

D&D

# ADVENTURERS LEAGUE

## HORDES OF THAR: THE WHITE HAND OF DEATH

EPICENTER  
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A FOUR HOUR ADVENTURE WITH TIER 2 CHARACTERS  
Optimized for APL 7 | By: Lance Tan



# HORDES OF THAR: THE WHITE HAND OF DEATH

*A Two-Hour Adventure for 5th to 10th Level Characters*

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Optimized for APL: 7

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A disease is spreading around the town of Melvaunt, causing boils and festering marks to form on townsfolk and travelers alike. The local guard believes that this disease is of unnatural origin, and has issued a call for brave adventurers to investigate the matter. Can you find the source of the plague, or will you simply fall as another victim? Part one of the Hordes of Thar Saga.

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CCC-EPI01-01 Hordes of Thar: The White Hand of Death

## Introduction

Welcome to The White Hand of Death, part one of the Hordes of Thar series, a D&D Adventurer's League™ adventure, part of the official D&D Adventurer's League organized play system.

This adventure is designed for three to seven 5th to 10th level characters and is optimized for **five characters with an average party level (APL) of 7**. Characters outside this level range cannot participate in this adventure.

### ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience. To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

### DETERMINING PARTY STRENGTH

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

### BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

### PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

**You're Empowered.** Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

**Challenge Your Players.** Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

**Keep the Adventure Moving.** When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience

# Adventure Primer

*"Medicine heals doubts as well as disease.*

—Karl Marx

## Background

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Thar is an inhospitable wasteland ravaged by various humanoid tribes who are constantly at war with one another. Most prominent of these are the powerful and savage orcish tribes that fight tooth and nail for whatever scarce resources are available to them. As though by the design of the orcish gods themselves, the birth rate of orcs has increased exponentially over the past few generations, causing a rapid increase in the most prominent tribes and the addition of various new tribes.

Three months ago, the two largest orcish tribes, the Howling Thunders led by Brogug the Stormlord and the Wyvernbreakers led by Thork Fleshrender engaged each other in the largest turf war seen in the past few decades. Their war spanned several battles over hundreds of miles stretching from the River Thent to the edge of the Highfells. After several bloody encounters, Brogug towered victoriously over the broken corpse of Thork. With their leader dead, Brogug was able to subjugate the rest of the Wyvernbreakers under his banner. Brogug swore to unite the various orcish tribes and go on a vicious warpath in the lands beyond Thar.

Meanwhile, the city of Melvaunt has been crippled by a deadly and mysterious disease. Locals and travelers alike are falling ill at an alarming rate, coughing up blood with boils forming all over their bodies. Traditional medicine is ineffective, and the use of divine magic does not prevent the disease from recurring. The local watch, lead by Jonathan Snow, believes that the only way to deal with this is to find the source and stamp it out.

## Overview

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### Part 1. THE WHITE ROT

The adventurers meet with the grieving Captain Jonathan Snow whose daughter, Alyssa, is dying of the plague at the Breakerwater Inn on the rim of Melvaunt's marketplace. He dispatches the team of adventurers to investigate and if possible, destroy the source of the plague.

### Part 2. CITY OF SWORDS

Investigating the town, the adventurers question the townsfolk and look for clues to discover the origin of the plague.

### Part 3. INTO THE AQUEDUCTS

Having found the source, the adventurers journey into the aqueducts of the town to find a grotesque group of orcs riddled with disease.

### Part 4. A PLAGUE OF DIVINITY

Travelling along the underground stream, the adventurers make their way to a decrepit sewer camp, catching the Cult of Yurtus in the act.

### Part 5. CONCLUSION

After dealing with the perpetrators, the group reports to Captain Snow who is accompanied by an unexpected guest who suspects there is a larger scheme at hand.

## Adventure Hooks

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**City of Melvaunt.** The City of Melvaunt is being ravaged by a deadly plague. The leaders of the city have sounded a call to arms to all able bodied adventurers to help find the source and stop it.

**Emerald Enclave.** The Emerald Enclave has dispatched their members to see to the end of the plague.

**Order of the Gauntlet.** Members of the Order have received visions from their gods: the White Hand of death looms over Melvaunt. The Order must rise to the occasion and send agents to aid the city.

**Lord's Alliance.** Melvaunt is a wealthy city and is the seat of much commerce. The plague has put a halt to most of the economic activity there. It is up to the agents of the Alliance to see things through.

**Harpers.** The plague that hit Melvaunt is a mystery. Innocents fall, and those who Harp will not stand by when times are dire.

**Zhentarim.** The Black Network sees Melvaunt in need. What better way to establish connections and gain influence than to help them solve their problems?

# Part 1: The White Rot

**Estimated. Duration** 20 minutes

The adventure begins with the party entering Breakwater Inn to meet their contact in the Melvaunt City Guard.

## General Features

**Terrain.** Melvaunt is a cold and gray city with large buildings tightly packed against each other with only tiny alleyways offering any sort of breathing room between them.

**Weather.** Cold, crisp, and windless, the weather is uncharacteristically calm.

**Lighting** Lanterns bathe the inn in a comfortable and warm glow.

**Smells and Sounds** The wind whistles through the cracks in the windows, putting emphasis in the absence of any merriment. A stale aroma fills the air.

Breakwater Inn stands as a haunting dark silhouette against the fog. Its lights are dim and the common room is silent, save for the crackling of a dying hearth. The sullen human bartender with dark hair and pale skin lets out a hacking cough, his breeches and shirt dampened by his cold sweat. He takes a drink of water before addressing you with a curt nod. His eyes dart between you and the only customer in the common room.

Sitting alone at one of the three long oak tables is an older gentleman with graying black hair. "Haven't seen a plague this bad since the Wailing Death in Neverwinter. My guard is stretched thin, and you are our only hope. Let's get started. There's much to do."

The player characters who are participating in the adventure are asked to take turns introducing themselves.

The party is given a modest meal of veal, apples, and water. Kindly note what they partake in. Those who drink any beverage at the inn will have to make a save once the investigation begins (delay the saving throw so the players don't immediately make the connection between the water and the plague).

