 2 x level 1 spell slots
20	Roll once on Awesome Items Table

End your location roll here. If this is your last Location Phase roll, proceed to the Encounter Phase.

EVENT: MAGIC STAIRS

Looking up through the middle of this tower, it is like a series of random rooms, positioned at different heights within the walls of this cylindrical structure. The whole thing feels like it could collapse at any moment, but apparently some sort of powerful arcane energy is holding it up.

As you begin to ascend the tower, you are rather discombobulated when the stairs themselves start to move! Individual steps reassemble themselves so they connect to different areas, and whole sections swing around to attach to new rooms that were previously unreachable!

You have two choices: wait until the stairs deliver you to an area of interest, or get off wherever they deposit you.

So, your choices are to roll a d20, which will either add or subtract a Quest Point.

Or, to make another roll, in addition to your regular two rolls on the Location Table.

For the first option, roll a d20. If you roll 1-10, lose 1 Quest Point. If you roll 11-20, gain 1 Quest Point.

EVENT: MISCHIEVOUS IMPS

You see them darting about here and there, tiny devils causing havoc! It takes all your powers of concentration to avoid all the hastily-constructed traps they have set up: buckets on stairs for people to trip up on, rope traps to dangle you from the roof, bits of broken floor for people to fall through. These little devils have filled this place with perils! Make a DC 14 Intelligence (Investigation) check or Wisdom (Perception) check. On a success, gain an inspiration. On a fail, all Wisdom and Intelligence checks made during the rest of this quest are at disadvantage.

EVENT: MOBBED

You are beset with desperate locals who plead for your help. The player who rolled this must make a Charisma (Persuasion) or a Charisma (Intimidation) check, DC 12. On a fail, lose 1 Quest Point from the party total.

EVENT: MONASTERY

You happen upon a monastery of friendly and benevolent monks in the middle of this wasteland. It seems they appreciate the solitude that the endless expanses of the Anauroch provide. You linger a little while in this tranquil oasis. Until the end of this quest, you have advantage on all Wisdom based saving throws and ability checks.

EVENT: NEGOTIATION

You are making headway, it seems, in parlaying with these Zhentarim. Perhaps you will gain access to their headquarters after all.

Make a DC 14 Wisdom (Insight), Charisma (Persuasion) or Intelligence (Investigation) check. If successful, gain 1 Quest Point.

EVENT: NEGOTIATIONS GOING SOUTH

Despite putting your case forward in what you think is a persuasive manner, the Zhentarim are far from convinced. It looks as though things are rapidly getting out of control here.

Make a DC 14 Charisma saving throw. If you fail, you overstep the mark and anger the Zhentarim. They demand you prove your honour in combat to make up for the offence you have caused. Much to

the horror of the library mages, one of the head Zhentarim's warriors steps forward, ready to do battle!

"See if you can put down one of my most promising students!" the hooded Zhentarim says. "Not to the death though, mind..."

Spawn 1 x martial arts adept (VGM p.216) on the Mage's Library battlemat. Use the Random Encounter Method. Neither side can be surprised.

As soon as one combatant (excluding any sidekicks) reaches 7 hp or less, combat is over, and this defeated combatant is the loser. Or, if the adept is forced to surrender (or similar effect) combat is also over and the party wins.

When the adept uses her deflect missiles reaction to reduce damage to zero, roll a d20. On a 1-10, this destroys a rare tome on one of the bookshelves! The library mages demand you pay either 30 gp. If you cannot, lose 1 Quest Point.

When making the adept's martial strikes, instead of choosing one of the additional effects (as detailed in the stat block), roll a d6, assigning 1-2/3-4/5-6 to each of the options.

IF YOU ARE DEFEATED: (i.e. if one of your characters – not sidekicks – drops to 7 hp or lower) the Location Phase finishes here. Skip the Encounter Phase and go straight to the Hero Phase. If your character was reduced to 0 hp, reduce them to 5 hp instead. The master will have stopped the fight, but negotiations end here.

IF YOU WIN: The hooded figure gives you Zhentarim robes (as many sets as there are characters and sidekicks) which you can use to enter the Zhentarim Headquarters. Take the codeword *disguise*.

Also, if you are victorious, the Zhentarim are willing to continue negotiations!

"Understand, however," the Zhentarim confides, "this is just me offering you this opportunity. If my masters knew of this... I shudder to think what would happen to me. But the truth is, I too wish for the destruction of the Cult of Mol'goroz. If left to spread, they may bring doom to all citizens and factions of Faerun."

Continue to make location rolls if you have them left. If you get the result *Negotiations Going South* again, reroll.

EVENT: NOXIOUS SPORES

You accidentally kick what looks like a small stone, but in fact is a poisonous fungus. Immediately, a cloud of brown spores erupts into the air, making breathing extremely difficult.

All characters must make a DC 13 Constitution saving throw. If a character fails, they take 3d6 poison damage and are poisoned at the start of the

next Encounter Phase. If a character succeeds, they take half damage and are not poisoned.

EVENT: ORC WHISKY

You find a bottle of Orc Whisky. Any Charisma-based checks against orcs and goblinoid creatures at the Orc Camp location have advantage.

EVENT: PLAINS HERMIT

You are surprised to see a small dwelling out here in the middle of this endless expanse. Sheltered underneath a weathered tree, a ramshackle hut, scoured the colour of sand, sits alone. Outside, a stooped old man tends a small garden, although where he is getting the water from is anyone's guess!

He calls out a greeting, seemingly unsurprised at your arrival. The old hermit invites you inside his hut to rest and refresh yourselves. It turns out he even has information relevant to your quest!

Take a Quest Point, and bestow the benefits of a short rest on all characters, including any sidekicks.

EVENT: QUICK FINGERS

The crowds of people in this busy part of town present the perfect opportunity for a thief to procure a few ill-gotten gains!

If there is a rogue in your party, they may attempt the following check. If there is no rogue in the party, you may choose to re-roll.

Make a DC 15 Dexterity (Sleight of Hand) check. If successful, gain 1d4 x 50 gp gems and 2d20+40 gp.

EVENT: RADIANT TOME

You can't help but notice a glowing tome sitting on one of the bookshelves, standing out from all the other dreary-looking books of tedious lore and civic legislation. Going over to it, you see that it is a treatise on the history of demon summonings.

Foretelling roll: You may roll 2d20 and keep the results for later use, just like when you perform the Scrying action during the Hero Phase.

EVENT: RIDDLES IN THE DARK

Suddenly all around you falls dark, and not the type that dwarven or elven eyes can see through...

"Answer me these three questions, good traveller," a disembodied voice booms all around you... "If you succeed, you shall be blessed with good fortune. But if you should fail, the kiss of Kelemvor will be upon you..."

You must answer three riddles! Who knows what will happen if you err in your answers...

Make a DC 15 Intelligence check. If successful, gain 1 inspiration.

If you fail, then every member of the party has disadvantage on Death Saves until the end of this quest.

EVENT: RITUAL ESCAPEE

You come across a young man wandering these hallways in a confused state. He makes to wander straight past you, barely even recognizing your presence.

Will you stop him and see what information you can gain from him?

If so, go to 36.

Otherwise, he walks straight past you. You continue deeper into the dungeon.

EVENT: RUMOURS APLENTY

Doing the rounds within this tavern and buying a few drinks, you are able to pick up some useful leads to help you on your quest.

If you wish to, deduct 1d6 gp and gain 1 Quest Point.

EVENT: SECRET DOOR

Make a DC 16 Wisdom (Perception) check or Intelligence (Investigation) check.

If unsuccessful, end your location roll here.

If successful, you may end your turn here, or roll once on the Useful Items Table, and then roll again on the current location table (an extra roll in addition to your normal two rolls).

EVENT: SHADOW WHISPERS

Somehow, rumours of your mission have spread through unseen networks. You need to shake any tails you might have picked up.

Make a Strength (Athletics), Dexterity (Stealth) or Charisma (Deception) check, DC 14 + current Threat. If you fail, deduct 7 from your next Encounter Phase roll.



EVENT: SHUSH!

An irate mage comes up to your group as you negotiate at the back of the mage's library. "Keep your voices down, imbeciles! As a matter of fact, if it gets any louder, I shall cast a spell to silence you all!"

If combat should occur while at the Mage's Library, no spells with a verbal component may be cast by any combatant.

EVENT: SIEGE ENGINE MALFUNCTION

You are walking past an area where various siege engines are kept. Two mercenaries are doing maintenance on a large trebuchet when suddenly there is an almighty cracking noise. You turn around quickly to see the trebuchet splintering under its own tension, with bits of machinery flying off in all directions!

You need to get out of here! Make either a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. On a success, you escape injury. On a fail, each party member takes 1d8 bludgeoning damage. If you roll a natural 1, you also take the Stunned condition until the end of your first turn in the Encounter Phase.

Alternately, if you are some kind of artisan (blacksmith, finesmith, someone who crafts things or works with machines) you can make a DC 15 Intelligence check to contain the crisis and gain 1 Quest Point due to increased reputation.

EVENT: SOAPBOX PREACHER

Standing on a crate at the side of the road, a man is preaching the glories of Torm, the god of courage and self-sacrifice. As you listen to this priest, you start to feel something stir within you.

Make an Intelligence (Religion) check, DC 10. If unsuccessful, there is no effect. If successful, you gain the following boon *for the duration of this quest*.

Awakened Spirit

Your Wisdom score increases by 1 (Max 20) for the duration of this quest (remember to reduce it at the quest's end). Magic cannot put you to sleep. Once per short rest, you can use your reaction to gain advantage on a saving throw that you are being forced to make. You must make this decision before you make the saving throw. At the end of this quest, the effects of *Awakened Spirit* will disappear.

Walking away from this priest, you feel invigorated by the spiritual energy, like you could achieve anything!

EVENT: STAMPEDE

A stampede of frightened cattle runs through the area! Each character must make a DC 12 Dexterity saving throw or take 2d4 bludgeoning damage from the sharp hooves and horns.

EVENT: STORYTELLING

You come across a large gathering of all sorts of creatures, mainly goblin and orc though. Orcs love a good story. Many different individuals are taking turns telling stories of adventure and legend. You can try your hand at this if you want. Should you succeed, there is a prize of 50 gp available! Make a DC 16 Charisma (Performance) check. If successful, take the gold.

EVENT: STRANGE CREATURES

You catch glimpses of some strange creature scurrying along the hallways. What is that? A giant rat? It is too fast for you to catch a glimpse of it. Make a DC 13 Wisdom (Perception) check, Intelligence (Investigation) check or Intelligence (Nature) check. If successful, you cannot be surprised during the next Encounter Phase.

EVENT: STRANGE FOLIAGE

You happen upon some odd bushes. Small orange berries grow on their gnarled branches. Any character may make a Nature check, DC 14. If successful, go to entry 44. If unsuccessful, you may try one of the berries by going to 40. Otherwise, your location roll ends here.

EVENT: STRANGE TRACKS

You find tracks through the undergrowth. Some creature has passed through here. But you are unable to make out what kind of creature. These tracks are strange indeed. Make a DC 18 Wisdom (Survival) check, taking a Quest Point on a success.

EVENT: SULTRY TEMPTATION

A gorgeous creature appears before you, a mystical being of the opposite sex that you find yourself irresistibly attracted to within moments of laying eyes on them. They smile at you, beckoning enticingly.

Make a Wisdom saving throw, DC 16.

If successful, go to 26.

If unsuccessful, go to 11.

EVENT: TALK FAST

You get into an awkward conversation with some guards. Make a DC 13 Charisma (Deception) or Charisma (Persuasion) check, or lose 1 Quest Point.

EVENT: TAVERN PUSHER

A shady-looking character is doing the rounds, sitting next to likely-looking patrons and attempting to sell them substances that aren't exactly on the menu.

You may pay 50 gp for a vial of yellowish liquid.

Silo's Psi-Bane

This liquid can be coated on a weapon or piece of ammunition. It is good for a single application. On a hit, the target must make a DC 17 Constitution save or be under the effects of this drug for the duration of combat. If a piece of ammunition misses, the substance is wasted. If a melee attack misses, the below effect will occur on the next successful hit.

Effect: Whenever a creature affected by this substance makes an attack, they must first make a DC 13 Wisdom save. On a fail they either attack an ally, or if no allies are present, they waste their action doing nothing.

EVENT: THE LIBERATOR

You are shocked to come across an open-air slave market. The slaves are currently unattended but look in a sorry state. You could try to free them from their cages, but this could attract the wrong kind of attention.

Make a DC 15 Strength check, or a DC 14 Thieves' Tools check to get the cages open and free the slaves. If you do so, take an inspiration for your valiant act. However, when you roll for encounters during the Encounter Phase, deduct 5 from the roll.

EVENT: TORMENTED SCREAMS

You hear distant screams, as of someone being tortured! You try to trace the source of the sound, determined to rescue whoever is the subject of this cruelty.

Make a Wisdom (Perception) check or Intelligence (Investigation) check, DC 12. On a success, Gain a Quest Point.

EVENT: TORTURE ROOM

Wandering the hallways of the Zhentarim Hideout, you pass a room filled with instruments of torture. "Well? We need names, you filthy wretch! Give them up, or your family will be next!"

There is a long pause, then a haggard laugh.

"Family?" You hear a spitting sound. "I have none. Do your worst, torture-master!"

There is a horrible wrenching sound, and then agonized screams as the interrogator administers some brutal punishment.

Will you intervene here? If so, encounter two Zhentarim footsoldiers within a room on the

Zhentarim Headquarters Battle Map. If you are victorious, you may gain Wolfen or Thorsten as a sidekick (your choice).

Otherwise, perhaps you decide that your mission is too important to jeopardize. Continue with your next location roll. Or, if this was your last location roll, proceed to the Encounter Phase.

EVENT: TOUCHED BY THE BLACK HAND

You feel something, just the faintest brush on the leg of your breeches, but when you look around, you see no-one. Fearing that you have been pickpocketed, you quickly check your belongings, but instead find a note in your pants pocket.

You think yourself stealthy, friend. But we know what you seek. The Black Hand sees all. Be careful what you wish for.

Make a Wisdom saving throw, with a DC of 12 + current Threat. If you succeed, you have advantage on the contested Stealth check at the start of the next Encounter Phase. If you fail, you have disadvantage on the same check.

EVENT: TOWN CRYER

A little way off, a town cryer announces the news of the day to the townsfolk, but the area is so crowded it is impossible to reach him so that you can hear. You catch a few words drifting on the breeze, and, maddeningly, they seem to be related to your quest! Make a Wisdom (Perception) check, DC 14. If successful, gain a Quest Point.

EVENT: TRAPPED TREASURE

If you wish to, make a DC 16 Dexterity saving throw. On a fail, take 2d4 piercing damage. On a success, gain 1d10 x 10 gp and roll once on the Useful Items chart.

EVENT: TRAVELLING MERCHANT

You meet a travelling merchant. You may buy and sell supplies as a free action.

EVENT: TRAVELLING PHYSICIAN

You meet a travelling physician, on his way to a nearby town. He will restore any character's or sidekick's hit points to their maximum, free of charge. He also has Potions of Healing for sale at 40 gp each. You may buy up to 4 as a free action.