## Roleplaying Jonathan

Jonathan Snow is a human male in his late thirties clad in chainmail. He's a good natured Captain of the Guard of the City of Melvaunt whose spirit is being tested by the plague. He has two children, one claimed by the plague and the other in the cusp of dying.

**Quote:** "It will get better. It has to."

Jonathan explains what he has learned so far to the adventurers:

- Commerce in Melvaunt has ground into a screeching halt in the wake of the quarantine.
- The disease was contained early on, and reports show that the majority of the plague victims started out in the marketplace district.
- The disease can be cured using a Greater Restoration Spell or other magical means, during the early stages of the disease. However, patients seem to relapse hours to days after as the cause was never identified.
- No one knows how the disease is spread.
- Those who have the disease begin to cough blood and grow boils all over their bodies. If left unchecked, the disease causes death.
- Spellcasting services are currently unavailable during this time as healers are preoccupied with containing the disease.
- The first one to die of the disease was Thomas, Jonathan's fourteen year old son, who died three days ago. Thomas would often explore the city, acting as a deputy town crier. His son died of the White Rot in bed, his face the visage of pained exhaustion.
- Jonathan's daughter Alyssa contracted the disease a five days earlier and is comatose. The Abbot estimated that she had around 5 hours left to live. She shows late symptoms as detailed below under The White Rot section.
- Abbot Wilhelm Kord has been taking in the sick at the Temple of Tyr, and would know the most about the demographics of the dead and dying, possibly making some headway in understanding the origin of the disease.
- The advent of the plague has loosened the tongue of a certain Garra Lazerin, a prominent slaver who lives in Bruilhaven which is in the western section of the city. Strangely, she is the only one in the northwestern section of the city to contract the plague. She may present a lead to finding out more about the source of this plague.

## Time Pressure

The party can move between Breakwater Inn and the two investigation points, the Temple of Tyr and Bruilhaven. This adventure runs on a time limit and is potentially crippling for adventurers who contract the White Rot.

## Time Table

Travelling to the Abbott	1 hour
Travelling to Garra	1 hour
Performing Favor for A Broken Whip	1 hour
Clearing out the Aqueducts	1 hour
Short Rest	1 hour

Jonathan has a four year old daughter, Alyssa Snow, who had contracted the disease several days before. She is in the stage of the disease that cannot be cured by means other than divine intervention by the Abbot, who is preoccupied with other patients. (The disease is being strengthened by a ritual by the Cult of Yurtus, but the players have no means of knowing this at the moment). She has 5 hours left to live, so track the time the party takes to travel and take rests. If the players ask, you may say that the local clerics believe she has less than a day to live. If the party destroys the source of the disease and disrupt the ritual before the time runs out, it will be assumed that new cases cease and the clerics are able to tend to all the sick and dying, including Alyssa.

**Notes to DM.** If for whatever reason, the players are able to cure Alyssa via Divine Intervention, then the module still moves forward as normal but without the time constraints. Alyssa herself is too young to contribute to the investigation and is too tired to recount much.

## The White Rot

Adventurers who drink the water from Breakwater Inn or any area around the Marketplace contract the White Rot, a disease of divine origin. **Do not reveal the source of the disease**, but take note of any who drink the water provided by areas in the marketplace. Upon drinking the water (though you can delay the check to throw them off in determining the source), make a **DC 12 Constitution Saving Throw**. If failed, the character begins to hack and cough blood and white boils begin to mark their faces as they have contracted the White Rot. Characters who have been infected by the disease gain a **level of exhaustion** which cannot be removed through a long rest. Later symptoms include high fever which manifests itself after 4 levels of exhaustion. After 5 levels of exhaustion, the victim's hands turn pale white.

The White Rot is a **disease** named for the pale hands its victims are afflicted with in its later stages. Adventurers and monsters who are immune to the disease are spared from being affected by this. **Repeat this save at the end of each hour after the characters drink from any water source in the market district/Breakwater Inn**, having the character gain another level of exhaustion upon failure. Succeeding in this check does not remove the White Rot, but prevents the exhaustion for that check. Note that this does not stop said character from removing a level of exhaustion gained by other means via long rest (such as the aftermath of a Barbarian using Frenzy).

## Part 2: City of Swords

*Estimated. Duration* 60 minutes

The adventurers go through the city to gather clues on the source of the disease.

### General Features

**Terrain.** Melvaunt is a cold and gray city with large buildings tightly packed against each other with only tiny alleyways offering any sort of breathing room between them.

**Weather.** Cold, crisp, and windless, the weather is uncharacteristically calm.

**Lighting** The combination of a thick fog and overcast clouds filter what little light the morning offers into the city.

**Smells and Sounds** The stench of manure accompanies any city goer, likely wafting through the air from horse droppings left on the roads. The sound of hacking coughs fill the air.

The City of Swords is known for its tall buildings which belch out smoke from the metal working facilities near the docks. Its temperature rises and falls like a heartbeat at the mercy of the Moonsea, its breeze weighed down by the smog. The first thing you notice upon entering the marketplace district is the foul and rancid stench of rot accompanying the sound of hacking coughs. A few well dressed individuals could be seen bickering with the guards, complaining about how their incompetence has led to them losing revenue. The guards bark back, ushering them and other merchants back to their quarters.

Those with no homes to return to are relegated to tightly packed alleyways filled with pock marked individuals of all shapes and sizes. Some cry out in pain while others openly pray for a divine intervention. They are answered by a flash of lightning and a roar of thunder, followed by an eerie silence.

The marketplace, known for being the city's center of commerce is deathly quiet. The streets are emptied. Gray buildings stand lifeless without the people in the street.

At this point, the party has two leads to investigate: the Abbot of Tyr (A), and Garra the Slaver (B). They can decide to approach either in any order.

### Lament of the Sick

Insert Encounter ONCE as the party travels between locations.

The streets are filled with citizens at varying states of sickness: some only present a hacking cough while others are barely clinging to life. All of them eye the party with a fervent desperation. Have them approach the party and ask for as much sympathy as they are willing to give.