EVENT: TROUBLE AFOOT

You learn that strange creatures have been seen lurking about a nearby tower. Is this where the mage Shardaz is to be found? Gain 1 Quest Point, but deduct 5 from your next Encounter Phase roll.

EVENT: TWILIGHT SHADOWS

You see shapes darting quickly here and there, always in the periphery of your vision. But when you turn to look, they are gone. And is that... *laughing* you can hear? High-pitched cackling from some crazed, demented creature? When you roll for encounters during the next Encounter Phase, deduct 3 from the roll (minimum score 1).

EVENT: UNWANTED ATTENTION

A patrol has spotted you, and taken exception to your presence here! Make a DC 15 Dexterity (Stealth) check, Charisma (Persuasion) check or Strength (Athletics) check. If successful, you are able to either talk your way out of it, or make yourself scarce.

If you fail, then in the next Encounter Phase, do not roll but spawn and do battle with two orcs.

EVENT: VISIT TO THE WEAPONSMITH'S

You happen upon a friendly weaponsmith who is allied to your cause. They offer to improve any character's weapon for a fraction of the usual cost. You may spend 20 gp to have their weapon improved. For the rest of the quest, it functions as a +1 non-magical weapon. You may also purchase any weapon from the *Player's Handbook* equipment lists as a free action.

EVENT: WARG FIGHTS

You spot a large crowd grouped around a raised platform. Two caged wargs prowl menacingly back and forth, eyeing each other... a battle is about to go down, and wagers are being taken!

Any character must first of all commit to making a wager. After you have done this, they may make a Wisdom (Perception) check or Wisdom (Animal Handling) check, DC 15. Take note of success or failure.

Choose whether you want to bet on Chopper or Bonesnapper, then decide on how much gold you want to put down for the bet. After making your choice, make a D100 roll, adding 20 if you succeeded on the earlier Wisdom (Perception) check. If you win, take back twice the amount of gold you put down.

D100	RESULT
1-50	You lose
51-100	You win

EVENT: WATCH OUT BELOW!

From the second story of a residence you are passing, slops are emptied from a bucket! "Oh!" the perpetrator exclaims when he sees you in the street. "Watch out below!" Make a DC 12 Dexterity save or the horrid contents of the bucket land on you! All Charisma and Constitution saves are made at disadvantage until you take a rest.

EVENT: WATCHFUL EYES

You get the distinct feeling you are being watched, or that perhaps someone is tailing you. Make a Wisdom (Perception) check, DC 17. If successful, gain your choice of 1 Quest Point or 1 inspiration.

EVENT: WATCHING STATUES

There are many broken statues lying here and there within the walls of this ancient temple. You think you might be going mad, but... do they watch you? When any character casts a spell at this location, there is a chance these strange watchers may inspire or hamper your magic. Before rolling a spell attack, make a Wisdom save, DC 12. On a success, roll your spell attack with advantage. On a fail, roll with disadvantage.

EVENT: WHAT YOU LOOKING AT?

One of the Zhentarim agents catches your eye and gives you a sneer. It is just a passing gesture, but it seems you have offended him in some way. "What you looking at?" he growls. "You want a go, do ya?" Their leader tries to calm him down, but he is riled up now. Something about your face must have rubbed him the wrong way! Make a DC 10 Charisma saving throw. If you fail, spawn one spy (MM p.349) on the Mage's Library battlemat and do battle!

EVENT: WILD HORSES

You are struck with awe to see a huge herd of wild horses thundering their way across the plains. There must be at least 300 or more beasts here! Perhaps your party can get hold of a mount or two to help their passage across these plains. The horses pause in their travels at a waterhole, just near where you are. Any character can make an Animal Handling check, DC 15. On a success, you secure mounts for getting through this location! Gain 1 Quest Point.

EVENT: WILD MAGIC SURGE

This place is full of magical chaos! Make a roll on the Wild Magic Surge table (*Player's Handbook*, p. 105). Any effects commence at the start of the next Encounter Phase and apply to all creatures. If there is no Encounter, still roll, applying any effects.

EVENT: WRESTLING MATCH

A chance to prove your prowess!

A large, burly orc is challenging all comers. If you think you are up to the challenge, any character may make three contested Strength checks with the orc, whose Strength score is 16 (+3). If not, end your location roll here.

If you win two or more of the checks, take 100 gp prize money! If you fail, lose 50 gp.

EVENT: WRONGLY ACCUSED

You stop for a moment to take in this urban scene, and just catch your breath.

As you do so, you see a thief emerge from a shop, clutching an armful of vegetables and several

loaves of bread. He looks hungry and desperate, and he quickly disappears into the crowd.

Moments later a portly dwarven shopkeeper emerges. "Thief!" he yells. "Stop thief! There, that's them!" she says, pointing directly at you. "That's the thief!"

All eyes turn your way, and several people start coming towards you. "Come with us, young'un,"

one says. "Time to answer for your crimes!"

How did this happen? You must act quickly or risk being detained!

Make a DC 15 Dexterity (Stealth), Dexterity (Acrobatics), Strength (Athletics), Charisma (Deception), or Charisma (Persuasion) check.

Alternately, if you have some ability to disguise or teleport, you can use that for an automatic success, or to grant advantage on the check (you judge what is fair based on the circumstances).

If successful, there is no effect. If unsuccessful, lose 1 Quest Point.



TRAPS

TRAP: FIENDISH GLYPHS

Making your way through this structure, you do not at first notice the strange Infernal runes carved into the wall...

Make a DC 16 Wisdom (Perception) check.

If unsuccessful, you carelessly trigger a powerful glyph, which explodes right beside you, dealing 2d10 force damage.

If successful, you notice the glyphs and carefully avoid them by backtracking and choosing a different route.

TRAP: GOBLIN AMBUSH

Using the current location's battlemat, spawn one goblin per character and do battle.

TRAP: NET TRAP

You trigger a hidden net trap, carefully concealed in the undergrowth! Make a DC 15 Dexterity save or you are lofted high into a hidden net. Deduct 1 Quest Point getting free of this trap.

TRAP: PIT TRAP

Make a DC 13 Wisdom (Perception) or Intelligence (Investigation) check.

If you fail, you inadvertently walk across a cleverly concealed pit trap!

Make a DC 16 Dexterity saving throw or take 2d6 fall damage.

TRAP: RUSTED GRATE

Unwittingly, you walk over a piece of grating that everyone else seems to be avoiding. The drain covers around these streets have been neglected for years and many of them have rusted to practically nothing. Too late, you feel the flimsy metal giving way beneath your feet!

Make a DC 16 Dexterity save or take 1d6 fall damage!

TRAP: SINKHOLE

Passing through the sandy, dry expanse of these plains, you are alarmed when the ground starts moving under your feet, sliding downwards toward a rapidly expanding, gaping maw!

Make a Strength (Athletics) check or a Wisdom (Perception) check, DC 12 + current Threat.

If you fail, choose between losing a Quest Point or taking a level of exhaustion.

TRAP: SLASHING BLADES

As you pass into a room, you tread perilously close to a pressure plate hidden under a tile in the floor. Make a DC 15 Wisdom (Perception) or Intelligence (Investigation) check.

If you fail, you trigger two slashing blades which swing out from either side of a doorway!

Make a DC 16 Dexterity saving throw or take 2d8 slashing damage.

TRAP: SULTRY STRANGER

An extremely attractive member of the opposite sex approaches you and begins making eyes. There is precious little subtlety going on here: they are making their attentions known to you, blatantly. *Or are they?*

Make a DC 12 Wisdom (Perception), Wisdom (Insight) check or a Charisma check.

If unsuccessful, you have been tricked into diverting your attention. This eyelash-flutterer is a decoy for her pickpocketing friend!

Deduct d20+20 gp from your inventory.

If you succeeded on the check, you chase them away. There is no further effect.

TRAP: TOPPLING SHELVES

Someone bumps into some huge, overladen shelves which begin to topple over, raining a multitude of books down on you. You must act fast to get out of the way.

Make a DC 15 Dexterity saving throw or take 2d4 bludgeoning damage.

TRAP: TRIPWIRE

You make your way through an interesting-looking room, searching for clues. Unfortunately, someone has placed a deadly safeguard here!

Make a DC 15 Wisdom (Perception) or Intelligence (Investigation) check. If you succeed, you notice the trap and avoid any ill effects.

If you fail, you trigger a volley of poisoned needles to shoot out from the wall. Make a DC 16 Dexterity saving throw. If you succeed on the Dexterity save, you roll quickly out of the way of the needles!

If you fail, take 2d4 piercing damage and 3d6 poison damage, and make a DC 14 Constitution saving throw. If you fail the Constitution save, you are poisoned at the beginning of the next Encounter Phase.

ENTRIES

1.

If your adventurer, is male, turn to entry 24.
If they are female, go to 7.

2.

Something seems to come over the bandit – a glimmer of fear in his eye? He hesitates, as if unsure of your prowess and the threat you might pose.
Awkwardly, he steps aside, motioning you through with a wave of his hand. “On your way,” he says shortly.
Continue with the quest, picking up from wherever you left off at this location.

3.

This strange, purplish beverage, which has an acidic smell, almost burns as it slides down your throat. However, as it settles uneasily in your gut, you feel your senses sharpening. Your vision growing clearer, your hearing and smell becoming so acute that you detect minor changes in the atmosphere.
Eye of the Beholder will grant you advantage on Wisdom (Perception) checks for the remainder of this quest.

4.

Taking your blade, you begin slashing at the vines, desperately trying to free yourself from their stranglehold.
Make three attack rolls against AC 8. If you fail one of them, miss your next Location Phase roll. If this is your second location roll, lose a Quest Point.
If you fail two or three attack rolls, miss your next location roll and take 1d4+1 slashing damage from the thorns. If this is your second location roll, lose a Quest Point.
If you succeed on all three attack rolls, you are freed with no further effects.

5.

Seeing that you mean her no harm, the little girl warms to you.
“The village in the woods,” she answers quietly.
“My father is the shaman there.”
“Which woods?” you ask.
The little girl shakes her head, her eyes welling with tears. “I don’t know,” she says, her voice quavering. “I’m lost.” Burying her face in her hands, she breaks into tears.
You frown, wondering how you can help this little girl. Then you remember that you passed through a

wood on your way here, with several interconnecting tracks. Surely, if the little girl’s village is anywhere, it’s there.

Leading her away from the ruins towards the wood, you have only gone a little way when an elderly man appears.
“Leela!” he exclaims. “Your mother and I have been searching for you for hours!”
The old man, who is the village shaman, thanks you profusely. You ask them if he has any knowledge of what you are in search of, and it so happens he does know something of it!
You may add 1 Quest Point.

6.

To climb the tree, make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, add 1 Quest Point.

7.

The volatile spirit burns you as it travels down your throat. Make a Constitution saving throw, DC 15. If you fail, take 1d6 poison damage.

8.

You approach the bandits. Fixing the lead one with a hard stare, you address him:
“I think you want to let me past, friend,” you say.
Make a DC 12 Charisma (Persuasion) or Charisma (Intimidation) check.
If successful, go to 2.
If unsuccessful, you have two options:
Pay 20 gp and pass without incident.
Spawn 2 bandits and do battle with them on your current location map.

9.

The demons lie dead at your feet! A horrid, fetid gas begins to seep from their quickly decomposing bodies. Wasting no time, you get out of there!
Go to the Quest Sheet. If you have fulfilled the Victory conditions, progress to the indicated entry.

10.

You desperately try to wriggle free of the strangling vines.
Make 3 x DC 8 Dexterity (Acrobatics) or Strength (Athletics) checks.
If you fail one of them, miss your next location roll.
If this is your second location roll, lose a Quest Point.
If you fail 2-3 checks, miss your next location roll and take 1d4+1 slashing damage from the thorns.

If this is your second location roll, lose a Quest Point.

If you succeed on all three saves, you are freed with no further effects.

11.

You fall prey to the charms of a deceptive fiend, an illusory creature who confounds you, clouding your mind and diverting you from your quest.

For the remainder of this quest, fiends have advantage on Stealth checks against you (such as at the beginning of the next Encounter phase). Also, when you next enter combat with a fiend enemy, you must make a DC 14 Wisdom check. If you fail the check, you spend that turn doing nothing. This effect ends after your character takes damage.

12.

You find the mage in a cupboard, where she has locked herself away. It takes almost an hour to convince her that you are not some illusion crafted by a fiend. Finally, she emerges, looking around fearfully.

"It's all right," you reassure her. "They're all destroyed. We saw to that."

When she realizes that you are not some devilish trick, but rather her saviour, she is overcome with gratitude, which is quickly followed by shame.

"I was under duress," she pleads. "Those orcs, they made me show them the Black Summoning ritual. I did not even know it myself, I had to research it from a tome I keep under lock and key." She looks at the floor. "They threatened to hurt my parents."

You feel a pang of pity for the foolish mage, but your thoughts are on more important matters.

"Who else knows of this?" you demand. "Are there any more of Krond's soldiers who know of these rituals, how to summon fiends?"

"I think there may be," Shardaz says, glancing up at you, barely able to meet your eye. "Once I introduced it to them, they seemed to learn much, and quickly. They are in touch with the Cult of Mol'goroz."

"The cult of what?" you ask, baffled.

"Mol'goroz. Somehow through these rituals, they have become allied with the followers of a powerful demon." She throws up her hands. "This is beyond my knowledge now! I simply showed them a few incantations... what happened after that..."

"Is still your fault!" you cut in, levelling a finger at her. "You opened the door for them, and they went through."

Shardaz hangs her head in shame.

"Quickly now," you snap. "Tell me where to find this cult."

She looks up, blinking. "They are everywhere," she murmurs. "Throughout all Cormyr, and beyond."

"There must be someone who knows something, though," you press. "Someone in Marsember. A fellow mage, perhaps?"

Shardaz thinks for a while. "The only people I can think that might know something..." she fixes you with a frightened stare, "...are the Zhentarim."

Your blood runs cold at the mention of that name. But in your heart, you know she speaks truth. The Black Hand are cognizant of all goings-on, both benign and malevolent. There is little that passes in the realm that they do not know of.

You nod grimly. "Do they have a local presence?" you ask coolly.

"Of course," Shardaz replies, her voice barely above a whisper. "A plain building, in the southwest part of the city."

You hold the mage's gaze for a long while. "Very well," you say eventually. "I would take you with me... but I don't know that I can trust you." With these words you turn to leave, but Shardaz grabs your arm.

"You must not go there!" she pleads. "They will surely kill you."

You pull free of her grasp. "What choice do we have?" you snap back coldly. "You started this mess. Now we must finish it!"

Before you go, Shardaz gifts you with a magic item from her personal trove. Roll once on the Awesome Items Table, adding +2 to the roll. After advancing your characters to level 4, proceed to the next quest, **An Unwise Alliance**.

13.

You unwrap the package. But as you tear the last piece of wrapping away from what looks like a metallic tube, you are horribly surprised to hear a click, and then see green noxious fumes being expelled from the device!

This trap was meant for someone other than you, but now you are paying the price for your curiosity! Make a DC 15 Constitution save. If you fail, take 3d8 poison damage. If you succeed, take half damage.

After you have resolved this, either move on to the next location roll, or if this is your last location roll, proceed to the Encounter Phase.

14.

Getting a blade or similar object behind the panel, you prize it open. As soon as you do this, multiple jets spew out a noxious yellow vapour from the cavity behind the panel, engulfing you in a poisonous cloud.

The active character must make a DC 18 Constitution save, taking 2d10 poison damage on a failed save.

If you are still alive, you have discovered something truly awesome behind this secret panel! Make a roll on the Awesome Items Table.

15.

You imbibe this reddish liquid, which has a sickly-sweet taste, and wait for the effects.

Moments later, the words start coming – no, *pouring* - from your mouth, and you cannot stop them! You talk incessantly for an hour or more, until your jaw is absolutely exhausted and everyone here is absolutely sick of the sound of your voice. During the next Encounter Phase, if you attempt to cast any spell with a verbal component, make a DC 15 Wisdom check. On a failed check, you waste your action doing nothing.

16.

You gulp this bluish-green liquid down, and wait. “Well?” the bartender asks after some time. “Anything?”

You shake your head, frowning. “Not at all my dear chap, but I must say, you do keep a fine establishment here. Why, I’d even go so far to say that this the most exemplary watering hole I’ve ever had the privilege to encounter!”

The bartender stares at you in shock, and you clap your mouth shut, stunned at the eloquent stream of words that just escaped it!

While under the effects of this liquor, named Gift of Gab, you have advantage on all Charisma-based checks.

17.

Going into your backpack, you break off a morsel of bread and offer it to the little girl. She takes the food from your hand and gingerly nibbles at it, giving you a cautious smile.

“It’s all right,” you say. “Are you lost?”

Seeing that you mean her no harm, the little girl nods.

“I’m from the village in the woods,” she answers quietly. “My father is the shaman there.”

“Which woods?” you ask.

The little girl shakes her head, her eyes welling with tears. “I don’t know,” she says, her voice quavering. “I’m lost.” Burying her face in her hands, she breaks into tears.

You frown, wondering how you can help this little girl. Then you remember that you passed through a wood on your way here, with several interconnecting tracks. Surely, if the little girl’s village is anywhere, it’s there.

Leading her away from the ruins towards the wood, you have only gone a little way when an elderly man appears.

“Leela!” he exclaims. “Your mother and I have been searching for you for hours!”

The old man, who is the village shaman, thanks you profusely. You ask them if he has any knowledge of what you are in search of, and it so happens he does know something of it!

You may take your choice of an inspiration, or 1 Quest Point.

18.

Casually you move off the track, taking to the forest.

Make a DC 12 Wisdom (Survival) check. If successful, you avoid the bandits and your turn ends here.

Otherwise, the bandits pursue and you must encounter them! Using your current location map, spawn two bandits (CR 1/8, MM p.343) and do battle! Note: this encounter does not constitute the Encounter Phase, which you will proceed to after you complete your Location Phase rolls.

19.

You finally get the panel open! Make a roll on the Awesome Items Table.

20.

Finally, you find your way to the room described by the Zhentarim contact you met at the mage’s library. Rifling through drawers of papers, you discover a dossier labelled “Cult of Mol’goroz.” Feverishly scanning the documents inside, you finally locate what you are looking for...

... has been known to have been courted by vagabonds of all descriptions, most recently the infamous marauder Krond Vikkurk. His lieutenants have had many dealings with this cult, eager as they are to foster alliances with dark and powerful forces.

As far as the cult itself goes, little is known about them. However, they have been known to inhabit ancient temples used in the past by dark priests to summon fiends and extraplanar beings. In the Moonsea, a temple can be found in the southern ruined area of Zhentil Keep, as well as in catacombs beneath Phlan and Mulmaster. In Cormyr, one such temple is known to exist near Marsember, in a a dwarven ruin about halfway between that town and the dragon-scorched city of Suzail. On the Sword Coast...

This is all the information you need! Quickly you escape the Zhentarim hideout, emerging back out

into the streets of Marsember, and begin formulating a plan for how you will find and infiltrate the temple where the Cult of Mol'goroz is hiding!

After progressing your characters to level 5, proceed to the next quest entitled **Mol'goroz Wakes**.

21.

Searching the unfortunate individual, you find some potentially useful items.

Roll once on the Useful Items Table, and gain 2d20+20 gp.

The corpse bears some strange wounds. Make an Intelligence (Nature) check, DC 15.

If successful, go to entry 37.

If unsuccessful, your Location Phase roll ends here. If this is your last Location Phase roll, proceed to the Encounter Phase.

22.

You approach the monument, looking all around the base and around the back. After an extensive search, you find what appears to be a secret panel, and immediately begin looking for ways to get it open.

Any character may make a Wisdom (Perception) check or Intelligence (Investigation) check, DC 15.

If unsuccessful, go to 45.

If successful, go to 27.



23.

Roll a d4 to find out what sort of shrine you have discovered, and the effect thereof.

D4	RESULT
1	Shrine to Bane: You feel the dark influence of the god of trickery! Make a DC 18 Charisma saving throw, or deduct a d4 from the next three attack rolls you make. Regardless, this effect ends after the next Encounter Phase.
2	Shrine to Cyric: Discordant voices fill your ears, perplexing you, confusing you with lies and half-truths. Lose 1 Quest Point.
3	Shrine to Tymora: Lady Luck smiles on you! Make a Foretelling Roll (2d20). This is the same effect as if you had paid to visit the clairvoyant during the Hero Phase.
4	Shrine to Savras: You see a vision which pertains to your current quest and gain a greater understanding of what you must do! Gain 1 Quest Point.

Then proceed with your next Location Phase roll. If this is your last Location Phase roll, proceed to the Encounter Phase.

24.

The drink known as Fireballs slides down your throat towards your stomach, burning as it goes. It is pleasant at first. But the longer it stays in your system, the hotter the sensation gets. And this sensation travels downwards, past your stomach, towards a region that most consider rather sensitive.

Before long you are doubled over in agony, and five words escape your lips that you never thought would never utter.

Make a DC 13 Constitution save or take 1d6 fire damage.

This concludes your location roll. Make another location roll for your other character. Or, if this is your last location roll this round, proceed to the Encounter Phase.

25.

The young man recoils from your touch, horror in his eyes.

"Leave me alone!" he screams, and runs off down the corridor, to whatever fate awaits him.

You will get not information from this poor soul, unfortunately.

26.

Mastering your physical impulses, you shake your head at the fiend.

“Not today,” you state firmly. “I have a quest that must be seen through. Be gone with you!”

The being’s face distorts in an expression of anger, and it lets out a bloodcurdling scream as it dissolves into thin air. Nothing but an illusion.

27.

Inspecting the panel closely, you see that a small hole sits next to it. This is surely a trap of some kind, possibly to expel poisonous fumes!

If you have thieves’ tools and proficiency with the same, you can attempt to disable this trap and get the panel open. Make a thieves’ tools check, DC 12 + current Threat.

If successful, go to 19.

If unsuccessful, go to 41.

28.

Your hand darts down towards your coin pouch.

While one of these Zhentarim was distracting you by talking, the other was attempting to rob you!

Seeing that he is caught, he whips his hand back quickly, smiling innocently.

“Just trying my luck,” he says, shrugging. “Usually it works on new recruits, but obviously you’re a bit more experienced, friend! Anyway, best be going...”

The Zhentarim moves away sheepishly, bowing his head in deference to your obvious prowess...

Quickly the pair make their way down the corridor and away from you. You continue your search.

29.

Make a d20 roll.

If you roll 1-10, turn to 13.

If you roll 11-20, turn to 35.

30.

This dark-red, thick liquid has a savoury, salty taste, and you blink as you drink it. It is a potent beverage.

Blood of Owlbear grants advantage on Wisdom (Survival) and Intelligence (Nature) checks for the rest of this current quest.

31.

You approach the bandits. “How much?” you ask.

Now that you are in their vicinity, they can see that you are not just some hapless commoner.

“Er, well,” one of them says, straightening up.

“Twenty gold pieces.”

Deduct 20 gp from your inventory and then continue on, making your next location roll (or, if this is your last location roll, proceeding to the Encounter Phase).

32.

You apply your fire to the plant, singeing its twisting, thorned branches.

The plant recoils and you are able to get clear of it. Proceed with your next location roll, (or, if this is your last location roll, proceed to the Encounter Phase).

33.

The catacombs are cleared and the demons are defeated! However, exploring the catacombs further, you make a disturbing discovery. Within a large chamber, you discover the corpses of half a dozen orcs and hobgoblins. Were these parts of Kronnd Vikkurk’s fleeing forces? The goblinoids lie dead around the edge of a room. In the centre of the room, a crudely-drawn symbol surrounded by infernal runes is burnt with scorch marks, as if an explosion originated from that point. Some sort of fiendish ritual? It looks like these orcs didn’t understand what they were dabbling in.

You find more evidence: a page, torn from a book, depicts the symbols drawn on the floor, although the drawings on the floor seem roughly done.

Perhaps these orcs were looking for some fiendish assistance, but the brutes obviously didn’t realize the consequences, or didn’t get out of there fast enough.

One of the hobgoblins carries a note in his pocket.

*We have precious few allies in these lands. If you can, use the ritual given us by Shardaz to summon some devils... that will give the keep the militia busy so the wretches don’t pursue us to our homelands! Good luck, friends. We travel north, through the desert, towards our hidden encampment. Gruumsh willing, we shall meet again over black ale and roast warg!
Until then,
Tarek the Ruthless.*

Showing this note to the head of the local militia, Sargeant Alkin, you are informed that Tarek the Ruthless is a ruthless murderer and one of Kronnd’s most trusted lieutenants. Responsible for numerous atrocities, Tarek has a bounty of 400 gold pieces on his head.

“Everyone is looking for him,” Sargeant Alkin tells you. “But...” he points to the note, “this is the best lead we’ve gotten so far. It looks like he has fled north,” Sargeant Alkin says.

“Through the Anauroch Desert?” you ask.

“Perhaps,” Alkin says thoughtfully, and then seems to decide something. He smacks a fist into his palm. “I require one day to prepare my militia. And then we will pursue!”

“We travel light,” you reply. “We can leave immediately.”

Sargeant Alkin nods. “Perhaps we shall see you on the road! But...” the Sargeant’s face darkens. “Be careful.”

Once you have advanced your characters to Level 2, proceed to the next quest, **Krond’s Stragglers**.

34.

Shaking her head, the little girl quickly stands and runs off.

For some reason, you scared her away! You hope the child can find her way home before night falls, otherwise there’s no telling what might happen to her.

Your Location Phase roll ends here.

35.

Quickly unwrapping the parcel, you discover a cardboard tube inside which contains a scroll. Looking around to check no-one is watching, you pull the scroll out and see that it contains orders for an important Zhentarim mission. Quickly you realize that this would make a good cover. If anyone asks you what you are doing here, you can cite this mission as justification for your presence. When rolling during the Encounter Phase, add 7 to the roll.

36.

You place a hand on the young man’s arm. He looks around at you in alarm, his eyes full of terror. “No! Leave me be, you villains!” Clearly, he is on the brink of madness.

Make a DC 13 Charisma check.

If successful, go to 48.

If unsuccessful, go to 25.

37.

There are bite marks on this corpse, on the neck and torso, the likes of which you have never seen before. The cuts are clean, made by teeth that are impossibly sharp. You do not know of any animal that could have caused this.

Then you remember the words of the acolytes who approached you. Was this hapless individual attacked by devils? Your blood runs cold and you immediately stand, scanning your surroundings.

From now until the end of the quest, you have advantage on contested Dexterity (Stealth) checks against fiends.

38.

You have been able to capture Tarek and bring him back to the authorities *alive* to face justice. For your troubles, you are rewarded with an extra 200 gp.

39.

This thick, acidic-tasting liquor is vile and you struggle to force it down. You even wonder whether you’ll be able to keep it down. But then, gradually, a powerful sensation begins to overwhelm you... as if nothing, no being alive, could defeat you!

Troll Dew liquor possesses powerful regenerative properties. If you are wounded, you will automatically regain 2 hp per round on your turn until you are back at your hp maximum. This effect lasts for the rest of this quest.

40.

Cautiously, you try one berry and wait a little while. You feel slightly invigorated. Realizing that the berries have healing properties, you gather as many as you can. You are able to gather 1d8+8 berries. The berries may be consumed as a bonus action and restore one hit point each.

41.

Try as you might, you cannot see how to disarm the trap.

To attempt to open the panel anyway, go to 14. Your location roll ends here.

42.

You have blundered into a tangle of thorned vines! These things have a will of their own, and seem to be actively wrapping themselves around your limbs, pulling you down.

To try and cut yourself free using a blade, go to 4.

To try and burn the vines using magical or mundane fire, go to 32.

Or, to try and get free using Dexterity or Strength, go to 10.

43.

“Oh well,” the first one says. “We’d best be on our way then. Come on Millius.”

The two depart down the corridor. It is not until a little while later that you realize your coin pouch is significantly lighter!

Deduct 1d10 x 5 gp from your inventory. It seems there is no honour amongst thieves after all!

44.

You have heard of the glowberry bush, and know that the berries have healing properties. You are able to gather 1d8+8 glowberries. They may be consumed *en masse* as a bonus action and restore one hit point each.

Return to the location table and make your next roll. Or, if this was your last Location Phase roll, proceed to the Encounter Phase.

45.

Trying to wrench the panel open, you unwittingly trigger a trap! Noxious fumes hiss out from a small hole next to the panel.

Make a Constitution saving throw, DC 15.

If unsuccessful, take 1d8 poison damage.

If successful, you assess the panel and whether you will be able to get it open.

If you have thieves' tools and proficiency with the same, you can attempt to get this panel open. Make a thieves' tools check, DC 12 + current Threat.

If successful, go to 19.

If unsuccessful, or you are using something else to get the panel open, go to 41.

46.

"Where are you from, little one?" you ask.

The child looks up at you with round, brown eyes.

Make a Charisma (Persuasion) check, DC 10.

If successful, go to 5.

If unsuccessful, go to 34.

47.

You are rewarded with 400 gp as bounty for defeating Tarek (add this to your inventory). This adventuring life pays well!

Amongst Tarek's possessions, you find a disturbing document. Perhaps you don't understand the language it is written in - Infernal - but you understand enough to perceive this is a contract of some sort. The markings glow with a volatile energy, and even beholding their twisted form is painful, as if each word is like a knife into your soul. No being of this world scribed these cursed words, that much is certain. Had Tarek done some kind of deal with the dark forces?

Then you find a small note in one of the orc's pockets. It reads:

Visit the sage Shardaz in the city of Marsember. Her knowledge on these matters is extensive. She has aided us before in our efforts, and she will aid us again.

You know the city of Marsember. It is in Cormyr, on the shores of the Lake of Dragons. It seems this quest is leading you there.

You ready yourself over the next day, preparing supplies and making arrangements. Then, intent on discovering the truth behind these discoveries, you set out for Cormyr and the city of Marsember.

Read "Between Quests" in the Rulebook, and then proceed to the next quest in this series, **In Search of Shardaz**.

48.

The young man seems to come to his senses in response to your compassionate touch. Patiently, you sit him down and calm his panicked state. He catches his breath, and then slowly begins to recount a horrid tale of how he was captured, destined to be sacrificed in a ritual to summon a demon.