If the party engages any of them, and offers to heal (Greater Restoration and other means of curing disease will serve to cure them for a day before they relapse as the source has not been dealt with) or help them in any way (like giving gold or other aid), other diseased citizens shamle forth, rioting to also gain a cure.

Thirty **commoners** begin to converge on the party's position, crying out for a cure.

Characters may attempt to make reasonable attempts to calm the crowd, with a **DC 14 Persuasion, Deception, Intimidation, or Performance**, depending on what method the party decides to calm the crowd.

On a success, the party is able to establish a semblance of calm as the crowd is effectively dispersed.

Should the party fail at this, the mob begins to swarm over them, dealing 2d4 bludgeoning damage to each adventurer who fails **DC14 Athletics or Acrobatics** check to avoid the crowd (half damage on succeeding on the check).

After the crowd's first swarm, the party has one more chance to perform a charisma check as shown above, lest they be subjected to another wave of attacks.

The city watch is stretched too thin to respond to this mob. Those who die in this encounter are tragically counted among the victims of the plague.



## A. Temple of Tyr

Tyr's Temple is a 40ft high stone building that serves as the primary center for plague victim treatment in light of the abruptness of the plague.

The Temple of Tyr looms above the eastern section of the city, its height matched only by the government buildings'. A statue of an armored, bearded man with a blindfold and a stub in place of a right hand is holding a perfectly balanced scale next to the large wooden doors.

The acrid smell of death fills your nostrils as you approach. Bodies covered in pustules and rot decorate the floor, some of them moaning in agony while others lie perfectly still.

A tall man with graying hair wearing blue and purple robes is kneeling down next to one of those crying out. Soon however, the wailing comes to an abrupt halt. The man reaches down to close the eyes of the recently departed. With a heavy sigh, he turns back to look at you. "T'is a grim day to serve a just god. I am Abbot Wilhelm, servant of the Maimed God. How may I be of service?"

The Abbot is very much willing to do anything to help in finding the source of the plague, but he will not leave the dying at Tyr's temple. His talking points revolve around the following in case the adventurers ask:

- The deaths began to roll in three days ago, starting with Thomas Snow.
- He and Thomas had been friends, the latter would pass by often to pay his respects, wanting to be a knight of Tyr the Even Handed One.
- Most of the dead and the dying are from all over the City. Many were people who would come to him for guidance and arbitration.
- In studying the plague, he can note that the disease is of divine origin, and no natural phenomenon.
- If asked about Garra, the Abbot says that he only tolerates her because slavery is allowed within the walls of Melvaunt. He sees her as a cruel, sadistic woman who the world is better off without.
- If asked about the Snows, he says they are just and proper folk. They came to him with their son but were unfortunately too late.

- The city is a heavily polluted city, and the disease can come from many sources. The Abbot does not know how the disease is distributed though he suspects it to be airborne.

### Roleplaying Abbot Wilhelm

Abbot Wilhelm is an older man well into his 40s with graying hair who wears long blue and purple robes with a white sash and a white glove over his left hand. His strong build and even steps hint at a military background when he was in his prime. Humorless and stubborn, Abbot Wilhelm wears a facade of optimism over his current dismay over the deaths of many. Abbot Wilhelm uses the **War Priest** statblock.

**Quote:** "T'is a grim day to serve a just god."

### Investigation

- The party may make a **Medicine Check (DC 10)** to confirm the symptoms of the disease amongst the victims.
- The party may make a **Religion Check (DC 14; with advantage if the adventurer has orcish blood)**. Succeeding lets the adventurers know that the White Hands the victims of the plague exhibit are a sign of the orcish god of disease, Yurtus.

## B. Garra's Den

House Bruil is the second most powerful house in Melvaunt. While they are involved in Melvaunt's primary industries: mining and steel manufacturing, they have also diversified into agriculture. Since farmland is at a premium in the Northern Moonsea, Melvaunt depends heavily on the importation of crops from the Dalelands. The ships of House Bruil import grain and fruit from Hillsfar, Elmwood, and Mulmaster, and even carry on a light trade with the orcs of Thar, purchasing wool and mutton from them. They also hold several large villas in the surrounding countryside worked by slaves, and they sell the produce from those. Garra Lazerrin is one of their primary slavers and resides in Bruil's Townhome, Bruilhaven

Bruilhaven is sprawled out over the western fringes of Melvaunt. Metalworks and processing facilities fill the area with a black smog and the smell of heated metal. The sound of hammers beating anvils serve as a percussion to the anguished cries of whipped slaves. A decrepit man with tanned skin looks and addresses you with weary eyes. With an unflinching gaze, he silently beckons you to follow him. He leads you through a complex with other such manacled men. The man brings you to a modest sized bedchamber. Lying on the bed is a boil covered young woman with pale white skin sporting a black mohawk. She regards you weakly, "Who are you sods?"

Though not in her best condition, she can still provide the party with some information if they are willing to pay her **300 gold**. The party may also opt to attempt a **DC 14 Charisma Check (Persuasion, Intimidation, and if properly justified, Deception)** to convince her to part with what she knows. While these are the mechanical ties to the scenario, the DM is encouraged to reward good roleplaying in trying to work through this social encounter.

### *Garra Knows The Following Information..*

- She has been sick of the plague for five days.
- No one else in Bruilhaven is sick with the plague.
- She often brings the slaves to the market district when she does her rounds collecting money for the Bruils.
- She knows Thomas has a huge crush on her. Garra uses this to get him to fetch water from the market district well for her. She last saw him five days ago, and does not care for him at all.
- To her, the Abbot and the rest of the self righteous Tyr worshippers are hypocrites.

If the adventurers choose not to bribe her and fail to convince her to share the information, Garra instead asks for a favor (**See Favor for a Broken Whip**).