This is extremely valuable information! Gain 1 Quest Point.

49.

The powerful fiend Mol'goroz lies dead before you, his body emitting a noxious infernal smoke. You take a minute to catch your breath, and notice that the portal that was open to the Hells is closing. No more demons will be clawing their way into this world, at least for now. In the end, this cell of the Cult of Mol'goroz brought about their own destruction, sacrificing themselves to bring a great horror into this world: Mol'goroz himself, and his minions. It is pure luck that you happened to be here to stop the fiend emerging into the world above and wreaking havoc.

You search this hidden temple and find a modest amount of riches (see "Quest Reward" on the Quest Sheet). When you have fully explored this forgotten dungeon, you finally gather yourself and make your way back up to the surface. The woods are cool and welcoming, and the gentle sound of birdsong and the dappled autumn light through the trees soothes your soul. The terror of the ordeal you have just gone through begins to abate somewhat.

But... despite the hideousness of what you have seen over the past few days, you don't feel as traumatised as an ordinary mortal might by these events. In fact, this to you perhaps seems like just a taste of adventures to come. Perhaps it is by the efforts of those such as you that the Realms are kept safe.

Emerging from the woods, you reach a crossroads. A sign shows the road east leading to Suzail, the road west back to Marsember, and another road north leading to the town of Arabel.

As the sun reaches its zenith, you stand there, considering what path you will take, and what adventures might lie down each of those paths...

Congratulations on completing Solo Skirmish: The Cult of Mol'goroz. We'll see you for another installment soon!

TABLES

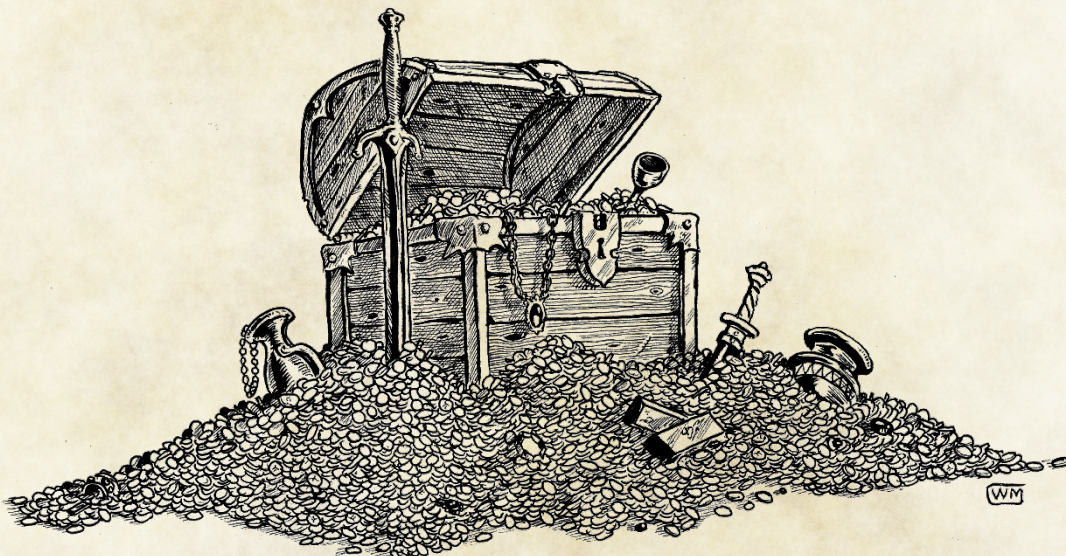
MUNDANE ITEMS TABLE

d20	RESULT
1	Mess Kit
2	50 ft. hempen rope
3	Manacles
4	Bedroll
5	Packet of spice
6	Earplugs in a small pouch
7	10 iron spikes
8	Set of common clothes
9	Set of fine clothes
10	Compass
11	Dagger (weapon)
12	Steel mirror
13	Bullseye lantern
14	Flask of oil
15	Tinderbox
16	Perfume vial
17	Sling (weapon) and 20 bullets
18	Vial
19	Potion of Healing
20	Roll on the Useful Items Table



USEFUL ITEMS TABLE

d20	RESULT
1	Vial of Acid
2	Alchemist's Fire
3	Antitoxin
4	Ball Bearings (bag of 1000)
5	Caltrops (bag of 20)
6	Healer's Kit
7	Holy Water
8	Poison, basic (vial)
9	Navigator's Tools
10-14	Potion of Healing
15	Thieves' Tools
16	Disguise Kit
17	Shortsword
18	Rapier
19	Shortbow
20	Roll on the Awesome Items Table



AWESOME ITEMS TABLE

d20	RESULT	REFERENCE
1	2 x Potion of Healing	DMG p.187
2	Potion of Climbing	DMG p.187
3	Spell scroll, <i>magic missile</i> (1 st level)	DMG p.200
4	Spell scroll, <i>cure wounds</i> (1 st level)	DMG p.200
5	Spell scroll, <i>disguise self</i> (1 st level)	DMG p.200
6	Spell scroll, <i>find familiar</i> (1 st level)	DMG p.200
7	Eyes of Charming	DMG p.168
8	Pipes of the Sewers	DMG p.185
9	Pole of Collapsing	XGE p.138
10	Eyes of the Eagle	DMG p.168
11	Dust of Dryness	DMG p.166
12	Cloak of the Manta Ray	DMG p.159
13	Rope of Climbing	DMG p.197
14	Bag of Tricks	DMG p.154
15	Circlet of Blasting	DMG p.158
16	Ring of Jumping	DMG p.191
17	Hat of Wizardry	XGE p.137
18	Dark Shard Amulet	XGE p.137
19	Potion of Greater Healing	DMG p.187
20	Roll on the Epic Items Table	



EPIC ITEMS TABLE

d20	RESULT	REFERENCE
1	Potion of Superior Healing	DMG p.187
2	Spell Scroll, <i>thunderwave</i> (2 nd level)	DMG p.200
3	Spell Scroll, <i>cure wounds</i> (3 rd level)	DMG p.200
4	Potion of Hill Giant Strength	DMG p.187
5	Potion of Fire Breath	DMG p.187
6	Bag of Holding	DMG p.153
7	Wand of the War Mage, +1	DMG p.212
8	Staff of the Adder	DMG p.203
9	Rod of the Pact Keeper, +1	DMG p.197
10	Wand of Magic Missiles	DMG p.211
11	Potion of Supreme Healing	DMG p.187
12	Javelin of Lightning	DMG p.178
13	Ring of Protection	DMG p.191
14	+1 Weapon (same type as any character's main weapon)	DMG p.213
15	Pearl of Power	DMG p.184
16	Stone of Good Luck	DMG p.205
17	+1 Armour (same type any character's main armour)	DMG p.152
18	+1 Shield	DMG p.200
19	Ring of Spell Storing	DMG p.192
20	+2 Weapon (same type as any character's main weapon)	DMG p.213



SIDEKICK: IRIELA (ARCHER)

Medium humanoid (half-elf), neutral good



Armour Class 14 (studded leather)

Hit Points 13 (2d8+4)

Speed 30 ft.

STR 13 (+1)	DEX 16 (+3)	CON 14 (+2)
INT 10 (+0)	WIS 12 (+1)	CHA 10 (+0)

Saving Throws Dex +4

Skills Perception +6, Stealth +4, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

CR 1

Archery Expert Iriela gains a +2 bonus to ranged weapon attacks (included in stat block).

ACTIONS

Longbow Ranged Weapon Attack +7 to hit, range 150/600 ft., one target. *Hit* 1d8+3 piercing damage.

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

SIDEKICK: RICKLAN (EXPERT)

Small humanoid (halfling), neutral good



Armour Class 14 (leather armour)

Hit Points 11 (2d8+2)

Speed 25 ft.

STR 8 (-1)	DEX 16 (+3)	CON 12 (+1)
INT 10 (+0)	WIS 14 (+2)	CHA 12 (+1)

Skills Acrobatics +5, Investigation +4, Perception +6, Stealth +5

Senses passive Perception 16

Languages Common, Halfling, Elvish

CR 1

Expertise Proficiency doubled for Perception and Investigation.

Helpful The sidekick is adept at giving well-timed assistance. The sidekick can take the Help action as a bonus action.

Cunning Action Starting at 2nd level, the sidekick's agility or quick thinking allows it to act speedily. On its turn in combat, it can take the Dash, Disengage, or Hide action as a bonus action.

Lucky When Ricklan rolls a 1 on the d20 for an attack roll, ability check or saving throw, he can reroll the die and must use the new roll.

ACTIONS

Shortbow *Ranged Weapon Attack* +5 to hit, range 80/320 ft., one target. *Hit* 1d6+3 piercing damage.

Shortsword *Melee Weapon Attack* +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 piercing damage.

SIDEKICK: SAHALA (EVOKER)

Medium humanoid (halfling), neutral good



Armour Class 13 (natural armour)

Hit Points 10 (2d8+1)

Speed 30 ft.

STR 10 (+0)	DEX 14 (+2)	CON 13 (+1)
INT 15 (+2)	WIS 12 (+1)	CHA 10 (+0)

Saving Throws Wis +3

Skills Arcana +4, History +4, Investigation +4

Senses passive Perception 11

Languages Common, Halfling

CR 1

Spellcasting Sahala's spellcasting ability is Intelligence. (Spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*

1st level (2 slots): *magic missile*

ACTIONS

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

Hit: 1d8 bludgeoning damage.

Fire Bolt *Ranged Spell Attack* +4 to hit, range 120 ft., one target.

Hit: 1d10 fire damage.

SIDEKICK: SHAWNA (WARRIOR)

Medium humanoid (human), neutral good



Armour Class 14 (leather armour)

Hit Points 13 (2d10+2)

Speed 30 ft.

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

Skills Stealth +5, Survival +2

Senses passive Perception 10

CR 1

Second Wind Starting at 1st level, Shawna can use a bonus action on her turn to regain 2d10 hit points. Once she uses this feature, she must finish a short or long rest before she can use it again.

Danger Sense Shawna has advantage on Dexterity saving throws against effects that she can see, such as traps and spells. This feature doesn't work if Shawna is incapacitated.

ACTIONS

Shortbow Ranged Weapon Attack +5 to hit, range 80/320, one target. Hit 1d6+3 piercing damage.

Shortsword Melee Weapon Attack +5 to hit, reach 5 ft., one target. Hit 1d6+3 slashing damage.

SIDEKICK: THORSTEN (CRUSADER)

Medium humanoid (human), neutral good



Armour Class 18 (plate mail)

Hit Points 12 (2d8+3)

Speed 30 ft.

STR 15 (+2)	DEX 10 (+0)	CON 13 (+1)
INT 10 (+0)	WIS 12 (+1)	CHA 14 (+2)

Saving Throws Wisdom +3

Skills Athletics +4, Insight +3, Religion +2

Senses passive Perception 11

Languages Common, Dwarvish

CR 1

Divine Sense The crusader can, as an action, know the location and type of any fiend or undead within 30 ft. of them that is not behind total cover. May be used a number of times equal to the crusader's Charisma modifier per long rest (twice).

Healing Touch As an action, the crusader's touch heals 1d6+2 hit points (1d6 + sidekick level). o unarmed attacks as a bonus action. May be used a number of times equal to the crusader's Charisma modifier per long rest (twice).

Plate Mail Thorsten has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Greatsword *Melee Weapon Attack* +4 to hit, reach 5 ft., one target. *Hit* 2d6+2 slashing damage.

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

SIDEKICK: WOLFEN (BERSERKER)

Medium humanoid (human), true neutral

Armour Class 15 (unarmoured defense)

Hit Points 17 (2d12+4)

Speed 30 ft.



STR 15 (+2)	DEX 16 (+3)	CON 14 (+2)
INT 10 (+0)	WIS 12 (+1)	CHA 10 (+0)

Saving Throws Str +4, Con +4

Skills Athletics +4, Intimidation +3, Survival +3

Senses passive Perception 10

Languages Common, Dwarvish

CR 1

Two-handed Axe Fighting When the berserker rolls a 1 or 2 on a damage die for an attack they make with their greataxe wielded with two hands, they can reroll the die and must use the new roll, even if the new roll is a 1 or 2.

Two Handaxe Fighting When the berserker makes a melee or ranged weapon attack with a handaxe in one hand, they can use their bonus action to make a melee or ranged attack with the handaxe they are holding in the other hand. The ability modifier is not added to the damage of this attack.

Unarmored Defense While the berserker isn't wearing any armor, their Armor Class equals 10 + their Dexterity modifier + their Constitution modifier.

ACTIONS

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

Hit: 9 (1d12+2) slashing damage.

Handaxe *Melee or Thrown Weapon Attack*: +4 to hit, reach 5 ft. / range 20/60ft, one target. Hit: 6 (1d8+2) piercing damage.

BONUS ACTIONS

Second Handaxe *Melee or Thrown Weapon Attack* +4 to hit, reach 5 ft., one target. Hit: 4 (1d8) piercing damage. This bonus action may only be taken if the berserker used their action to attack with a handaxe using one hand.

SIDEKICK: XHANI (MONK)

Medium humanoid (aasimar), neutral good



Armour Class 15 (unarmoured defense)

Hit Points 27 (4d8+8)

Speed 30 ft.

STR 12 (+1)	DEX 16 (+3)	CON 14 (+2)
INT 11 (+0)	WIS 15 (+2)	CHA 11 (+0)

Skills Acrobatics +5, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Common, Celestial

CR 1

Step of the Wind (2 per long rest) Disengage or Dash or Dodge as a bonus action.

Flurry of Blows (2 per long rest) Two unarmed attacks as a bonus action.

Celestial Resistance Resistance to necrotic and radiant damage.

Healing Hands (1/day) As an action, Xhani can touch a creature and cause it to regain 4 hit points.

ACTIONS

Martial Arts during a turn Counting actions and bonus actions, make two unarmed attacks or one weapon attack plus one unarmed attack in turn. Or, using *flurry of blows* (2 per long rest), make three unarmed attacks in a turn. (Opportunity attack is a separate reaction, do once per round).

Martial Arts Melee Weapon Attack +5 to hit, reach 5 ft., one target. *Hit* 1d4+4 bludgeoning damage. Make unarmed strike as a bonus action.

Shortsword Melee Weapon Attack +5 to hit, reach 5 ft., one target. *Hit* 1d6+3 piercing damage.

Shortbow Ranged Weapon Attack +5 to hit, range 80/320 ft., one target. *Hit* 1d6+3 piercing damage.

REACTIONS

Deflect Missiles When Xhani is hit by a ranged attack, she can use her reaction to deflect or catch the missile, reducing any damage by 1d10+4.

CATACOMBS COMBAT SHEET

DRETCH (x2)

Small fiend (demon), chaotic evil

Armour Class 11 (natural armour)

Hit Points 18 (4d6+4)

Speed 20 ft.

STR
11 (+0)

DEX
11 (+0)

CON
12 (+1)

INT
5 (-3)

WIS
8 (-1)

CHA
3 (-4)

Damage Resistance cold, fire, lightning

Damage Immunities poison

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

CR 1/4

ACTIONS

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

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

Claws *Melee Weapon Attack* +2 to hit, reach 5 ft, one target. *Hit* 2d4 slashing damage.