### Roleplaying Garra

Garra Lazerrin is a half-elven slaver who has seen better days. Raven haired and of medium build, she sports a mohawk which exposes the numerous boils covering her sickly body. Young and violent, Garra enjoys her position as the whip cracker of Bruil's slave business. Five days ago, however, she contracted the plague, and symptoms sap her of her strength, leaving her incapable of doing her job. Use the **Veteran statblock** for her, but with the White Rot and five levels of exhaustion.

**Quote:** "What's in it for me?"

## Favor for a Broken Whip

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If the adventurers are unable to bribe or convince Garra to share the information, she instead asks them to help her out with a small problem in exchange for the information. Right before they showed up, one of her men reported that the menagerie of pets owned by her masters were set loose by a careless servant.

If they can take them out (dead or alive), she will share what information she knows. Should they accept this task, they are escorted to a small barn half an hour away from Garra's residence.

The barn is an 80 foot by 80 foot square building, with wrecked cages and dead handlers.

The combination of creatures in this den is determined by the party's APL:

### Adjusting The Encounter

**Very Weak:** 2 Owlbears

**Weak:** 4 Owlbears

**Average:** 3 Owlbears and 1 Otyugh

**Strong:** 2 Otyughs

**Very Strong:** 2 Otyughs and 1 Owlbear

**Notes to DM.** Accomplishing this task adds another hour to the adventure, as it takes half an hour to go to and from this area.

Upon completing this task, the party is escorted back to Garra, who sheepishly shares what she knows.

## C. Further Investigation

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**Additional Facts.** that may be added to augment info under either leads or random citizens asked should they be relevant:

- The city has multiple wells, and the market district is the largest one. Bruilhaven and the Eastern District have their own wells, but Bruilhaven exists in relative isolation from the marketplace district.
- Water from the other wells is clean.
- Only magical means may detect the taint in the market district well water. It has a foul divinity about it when users use detect magic or other means to identify the taint.

### Potential Red Herring.

- Note that the city is quite polluted, the air is smoggy from all the metalworks that bring life to this city's trade. Delaying the constitution saving throw from drinking the water until after they are exposed to the city air may throw them off.

## Development

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When the party realizes that the disease is transferred via the water, they can easily surmise that the source of the plague are the city's wells (at this point, the market district's well). In order to explore further, they find out that the aqueducts could be accessed via the manhole located in the southern rim of the marketplace by any authority or citizen they approach (this includes Jonathan or the Abbot).

## Part 3: Into the Aqueducts

**Estimated. Duration** 100 minutes

The adventurers descend into the underbelly of Melvaunt as puss filled eyes watch them from darkness. Refer to Appendix 4A for map details of the 1st Floor of the Aqueducts.

### General Features

**Terrain.** The aqueducts of Melvaunt sport 10 foot diameter circular passageways with a foot high stream of sewage running through them.

**Lighting** The aqueducts are covered in darkness.

**Smells and Sounds** The acrid sting of rot fills the air, and the tunnels are eerily silent save for the occasional wet dripping sound.

**Notes to DM.** Characters who spend a significant time in these aqueducts run the risk of contracting diseases. At the end of every hour spent here, have the characters make a DC 12 Constitution saving throw or become infected by the White Rot upon failure. If already infected, they gain another level of exhaustion should they fail the save.

### A. The Winding Tunnels

A waft of the acrid sewage fills your nostrils as you dislodge the manhole cover. Rusted ladder rails are lodged against the claustrophobic passage into the tunnels below. After spending a few minutes descending, you finally make it into a wet but solid ground, causing the shallow and stagnant water to ripple. Darkness envelops you as you descend deeper into the waterways. Warped moss and various types of fungi grow along the walls.

Characters with a **passive perception of 14 or higher** will hear the frantic wet footsteps and the ripples in the water from the northern tunnel growing further and further apart. This is in fact a **Hand of Yurtus**, an orcish cultist of a death god running away to report the arrival of the adventurers to Halgash.

Unbeknownst to the party, there is a poison spike trap that hangs beneath the surface on the sections marked X. Those who fail a **DC 16 perception check** as they move along the hallway take 2d4 piercing damage and must make a **DC 15 Constitution saving throw** or be plagued by the White Rot (see

description above). If detected, the traps could be easily removed with a **DC 14 Sleight of Hand or DC 10 if attempted with Thieves Tools**.

If they are able to notice the runner, the players have the option to try and catch him. Characters able to justify being able to move at **100 feet in a single turn (including a dash speed and teleportation magic like misty step, etc.)** are able to catch up with this **Nurtured One of Yurtus**, who turns around to fight while immediately cries out for help in **orcish (the only language they speak)**. If caught/cornered, he utters **“Gaj ezog kor Yurtus! Halgash Ezog jokog narg kookar!”** (“Feel the blessing of Yurtus! Halgash the plaguebearer is our champion and savior!!”). The orc is disease ridden and crazed.

Have the players roll initiative as creatures from the area marked “B” on the map will make their way to help the orc (kindly note that this Nurtured One of Yurtus is already included in the Adjusting this Encounter section.)

If they are unable to catch up to the orc, he lures the adventurers to where his brethren lie in wait in the various sewage pipes that mark the walls of that tight space.

**Notes to DM.** Orc Nurtured Ones of Yurtus would rather use their corrupted vengeance ability than be captured by the party.

Orc Hands of Yurtus are priests of Yurtus and are therefore mute, silent like their god (and also explains why they can cast without verbal components). Any dialogue from Halgash’s servants come from the crazed Nurtured Ones of Yurtus.

## B. The Fetid Pipes

This tunnel contains various drains that are large enough to fit Nurtured Ones of Yurtus who hide in them, waiting for the adventurers to enter their range of movement as they turn the corner.