Fetid Cloud (1/Day) A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong cloud disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution save or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, but not both, and can't take reactions.



COMBAT NOTES

1. Choose a place near the bottom of the Dungeon Catacombs battlemat to spawn your characters. Then, roll a d20 and spawn the 2 dretch that many squares from your party, following the bends of the passageway. Roll initiative. If you have the codeword *fleetfoot*, you have advantage on the contested Dexterity (Stealth) check to determine surprise. If you have the codeword *scorn*, roll a d20. On a 1-10, spawn a manes demon also (3 monsters in total).
2. The dretch communicate with each other telepathically, and so will look for weak points in their opponents, conveying these immediately to each other. If a PC misses an attack on a dretch, have the dretch make a Wisdom (Perception) check, with a DC equal to the target's Strength or Dexterity (whichever they used to make the attack). If the dretch's check is successful, both dretch have advantage on their next attacks.
3. The dretch move towards the PCs as quickly as possible, pursuing them through the passages of the catacombs. If they get within 10 ft of the party, they immediately use their *Fetid Cloud* feature, targeting as many characters as possible. However, a dretch will not waste its *Fetid Cloud* if an ally has already activated it to target the same PC. If it can encompass a different PC, however, it will activate it.
4. If you are victorious, turn to entry 9.

TAREK THE RUTHLESS COMBAT SHEET

TAREK THE RUTHLESS

Medium humanoid (orc), chaotic evil

Armour Class 14 (hide armour)

Hit Points 45 (6d8+18)

Speed 30 ft.

STR

14 (+2)

DEX

15 (+2)

CON

16 (+3)

INT

10 (+0)

WIS

10 (+0)

CHA

7 (-2)

Skills Intimidation +2, Medicine +4, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Orc

CR 2

Aggressive As a bonus action, the orc can move up to its speed towards a hostile creature that it can see.

Spellcasting The orc is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at will) *guidance, mending, resistance, sacred flame.*

1st level (4 slots) *bane, healing word, guiding bolt*

2nd level (3 slots) *augury, warding bond*

3rd level (2 slots) *bestow curse, create food and water*

ACTIONS

Multiattack Tarek makes two longsword attacks.

Longsword Melee Weapon Attack +4 to hit, reach 5 ft, one target. *Hit* 1d10+2 slashing damage (two-handed).



COMBAT NOTES

1. Choose a place near the bottom of the Orc Camp battlemap to spawn your characters. Then, roll a d20 and spawn Tarek that many spaces north of your party.
2. This ground is rutted due to constant foot traffic, and lack of maintenance. When a character moves, they must make a DC 5 Dexterity check. If they fail, they trip and become prone.
3. As his first move, Tarek fires off *guiding bolt* at a randomly determined character (level 1 slot) and then moves 30 ft., roughly north. This will grant him advantage on his next *guiding bolt* attack (level 2 slot), which he will make next turn if he is still not in melee.
4. Each round, Tarek moves to 40 ft. distant from the nearest PC and fires off *guiding bolt* using a level 2 slot if available, otherwise a level 1 slot. If he has no slots he uses *sacred flame*. In melee, he uses longsword.
5. After the first round, onlookers come to watch the fight. There are many drunk mercenaries, and these will fling rotten vegetables at characters given half a chance. At the top of each round, choose a combatant from amongst Tarek, your two characters, and a possible sidekick. Roll a straight d20 vs their AC. On a hit, the character takes no damage but makes their next attack at disadvantage.
6. If a character ever wounds him for more than 10 hp, Tarek will use his next action to cast *bestow curse* on the nearest character, providing he has a level 3 spell slot available and can reach that character. This imposes disadvantage on any attacks the character makes on Tarek.
7. In melee Tarek uses longsword.
8. When Tarek drops to 20 hp or less, he will use a bonus action to cast *healing word* on himself using his highest available spell slot. Then he will use his main action in one of the ways described above, depending on circumstances.
9. If Tarek drops to 5 hp or less, and you wish to take him alive, you may use an action to make a contested Strength check with Tarek. If you win, he is captured. Go to entry 38.
10. If you are victorious, turn to entry 47.

ZHENTARIM FOOTSOLDIER

Medium humanoid (human), lawful evil

Armour Class 13 (leather armour)

Hit Points 16 (3d8+3)

Speed 30 ft.



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

Skills Perception +5, Sleight of Hand +6, Stealth +6, Intimidation +4

Senses passive Perception 15

CR ½

Cunning Action The footsoldier can use a bonus action to take the Dash, Disengage or Dodge action.

ACTIONS

Multiattack The footsoldier makes two melee attacks or two ranged attacks.

Longbow Ranged Weapon Attack +4 to hit, range 150/600, one target. Hit 1d8+2 piercing damage.

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

MOL'GOROZ COMBAT SHEET

BABAU

Medium fiend (demon), chaotic evil

Armour Class 16 (natural armour)

Hit Points 82 (11d8+33)

Speed 40 ft.

STR

19 (+4)

DEX

16 (+3)

CON

16 (+3)

INT

11 (+0)

WIS

12 (+1)

CHA

13 (+1)



Skills Perception +5, Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Abyssal

CR 4

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

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

ACTIONS

Multiattack Mol'goroz makes two melee attacks. It can also use Weakening Gaze before or after making these attacks.

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

Spear (Melee; One-Handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d6 + 4) piercing damage.

Spear (Melee; Two-Handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: (1d8 + 4) piercing damage.

Spear (Ranged). *Ranged Weapon Attack:* +6 to hit, reach 20/60 ft., one target. Hit: (1d6 + 4) piercing damage.

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

COMBAT NOTES

1. Spawn Mol'goroz in or adjacent to the sigil circle in the main room. Place your characters where you wish. Roll initiative. REMINDER: Any remaining Quest Points may be converted to inspiration, one at a time.
2. Mol'goroz is not attempting stealth, but your characters might be. Make a Dexterity (Stealth) check for one character against the fiend's passive Perception (15). If you roll 16 or higher, Mol'goroz is surprised in the first round. If you fail, Mol'goroz is immediately aware of your presence.
3. If any character is wearing metal armour, Mol'goroz casts *heat metal* as his first action. He then uses his bonus action each round to cause the damage again. This lasts 10 rounds. Subsequently, Mol'goroz will target this character every round until they are dead. He does not split his attacks but rather focuses on one character, making all his attacks on that character. If both characters are wearing metal armour, Mol'goroz will target a caster. Otherwise, roll a d6 to determine target.
4. Mol'goroz makes two melee attacks if able, then bonus action *heat metal* (recurring) then *Weakening Gaze* at the end of each of his turns, aiming this at non-casters (meeeee-based characters).
5. If he cannot make a melee attack, he will move as close as he can (40 ft.) to the nearest character and then hurl a spear, aiming to get into melee on the next round.
6. Note the fiend's resistances.
7. Note the battlemat condition. Follow the instructions there regarding inserting the portal into initiative. Any spawned fiends will immediately attempt to flank characters attacking Mol'goroz.
8. Roll on the Monster Action table each round, adding menace points. If Mol'goroz gets the "Surrender" result and his hp is 15 or less, he will use his action to move to the sigil circle, cast *darkness* centred on himself, and will thence return to the Hellish plane he came from, which will take his next action. Attacks on the fiend at this time are at disadvantage due to the *darkness* spell. Any minions will accompany him back to the Hellish planes also.
9. If Mol'goroz is killed, any other fiends in the room are also destroyed.
10. If you are victorious, turn to entry 49.

APPENDIX A: TACTICS SUGGESTIONS & MONSTER NOTES

What follows is a list of suggestions regarding how to play the various creatures it is possible to encounter during the Encounter Phase of each quest. Please bear in mind these are *suggestions*, and are merely meant to enhance your combat encounters. They are not mandatory, and you are free to play the creatures below however you want, or to simply use the Random Encounter Method.

ACOLYTES

If there is more than one acolyte, then during the first round one acolyte will use its action to cast *bleed* on three others. The other acolytes will avoid melee, staying at range and using *sacred flame*, only using their melee club attack when engaged in melee by a character. If an acolyte is wounded, it will not bother with *cure wounds*, but rather will keep attacking. These acolytes are of the Cult of Mol'goroz and hence death is not fearful to them, as they believe they will be reunited with their fiendish lord.

AXE BEAKS

These large birds are not particularly intelligent and hence will simply surround characters, flanking where possible, and attack with their beaks.

BANDIT CAPTAIN

The wily bandit captain will always use the *parry* reaction against melee attacks. The captain will always attack using melee. If the captain reduces a character to 10 hp or less, it will offer to leave of the attack in exchange for 100 go. Otherwise, the bandit captain fights to the death.

BEARDED DEVIL

Note the resistance to non-magical attacks. This devil works in concert with the spined devil, who avoids melee whenever possible, preferring to make two attacks with its tail spines. The bearded devil stays in melee with characters, preferring to focus on the same character until that one is dead, then moving on to the next. When rolling to determine target, go with the first result. Once the bearded devil has determined a target once, have it attack that target every round.

CULTISTS

Use the Random Encounter AI for this monster.

DRETCH

As their first move, the dretch will move into the midst of characters, encompassing as many as possible in its 10 foot radius, and will then use its action to trigger *fetid cloud*, unless another dretch has done this successfully already. Otherwise, they flank and attack with their bite and claws.

ETTERCAP

As its first move, an Ettercap will use *web* on a random character who is not already restrained by webbing. If a character has already been restrained by *web* (caused by a different Ettercap), roll a d6. On a 1-5, the Ettercap will instead make a multiattack against the restrained character. On a 6, it will try to restrain a different character if one is available, otherwise it will attack the restrained character.

Everytime an Ettercap has an action and a character is restrained, make this d6 roll to determine whether it attacks or attempts to *web* an unrestrained character. It will only attempt *web* if the feature is recharged. At the start of every ettercap's turn, attempt to recharge *web*. After using *web*, the Ettercap will also climb any nearby surfaces, as high as possible, to try and get out of reach of attacks, unless this is impossible.

GIBBERING MOUTHER

Take note of *abberant ground* when within 10 ft., and *gibbering* when within 20 ft. If the mouter starts its turn, and a character is within 15 ft., it will use *blinding spittle*. If it has already used *blinding spittle*, it will attempt to recharge it at the start of its turn and will use it again if possible. If *blinding spittle* is not recharged, it will either attack (if an enemy is within 10 ft), or move towards the nearest character and attack if it can. If it cannot, it will take double movement.

GNOLLS

If there is more than one gnoll, they will generally split, some staying distant and making longbow attacks, some coming into melee and making melee spear attacks. Note the *rampage* trait.

GOBLINS

Goblins stay at range and attack with shortbow whenever possible, using cover if they can. They use *nimble escape* every turn to either disengage or hide, whichever is appropriate.

GRICK

Depending on the terrain, the grick may have advantage on the Dexterity (Stealth) check to determine surprise at the beginning of the

encounter. Examine the *stone camouflage* trait and see if this is appropriate.

HELL HOUND

Whenever possible, the hell hound uses *pack tactics*. It uses *fire breath* on its first round, moving if necessary to encompass as many characters as possible. If *fire breath* has already been used, it attempts to recharge so it can be used again.

HOBGOBLINS

When entering melee, roll a d6. On a 4-6, one of the hobgoblins stays distant and attacks with longbow. If the other hobgoblin is attacking with melee, it will try and stay within 5 ft of all characters, granting *martial advantage* to the longbow hobgoblin.

Otherwise, both hobgoblins enter melee and receive the benefit of *martial advantage*.

HOBGOBLIN CAPTAIN

The hobgoblin captain excels in ordering allies on the battlefield. He appears in this campaign alongside an ogre ally. So, his first turn will be used to activate *leadership* (this effect will last 1 minute – 10 rounds), and then at the beginning of his second turn, he will move into melee, fighting alongside the ogre. This will activate his *martial advantage*.

KOBOLDS

Use the Random Encounter AI for this monster.

LEMURE

Due to their slowness, the lemure will generally prove pretty easy to beat. So in moving, they will generally try to employ some sort of pincer movement, aiming to flank characters.

MANES

This demon is basically fodder that will flank and attack its quarry until it is dead.

OGRE

If the ogre cannot reach the character on his first turn, he will throw a javelin, and then move to within 30 ft. After that, melee.

ORCS

Use the Random Encounter AI for this monster.

QUASITS

Very important to note the resistance to non-magical attacks, and cold, fire and lightning. These speedy little demons use their movement to stay out of melee with characters if possible. On their first round, they use their *invisibility* action. On their

next turn, then move into melee with characters and make a claw attack. If they are still alive in the second round, and there is two or more of them, one quasit will attempt to *scare* a random character (see stat block). The others will repeat the invisibility/attack sequence. They repeat these actions until defeated.

PRIEST

The priest fights alongside a hell hound in the fifth quest. On its first turn, the priest first uses *guiding bolt*, staying outside of 30 ft if possible. On its second turn, the priest casts *divine eminence* as a bonus action, then moves to melee and attacks with mace (with advantage if guiding bolt hit). On the third turn, the priest casts *spiritual weapon* as a bonus action, then continues with mace attacks (enhanced with *divine eminence*). From there, play as you see fit or use the Random Encounter Method.

This priest is fanatic and will not use *cure wounds* unless the defensive action option comes up in the Random Encounter AI. It will use *dispel magic* to get rid of any ongoing magic effects.

RUST MONSTER

On the rust monster's turn, roll a d6. On a 1-4 it uses bite. On a 5-6, it uses antennae, targeting shields, armour and metal weapons. You can determine these with a dice roll, listing items and then dividing die results evenly amongst the items.

SCOUT

Use the Random Encounter AI for this monster.

SHADOW

Use the Random Encounter AI for this monster.

SKULK

The skulk is invisible, but perhaps you want to roleplay a situation where your characters find a way to get around *fallible invisibility*. Regardless, it will be an exceptional circumstance where your characters do not have disadvantage on their attacks. In general, use the Random Encounter AI for this monster.

SPIES

The spy uses *cunning action* on every turn. If at range, it uses it either after the attack to hide (moving behind cover if possible) or as a bonus action before the attack to dash, getting into melee. It will always use this second option if there is an ally within 5 ft. of an enemy, so that it can employ *sneak attack*. If in melee, it uses it to disengage and move away to its maximum allowance. But let this be the guiding principle: it will take advantage of

sneak attack wherever possible. So if another spy is in melee, it will generally always fight alongside, flanking if possible.

SPINED DEVIL

Uses its full movement (fly 40 ft.) to stay out of melee with the characters. Attacks with tail spines.

SWARM OF INSECTS

Simply moves to melee and attacks, like any swarm would.

THUGS

Use the Random Encounter AI for this monster.

WINGED KOBOLDS

Winged kobolds will split their efforts, one engaging in melee, the other hovering and

dropping rocks. The one hovering will gain the benefit of pack tactics in this scenario.

WORGs

When fighting with a goblin, the worg will attack the same enemy as the goblin, flanking if possible.

ZHENTARIM FOOTSOLDIER

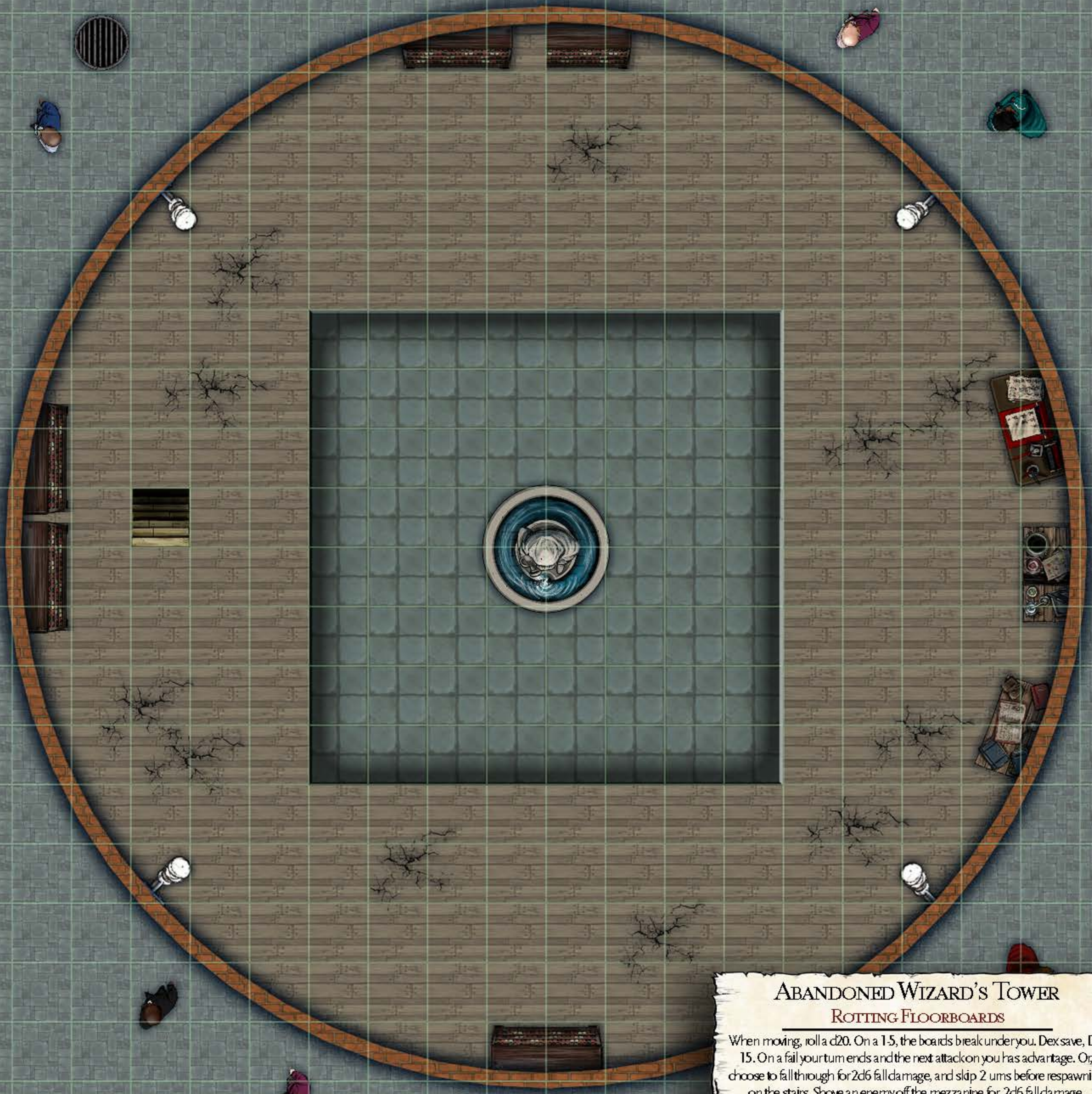
The footsoldiers will generally split up, half making ranged attacks and staying out of melee (unless engaged, or they are the only remaining footsoldiers) and the other half making melee attacks. They use *cunning action* every turn. The ranged fighters will generally dash to stay out of melee. The melee fighters will disengage and move away from the ranged fighters in order to lead the characters away from the ranged fighters

APPENDIX B: 4 PC BOSS FIGHT ADJUSTMENT TABLE

QUEST	BOSS FIGHT ADJUSTMENT
A Devilish Dilemma	Encounter 4 dretch rather than 2
Krond's Stragglers	Spawn 2 goblins in addition to Tarek
In Search of Shardaz	Double monster numbers. If given a direction to spawn a monster, spawn two monsters instead.
An Unwise Alliance	Double monster numbers. If given a direction to spawn a monster, spawn two monsters instead.
Mol'goroz Wakes	Use the Barbed Devil stat block (MM p.70) rather than the Babau stat block. Play this enemy as you think they would act. Spawn 1 nupperibo at the start of combat. The roll for spawning nupperibos on the battlemat each round is 1-8 rather than 1-5.

RESOURCES USED

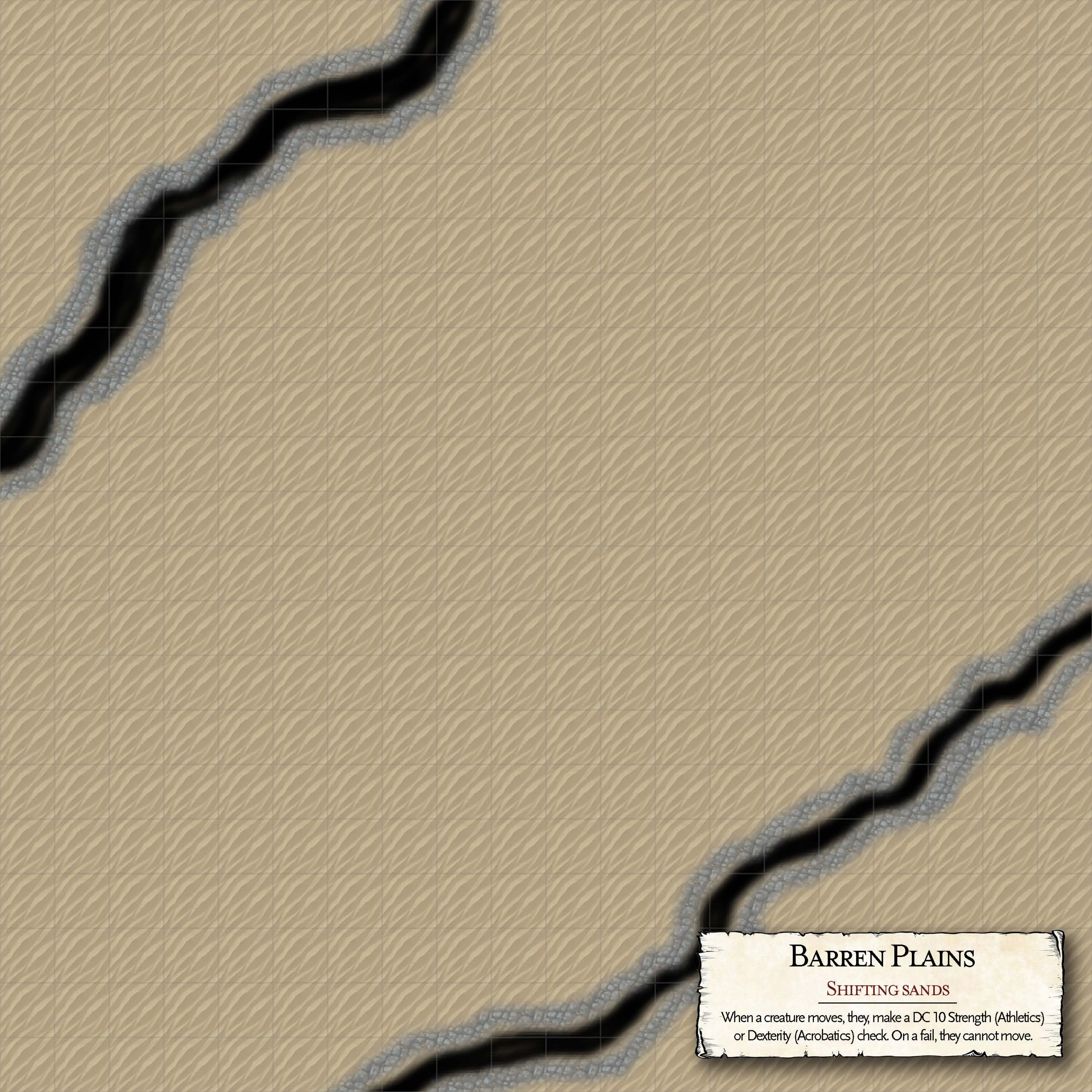
- *The Solo Adventurer's Toolbox* by Paul Bimler
- *262 Feats and Boons* by Peter Wheeler
- *Sidekicks Essentials* by Paul Metzger
- *Gods of Faerun* by Oliver Clegg
- *Dungeon Master's Guide, Player's Handbook, Monster Manual* by Wizards of the Coast.



ABANDONED WIZARD'S TOWER

ROTTING FLOORBOARDS

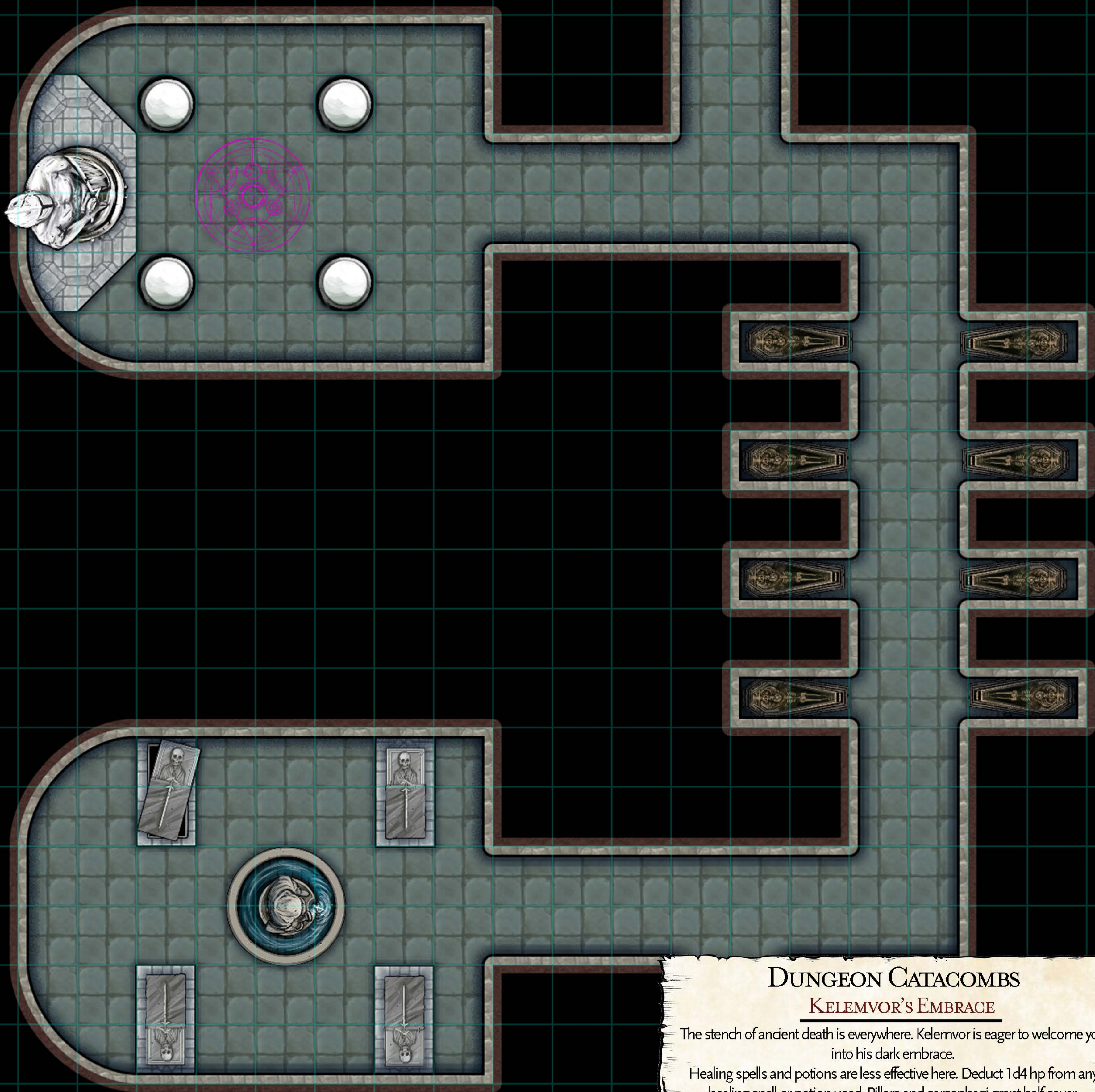
When moving, roll a d20. On a 1-5, the boards break under you. Dex save, DC 15. On a fail your turn ends and the next attack on you has advantage. Or, choose to fall through for 2d6 fall damage, and skip 2 ums before respawning on the stairs. Shove an enemy off the mezzanine for 2d6 fall damage.



BARREN PLAINS

SHIFTING SANDS

When a creature moves, they make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check. On a fail, they cannot move.



DUNGEON CATACOMBS

KELEMVOR'S EMBRACE

The stench of ancient death is everywhere. Kelemvor is eager to welcome you into his dark embrace.

Healing spells and potions are less effective here. Deduct 1d4 hp from any healing spell or potion used. Pillars and sarcophagi grant half cover.