### Adjusting The Encounter

**Very Weak:** 2 Nurtured Ones of Yurtus and 2 Hand of Yurtus.

**Weak:** 4 Nurtured Ones of Yurtus, 3 Hands of Yurtus.

**Average:** 4 Nurtured Ones of Yurtus, 2 Hands of Yurtus, and 1 Catoblepas.

**Strong:** 5 Nurtured Ones of Yurtus, 3 Hands of Yurtus, and 1 Catoblepas

**Very Strong:** 4 Nurtured Ones of Yurtus, 3 Hands of Yurtus, and 2 Catoblepas.

### Running the Encounter

The cultists of Yurtus will prioritize using debuffs on the party to weaken their ability to save. Hands of Yurtus favor the spell Bane to allow the Nurtured Ones of Yurtus' and Catoblepas' deadly abilities to be put to the best use. The tight winding corridors of the aqueducts lends itself to the fighting style of the cultists, who use the short passages to limit the ranged abilities of the adventurers.

If any of the Nurtured Ones of Yurtus are captured (and are somehow made incapable of using corrupted vengeance), they only communicate in orcish. Their responses come in crazed tones, though in truth they were indeed spared from death by Halgash. They say the following:

- "Halgash delivered us from death's embrace!"
- "We are all victims of the plague!"
- "Only in spreading the disease do we rise above victimhood!"
- "We are unworthy of life!"
- "The White Rot will cleanse this land of the weak!"
- "Once disease culls the weak, the Unbreaker will reap the strong!"
- "All lives belong to Yurtus!"

## Last Gasp for Mercy

When the fight is over, a strange creature emerges from one of the tunnels. Hiding inside one of the pipes, **Rogut**, an aged member of the White Hand cult, emerges to plead for his life and the life of his tribe's leader, Halgash. He uses the stats of a **Hand of Yurtus**, except he has not sworn to silence, which allows him to speak in fluent orcish and broken common.

An old orc lurches out from one of the tunnels, his gnarled frail body creaking with every step. His body is covered in boils and rags. "Please, no kills Rogut. Rogut, and Halgash," the creature whines. "Halgash, save Rogut. Save tribe. Now, Rogut save Halgash."

Rogut explains to the party in broken common (or fluent orcish) that Halgash is not what she seems. She only leads the Cult of Yurtus to save the sick and the dying orcs, and only wants to be left in peace. Halgash was bullied by the gods into spreading the White Rot. Rogut believes that her commitment to this destruction could be broken by beating her in battle, hinting at the potential for the **WE SURRENDER!** scenario,

### Roleplaying Rogut

Rogut is a sickly older orc who witnessed the tragedy that befell their tribe's leader, Halgash. He speaks in gasps, as his lungs are clogged with phlegm. Rogut speaks broken common but fluent orcish. His not swearing himself to silence reflects his reluctance to serve Yurtus.

**Quote:** "Please...spare...Rogut."

Though eager to help Halgash, he will not face her. If the party wants to drag him along, he can be coaxed with a **DC 16 Intimidate Check**. Otherwise, he runs off, never to be seen again.

## C. The Canals

---

The oppressive tunnels eventually give way to a large room with a walkway that bridges this chamber with the next area. It has a 20 ft high ceiling. This walkway is actually an arch that serves as a canal between two waterways. The reservoirs are 40 ft deep. Unknown to the players, the canals are home to some predatory aquatic beasts that were brought there from the Marshes of Thar by the orcs.

The passageways open up to a large room with a large pool divided by a walkway that runs down the middle. The eerie hum of air passing through the tunnels is interrupted by the bubbling noise of something large emerging from the water!

The creatures that lurk in the depths ambush the adventurers as they travel through the canals, effectively giving them a surprise round. Those with a **Passive Perception of 17** or higher are not affected by this surprise round.

### Adjusting The Encounter

**Very Weak:** 2 Giant Crocodiles

**Weak:** 1 Froghemoth with 130hp

**Average:** 1 Froghemoth with 150hp

**Strong:** 1 Froghemoth with 150hp and 1 Giant Crocodile

**Very Strong:** 2 Froghemoths with 130hp each.

### Running the Encounter

The semi aquatic creatures that dwell here use the canal to their advantage. They drag the creature underwater any chance they get, isolating their prey.

## Development

---

Once the adventurers defeat Halgash's pets, they hear throaty and guttural chanting from the other end of the tunnel.

## Part 4: A Plague of Divinity

**Estimated. Duration** 60 minutes

The adventurers make their way down to the makeshift camp of Halgash the Plaguebearer, the reluctant herald of Yurtus in the 2nd floor of the aqueduct. See Appendix 4B.

### General Features

**Ceiling.** The ceiling is 40 feet high and covered in moss.

**Lighting** The aqueducts are covered in darkness.

**Smells and Sounds** The acrid sting of rot fills the air. Loud murmuring could be heard from all sides, as though the entire room itself was alive.

As you approach the source of the throaty chanting in the darkness, you find yourselves in an even larger room at the end of the aqueducts where Melvaunt extracts water from an underground stream. Near the mouth of the stream are disease ridden orcs who are regurgitating their last meal and releasing their puss into the water.

A hooded figure lurches forward, pulling back her hood to reveal her divided face: Half of the face is pock marked and corpulent while the other half is clear of disease but bears a skull tattoo that masks otherwise pristine skin. Standing limp, she is propped up by her gnarled and grotesque white staff filled with pustules and boils. Her whispers echo through the hall and are tinged with agony. "Waves of woe will assail Melvaunt. This is merely the beginning. The plague that heralds the storm! You are foolish to resist! We all die by the White Hand!" As she says this, a swarm of grotesque orcs pour out of the tunnels and begin to surge through the rest of the room!

At this point, all party members who can hear Halgash give these comments may make a **DC 10 Insight Check**. Those who succeed can tell there is a pained reluctance to her statement. While her conviction is fragile, she fights on until gravely injured (**see WE SURRENDER!**).

If Rogut is with the party during the encounter with Halgash, she will rebuke him for betraying her. With no choice, Rogut fights alongside the adventurers to make her see reason. If the adventurers decide to kill Halgash, Rogut will turn on them.

The fight begins in earnest with Halgash and **2 Hands of Yurtus** keeping to the high ground while the **5 Nurtured Ones of Yurtus** and a **Catoblepas** charge forward to overwhelm the party.

**Additional Nurtured of Yurtus** pour out of the pipes at the end of every turn for four turns based on the difficulty adjustment (See Adjusting this encounter where the number of **Orc Pipe Reinforcements** per turn is reflected).