FOREST

STRANGE SIGNS

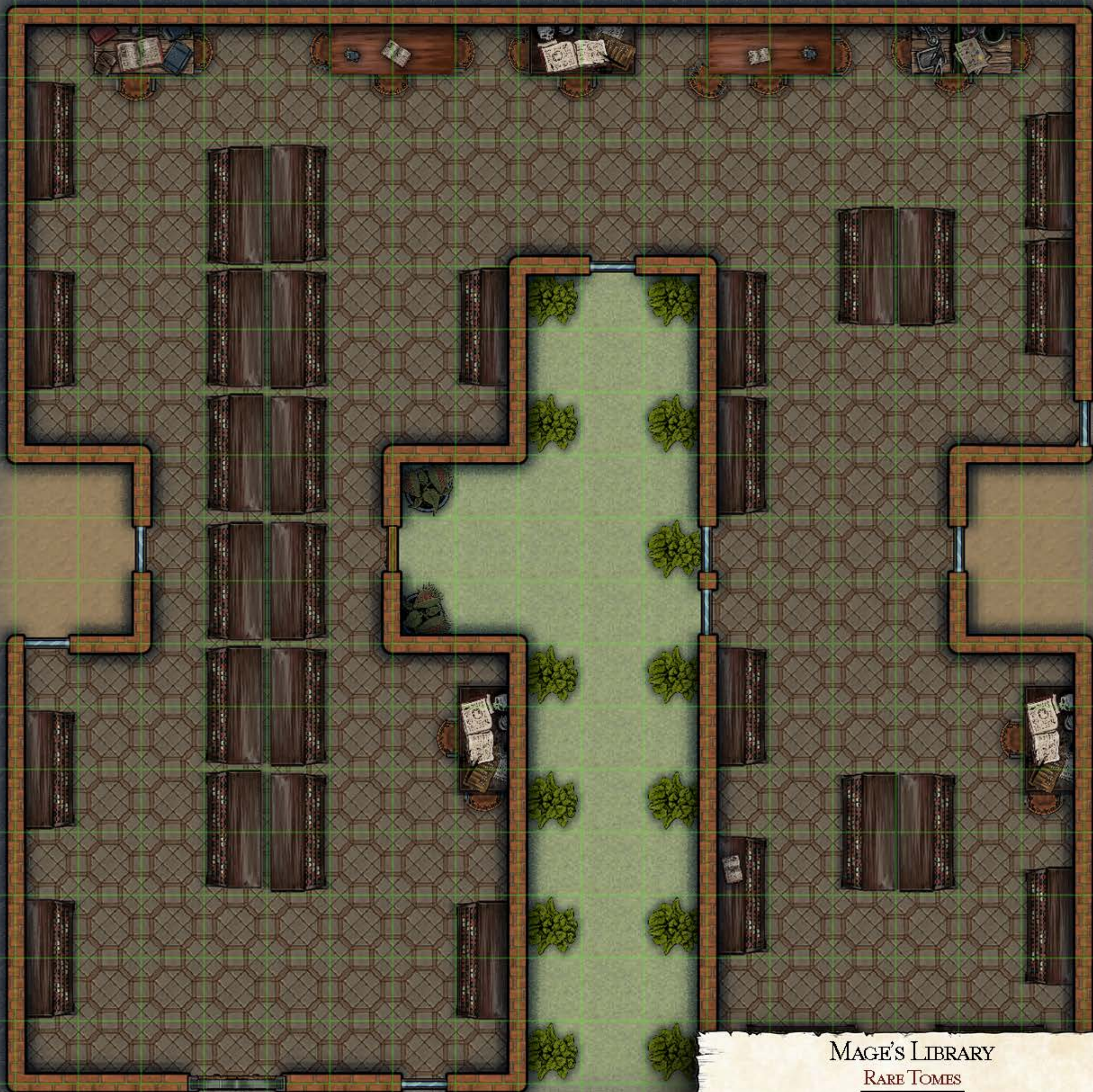
There are all manner of signs and tracks in this forest, some which you recognize, and others which you do not. Make a DC 15 Wisdom (Survival) check. If successful, you have advantage on Dexterity (Stealth) checks while at this location, and you cannot be surprised.



LOOTED VILLAGE

HELPFUL VILLAGERS

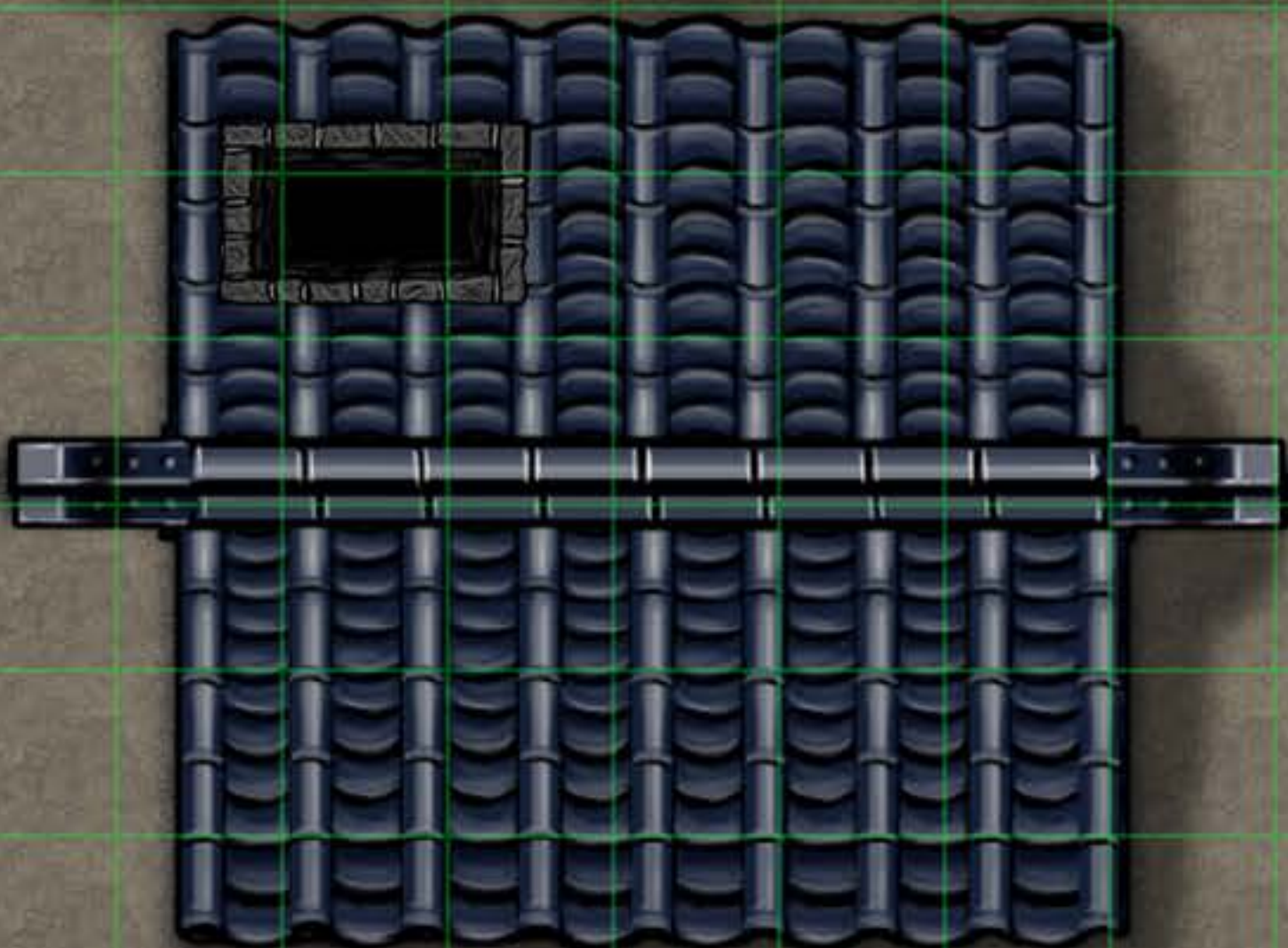
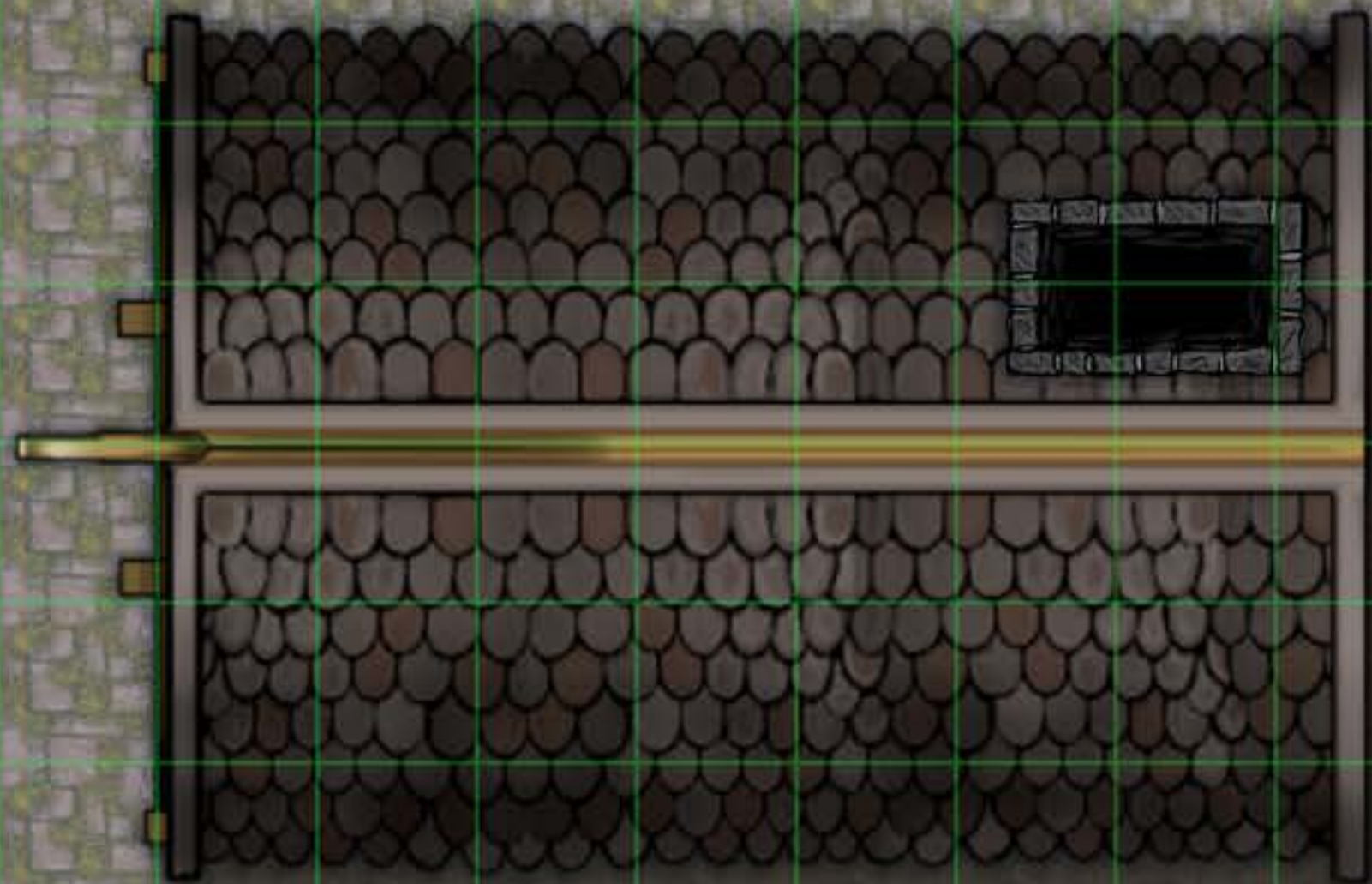
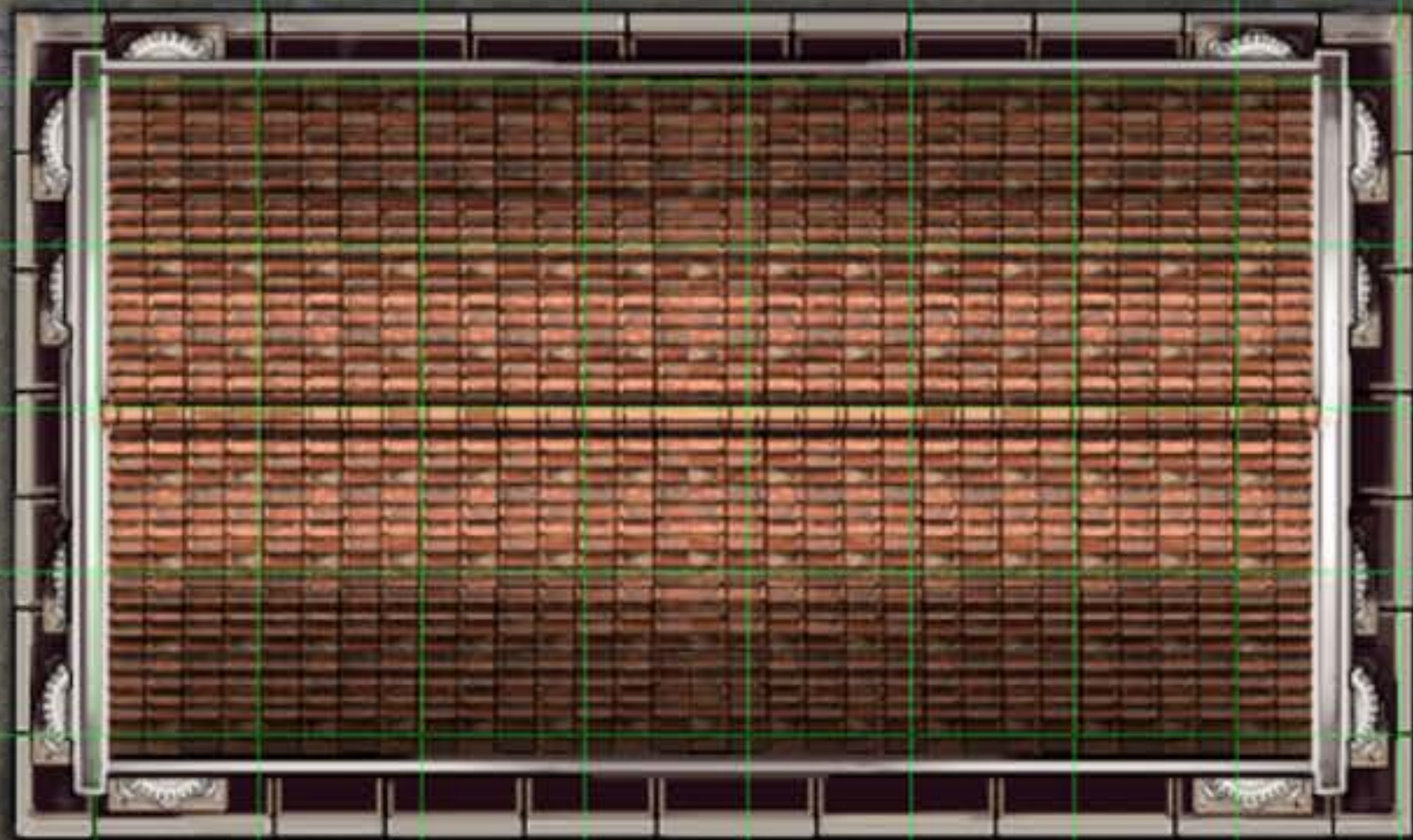
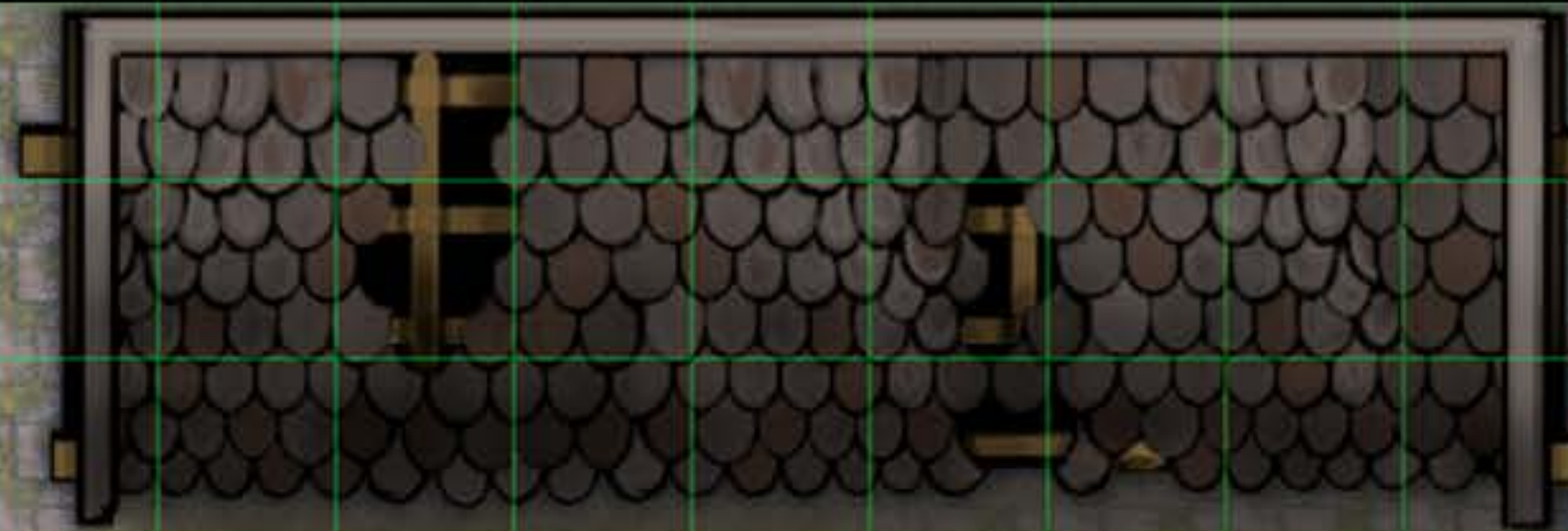
The streets of this village are abuzz with activity. Fires are being extinguished, and the hunt is on for any remaining marauders. Whenever you make an attack, first roll a d20. On a 15-20, a villager aids you in some way. Attack with advantage.