**Halgash the Plaguebearer** starts the fight with **Death Ward** cast on her (this uses up one of her level 4 spell slots).

### ADJUSTING HALGASH:

#### FINGER OF YURTUS

Instead of wielding her maul, Halgash the Plaguebearer also has the option to use the **Finger of Yurtus**. By choosing the Finger of Yurtus, she may opt to gain the following attack option (multiattack still applies):

**Finger of Yurtus** +7 to hit, reach 5 ft., one target. Hit: 11 (1D8+3) bludgeoning damage if used with two hands or (1d6+3) if used with one hand.

The staff can be wielded as a magic Quarterstaff. On a hit, it deals damage as a normal Quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

#### Aggressive

As **Halgash** is an **orc**, she gains the **Aggressive** racial ability. As a bonus action, Halgash can move up to her speed toward a hostile creature that it can see.

### Adjusting The Encounter

**Very Weak:** 1 Hand of Yurtus, 3 Nurtured Ones of Yurtus, 1 Orc Pipe Reinforcements

**Weak:** 2 Hand of Yurtus, 3 Nurtured Ones of Yurtus, 1 Orc Pipe Reinforcements

**Average:** 2 Hands of Yurtus, 5 Nurtured Ones of Yurtus, 1 Catoblepas, 2 Orc pipe reinforcements

**Strong:** 3 Hands of Yurtus, 6 Nurtured Ones of Yurtus, 1 Catoblepas; 1 Orc pipe reinforcements

**Very Strong:** 3 Hands of Yurtus, 6 Nurtured Ones of Yurtus, 2 Catoblepas; 4 Orc pipe reinforcements

## Roleplaying Halgash the Plaguebearer

The prophet of Yurtus is a reluctant avatar of said god. Born in perfect health and on the path to be a priestess of Luthic, the orcish goddess of fertility and life, Halgash took uncharacteristic pity on her fellow orcs who were considered the untouchable diseased. When the warchief of her original tribe wanted to cull the sick, Halgash took pity on them, and snuck them out of the camp by moonlight.

They praised her as a savior, and she proved to be an effective leader. She had contracted all the diseases of her people, but was blessed by Yurtus to have the constitution to hold their deathly effects at bay.

The White Hand lived in isolated peace for many years until she was approached by Brogug who promised they would be given refuge in his new tribe. Seeing that this was the only way for her tribe of outcasts to reclaim any dignity, she begrudgingly accepted.

If given the choice, she would want to be cured to start over, as she regrets her decision to sacrifice herself but has too much pride to admit she had made a mistake. She knows next to nothing of the larger scheme involving her. Her instructions were simply to unleash this plague upon Melvaunt, nothing more. When asked who sent her, she says the orcish god "Gruumsh" did.

**Quote:** "THE WHITE HAND COMES FOR US ALL!"

## WE SURRENDER!

If reduced to 10 HP or less (but above 0), she begs the adventuring party to spare her life, finally admitting that all the sacrifice was not worth it. This takes her out of combat, and she begs for the adventurers to spare her life and the life of any surviving tribe members.

Either way, killed or spared, the **Finger of Yurtus** melts in her hands, a reflection of how she has fallen out of favor with Yurtus. All that is left of it is the centerpiece of the staff, which is the item's core magical conduit. The party unlocks **Aeir**, which for all intents and purposes is a Pearl of Power.

If spared, Halgash and her tribe ask to return back to Thar in a grim attempt to live in peaceful isolation.

## Development

Defeating Halgash and stopping their ritual of corruption effectively ends further contamination of the well water. After a few days of draining the defiled well, clean water will flow into Melvaunt's market district once again.

Whether they chose to spare Halgash or kill her, the party can now report their findings to Captain Snow.



## Part 5: Conclusion

The party makes it back to Breakwater Inn to report their findings to Jonathan to find that he is joined by a half-orc with the look of a savage about him.

**A.** If the party is successful in defeating Halgash and destroying the source of the White Rot, read the following:

After describing the diseased orcish cultists, Jonathan looks at you incredulously as the half-orc's eyes express a deep disquiet.

"Are you sure of this? This is a bad omen. The Cult of Yurtus never acts on its own," the half-orc grunts.

Jonathan interjects, "Ah. This is Khorgol of the Emerald Enclave. He came here to investigate the plague."

"Don't sleep too soundly. Something tells me this is only the beginning," Khorgol growls.

The party's success in destroying the source of the plague leads to the end of the quarantine, thus allowing the City of Swords to resume trade. Clerics double their efforts in curing the remaining victims with renewed vigor, knowing that with the source gone, the disease will not return.

Alyssa is cured, acting as though she had awoken from a terrible dream. Jonathan thanks the party for their efforts.

Despite the victory that had been won his day, citizens claim to hear a roar of rage from the savage, untamed north.

**B.** If the party fails to stop the Cult of Yurtus in 5 hours, read the following:

Jonathan presses his face against Alyssa's swollen corpse, too stricken with grief to even face the party.

In the room is a half-orc bearing a leaf clasp signifying he is with the Emerald Enclave. When the party reports their failure, he slams his fist against the table, splintering the fine wood upon impact. "Bah. This isn't over."

**C.** Additionally, if the party fails to foil the Cult of Yurtus entirely, add the following:

The party's failure leads to the deaths of hundreds of citizens who fall pale and lifeless in their sickbeds. The city dispatches more adventurers to deal with the threat and expends more resources in containing the ever expanding quarantine zone. Disease runs rife within the city as an unseen hand moves to strike.

### Roleplaying Khorgol UI-Gorgosh

The half-orc Khorgol is a high ranking member of the Emerald Enclave who wears a black wolf pelt. He stands roughly over six feet with a strong build. Raised in the Savage North by his now extinct orcish tribe, he turned to the life of adventuring before starting a tribe of his own. His primary goal is to maintain the power equilibrium in Thar. He has a gruff no nonsense attitude, wearing a scowl most of the time. The objective is of utmost importance, and he is not afraid of knocking heads to get things done.