MAGE'S LIBRARY

RARE TOMES

There are many rare and valuable tomes in here. As such, wayward ranged attacks can prove very costly. If an enemy you are targeting is within 10 ft. of a bookshelf, and you miss by 5 or more, either lose 30 gp or 1 Quest Point.



MARSEMBER STREETS

ROOFTOP SPOTTERS

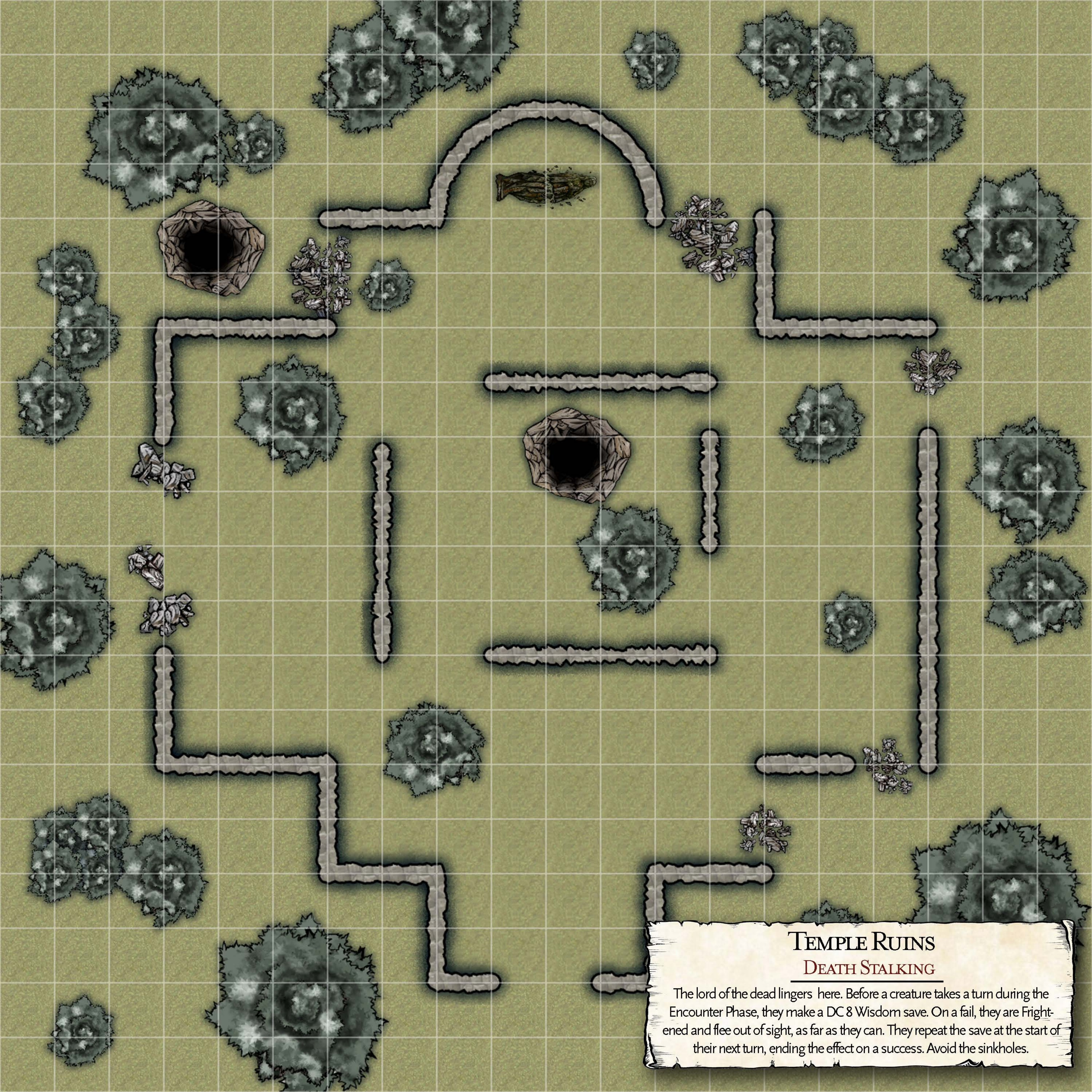
Your enemy has allies watching you from the rooftops. You are unable to take the Hide action while in combat on this battlemat, and you have disadvantage on all Stealth checks. Buildings grant half cover to all Humanoid enemies will shoot from cover when able.



ORC CAMP

GOBLIN MOB

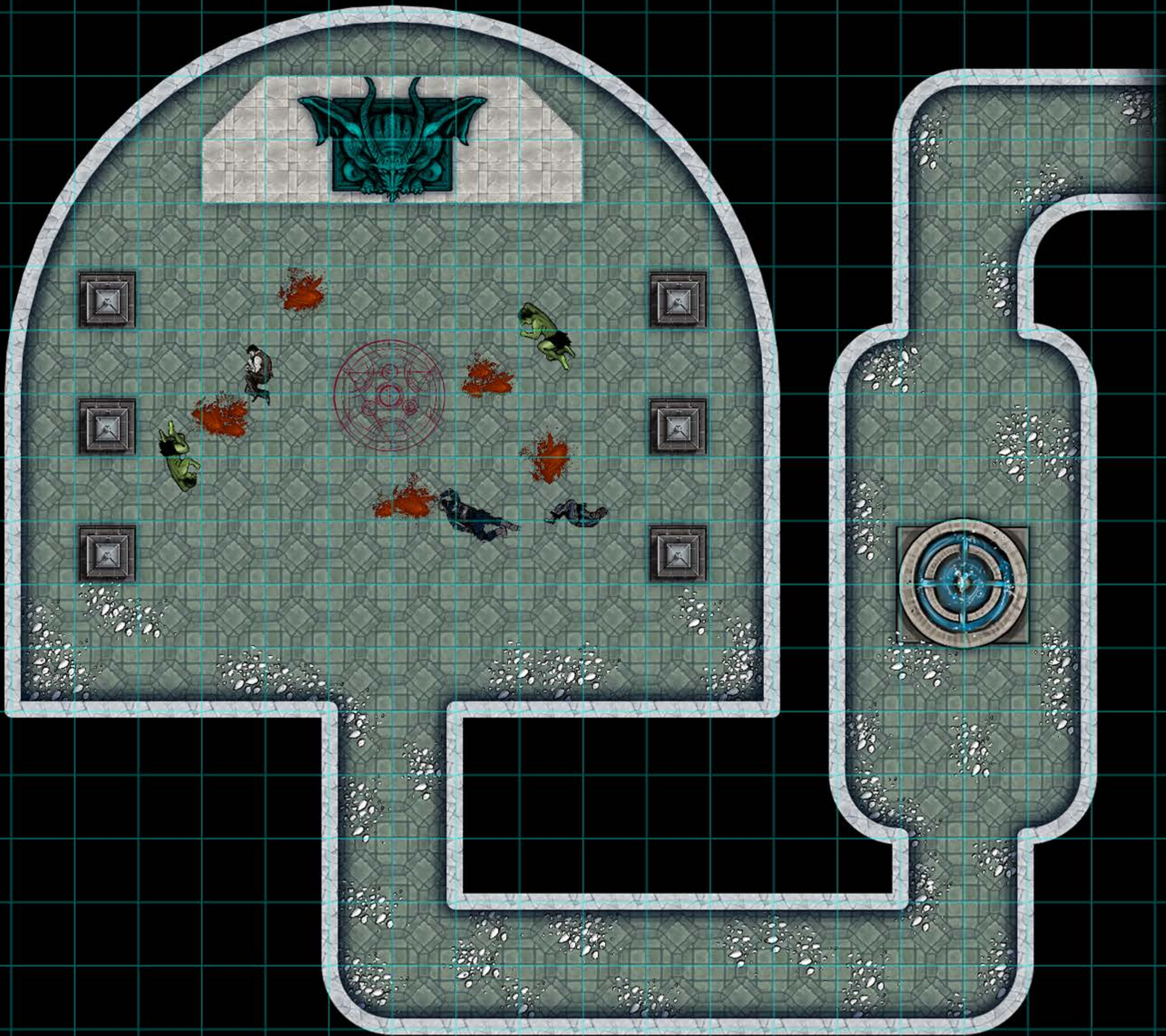
Non-goblins are definitely a minority here. Whenever you make an attack against a goblinoid creature, there is a chance that someone will try to hamper your efforts. Roll a d20. On a 1-5, attack with disadvantage.



TEMPLE RUINS

DEATH STALKING

The lord of the dead lingers here. Before a creature takes a turn during the Encounter Phase, they make a DC 8 Wisdom save. On a fail, they are Frightened and flee out of sight, as far as they can. They repeat the save at the start of their next turn, ending the effect on a success. Avoid the sinkholes.



TEMPLE OF MOL'GOROZ

HELLISH PORTAL

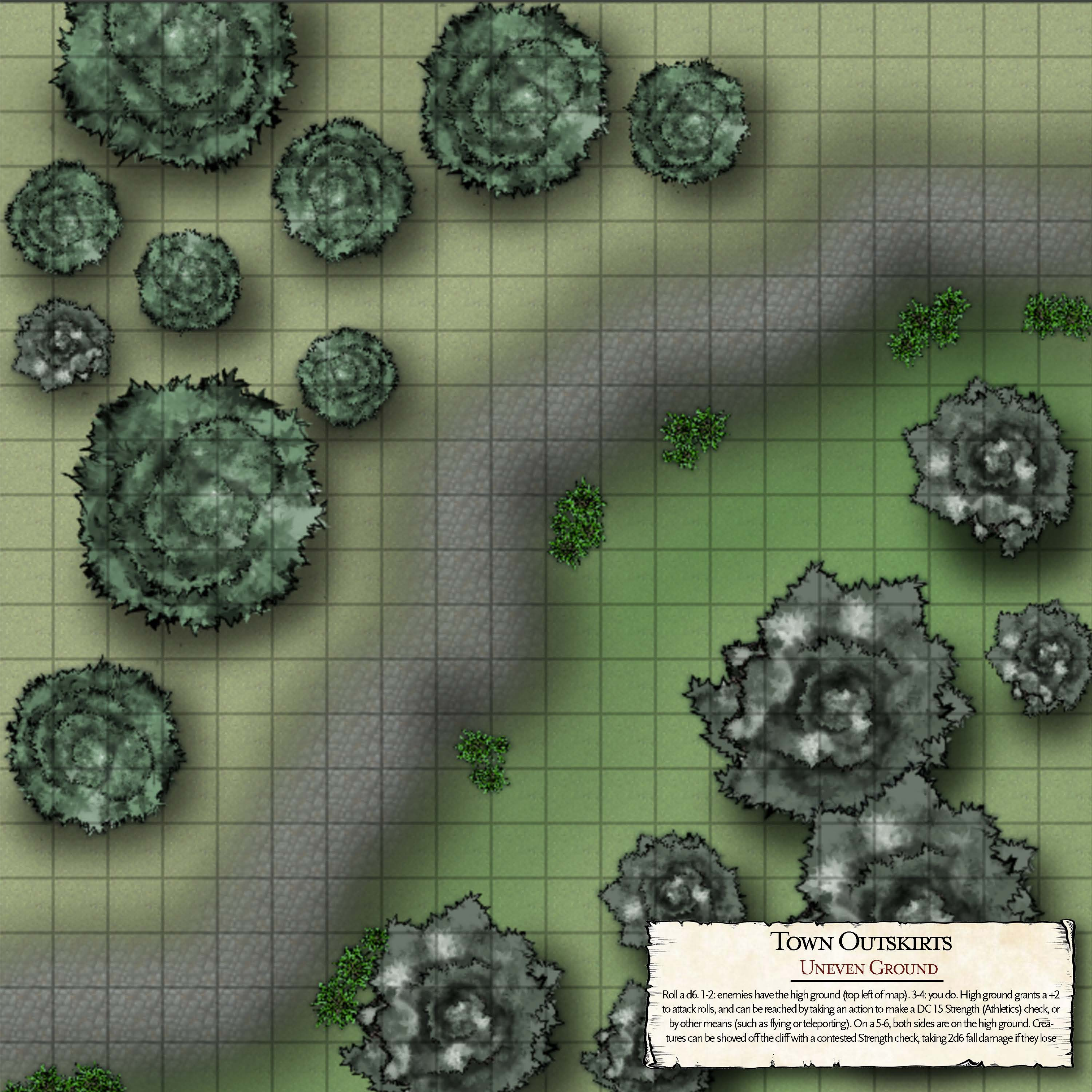
A fell ritual has opened a portal to the hellish planes! When you begin combat, put an item named "Portal" at the top of your initiative order. Every time it comes up (except round 1), roll a d20. On a 1-5, spawn a nupperibo (MTF p.168) on the red sigil in the main temple room.



THE CLOVEN SHIELD

HEAVY BETTING

An eager crowd watches your fight with rapt attention. Bets are being taken! Whenever you miss an attack, rotten vegetables are flung at you. Roll a d20 against your AC. If a rotten projectile hits, the next attack on you is made with advantage. If you win, gain 50 gp in addition to any other loot.



TOWN OUTSKIRTS

UNEVEN GROUND

Roll a d6. 1-2: enemies have the high ground (top left of map). 3-4: you do. High ground grants a +2 to attack rolls, and can be reached by taking an action to make a DC 15 Strength (Athletics) check, or by other means (such as flying or teleporting). On a 5-6, both sides are on the high ground. Creatures can be shoved off the cliff with a contested Strength check, taking 2d6 fall damage if they lose.



TOWN SQUARE

MOB JUSTICE

If a creature's attack roll misses by 10 or more points, the next two turns they move as if through difficult terrain.



ZHENTARIM HEADQUARTERS

OUT OF YOUR ELEMENT

This is unfamiliar territory and your enemies definitely have the upper hand here. When you are in combat, you have disadvantage on Dexterity and Wisdom-based ability checks and saving throws.