**Quote:** "Good Gruumsh, don't give me that elf talk."

**Notes to DM.** Any party members who contracted the White Rot are cured of the disease by the end of the module by the Abbot.

## Adventure Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

## Advancement and Treasure Checkpoints

---

The characters receive **4 advancement checkpoints** and **4 treasure checkpoints** for defeating Halgash and stopping her efforts to destroy the town .

## Player Rewards

---

The characters earn the following player rewards for completing the adventure:

### Aier (Pearl of Power)

#### **Wondrous Item, Uncommon (requires attunement by a spellcaster)**

The Finger of Yurtus was powered by an elven artifact known as Aier. This originated as a tiny chunk of mythal which has been drained of most of its power. In addition to serving as a Pearl of Power, it can also be used to clear blackheads and pimples not created by magical means.

(See PLAYER HANDOUT 1 for more details)

### Gratitude of the Spared

If the players manage to spare Halgash and her tribemates, they earn this story award. Sparing Halgash has left her indebted to you. Only time will tell if she will return to aid you in a future adventure.

### Child of Melvaunt

Defeating Halgash within the 5 hour time limit or (using Divine Intervention) to save Alyssa will get you the friendship of Melvaunt's City Watch. This may come in handy later on.

## Dungeon Master Rewards

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In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure but none of the adventure's player rewards.

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

## Appendix 1: Location and NPC Summary

### ABBOT WILHELM KORD

Abbot Wilhelm is an older man well into his 40s with graying hair who wears long blue and purple robes with a white sash and a white glove over his life hand. He is strong build and even steps hint at a military background when he was in his prime. Humorless and stubborn, Abbot Wilhelm is wears a facade of optimism over his current dismay over the deaths of many. Abbot Wilhelm uses the War Priest statblock.

**Quote:** "T'is a grim day to serve a just god."

### GARRA LAZERRIN

Garra Lazerrin is a half-elven slaver who has seen better days. Raven haired and of medium build, she sports a mohawk which exposes the numerous boils covering her sickly body. Young and violent, Garra enjoys her position as the whip cracker of Bruil's slave business. Five days ago, however, she contracted the plague, and the symptoms sap her of her strength, leaving her incapable of doing her job. Use the Veteran stat block for her, but with the White Rot and five levels of exhaustion

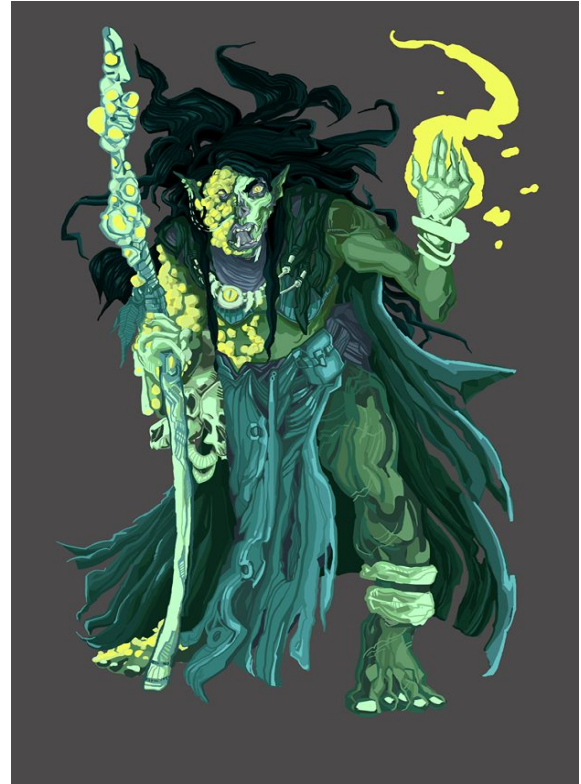
**Quote:** "What's in it for me?"

### HALGASH THE PLAGUEBEARER

The prophet of Yurtus is a reluctant avatar of said god. Born in perfect health and on track to be a priestess of Luthic, the orcish goddess of fertility and life, Halgash took uncharacteristic pity on her fellow orcs who were considered the "Untouchable Diseased". When the warchief of the Bloody Axe tribe wanted to cull the sick, Halgash took pity on them, and snuck them out of the camp by moonlight.

They praised her as a savior, and she proved to be an effective leader. She had contracted all the diseases of her people, but was blessed by Yurtus to have the constitution to hold their deathly effects at bay. Together with her followers, she formed the Cult of Yurtus, also known as the Tribe of the White Hand. The White Hand lived in isolated peace for many years until she was approached by Borgug who promised they would be given refuge in his new tribe. Seeing that this was the only way for her tribe of outcasts to reclaim any dignity, she begrudgingly accepted.

**Quote:** "THE WHITE HAND COMES FOR US ALL!"



### JONATHAN SNOW

Jonathan Snow is a human male in his late thirties. He's a good natured Captain of the Guard of the City of Melvaunt whose spirit is tested by the plague. He has two children, one claimed by the plague and the other in the cusp of dying.

**Quote:** "It will get better. It has to."

### KHORGOL UL-GORGOSH

The half-orc Khorgol is a high ranking member of the Emerald Enclave who wears a black wolf pelt. He stands roughly over six feet with a strong build. Raised in the Savage North by his now extinct orcish tribe, he turned to the life of adventuring before starting a tribe of his own. His primary goal is to maintain the power equilibrium in Thar. He has a gruff no nonsense attitude, wearing a scowl most of the time. The objective is of utmost importance, and he is not afraid of knocking heads to get things done.

**Quote:** "Good Gruumsh, don't give me that elf talk."

## MELVAUNT, THE CITY OF SWORDS

A city that sits on the northern coast of the Moonsea, adjacent to Thar. It was a city of smithing and mercantile services, serving as the port of entry to many travelers coming to the region. The city itself was cold and gray, with a mist that rose from the Moonsea seeming to cover it entirely.

## ROGUT

Rogut is a sickly older orc of the Cult of Yurtus who witnessed the tragedy that befell their tribe's leader, Halgash. He speaks in gasps, as his lungs are clogged with phlegm. Rogut speaks broken common but fluent orcish.

**Quote:** "Please...spare...Rogut."

## Appendix 2: Monster Statistics

### Catoblepas

*Large Monstrosity, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 84 (8d10+40)

**Speed** 30ft .

---

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

---

**Languages** --

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

**Challenge Rating** 5 (1,800 XP)

**Keen Smell.** The catoblepas has advantage on Wisdom (Perception) checks that rely on smell.

**Stench.** Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

#### Actions

---

**Tail. Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. **Hit:** 21 (5d6+4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

**Death Ray (Recharge 5-6).** The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

### Giant Crocodile

*Huge beast, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 85 (9d12+27)

**Speed** 30ft., swim 50 ft.

---

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (0)	7 (-2)

---

**Skills** Stealth +5

**Senses** Passive Perception 10

**Challenge Rating** 5 (1,800 XP)

**Hold Breath.** The crocodile can hold its breath for 30 minutes.

#### Actions

---

**Multiattack** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target not grappled by the crocodile. **Hit:** 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

## Froghemoth

*Huge Monstrosity, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 184 (16d12+80)

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

---

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

---

**Saving Throws** Con +9, Wis +5

**Skills** Perception +9, Stealth +5

**Damage Resistances** fire, lightning

**Senses** darkvision 60 ft., Passive Perception 19

**Languages** --

**Challenge Rating** 10 (5,900 XP)

**Amphibious.** The froghemoth can breathe air and water.

**Shock Susceptibility.** If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

### Actions

---

**Multiattack.** The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

**Tentacle.** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 19 (3d8+6) bludgeoning damage, and the target is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. Hit: 22 (3d10+6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns. The froghemoth's gullet can hold up to two creatures at a time. If the Froghemoth takes 20 damage or more on a single turn from a creature inside it, the Froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Tongue.** The Froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action

## Halgash the Plaguebearer

Medium humanoid (orc), Chaotic Neutral

**Armor Class** 18 (Plate)

**Hit Points** 117 (18d8+36)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	14 (+2)	11 (0)	17 (+3)	13 (+1)

---

**Saving Throws** Con +6, Wis +7

**Skills** Intimidation +5, Religion +4

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

**Languages** Common, Orc

**Challenge Rating** 9 (5,000 XP)

**Spellcasting.** Halgash is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It requires no verbal components to cast its spells. The orc has the following cleric spells prepared:

Cantrips (at-will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *aid, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, bestow curse, dispel magic, revivify, spirit guardians, water walk*

4th level (3 slots): *banishment, stone shape, guardian of faith, death ward*

5th level(1 slot): *flame strike, mass cure wounds, contagion*

### Actions

---

**Multiattack.** Halgash makes two melee attacks.

**Maul.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2D6+3) bludgeoning damage.

### Reactions

---

**Guided Strike (Recharges of a Short or Long Rest).**

Halgash, the Plaguebearer grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. Halgash, the Plaguebearer can make this choice after the roll is made but before it hits or misses.

## Orc Hand of Yurtus

Medium humanoid (orc), Chaotic Evil

**Armor Class** 12 (hide armor)

**Hit Points** 30 (4d8+12)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (0)	16 (+3)	11 (0)	14 (+2)	9 (-1)

---

**Skills** Arcana +2, Intimidation +1, Medicine +4, Religion +2

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

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

**Challenge Rating** 2 (450 XP)

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

**Spellcasting.** The orc is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It requires no verbal components to cast its spells. The orc has the following cleric spells prepared:

Cantrips (at-will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bane, detect magic, inflict wounds, protection from evil and good*

2nd level (3 slots): *blindness/deafness, silence*

### Actions

---

**Touch of the White Hand.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 9 (2d8) necrotic damage.

## Orc Nurtured One of Yurtus

Medium humanoid (orc), Chaotic Evil

**Armor Class** 9

**Hit Points** 30 (4d8+12)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	7 (-2)	11 (0)	7 (-2)

---

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

**Languages** Common, Orc

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

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

**Corrupted Carrier.** When the orc is reduced to 0 hit points, it explodes, and any creature within 10 feet of it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 14 (4d6) poison damage and becomes poisoned. On a success, the creature takes half as much damage and isn't poisoned. A creature poisoned by this effect can repeat the save at the end of each of its turn, ending the effect on itself on a success. While poisoned by this effect, a creature can't regain hit points.

**Nurtured One of Yurtus.** The orc has advantage on saving throws against poison and disease.

### Actions

---

**Claws.** *Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage plus 2 (1d4) necrotic damage.*

**Corrupted Vengeance.** The orc reduces itself to 0 hit points, triggering its Corrupted Carrier trait.

## Otyugh

Large aberration, neutral

**Armor Class** 14 (Natural Armor)

**Hit Points** 114 (12d10 +48)

**Speed** 30ft .

---

STR	DEX	CON	INT	WIS	CHA
16 (+4)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

---

**Saving Throws** Con+7

**Languages** Otyugh

**Senses** darkvision 120 ft., Passive Perception 11

**Challenge Rating** 5 (1,800 XP)

**Limited Telepathy** The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

### Actions

---

**Multiattack.** *The otyugh makes three attacks: One with its bite and two with its tentacles.*

**Bite.** *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become Poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.*

**Tentacle.** *Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is Grappled (escape DC 13) and Restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.*

**Tentacle Slam.** *The otyugh slams creatures Grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be Stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't Stunned.*



## Owlbear

*Large monstrosity, unaligned*

**Armor Class** 13 (Natural Armor)

**Hit Points** 59 (7d10 +21)

**Speed** 40ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (-1)	17 (+3)	3 (-4)	12 (0)	7 (-2)

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**Skills** Perception +3

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

**Languages** --

**Challenge Rating** 3 (700 XP)

**Keen Sight and Smell.** The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

### Actions

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**Multiattack** The owlbear makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

## Appendix 3: Magic Item

### Player Handout 1

#### **Aier (Pearl of Power)**

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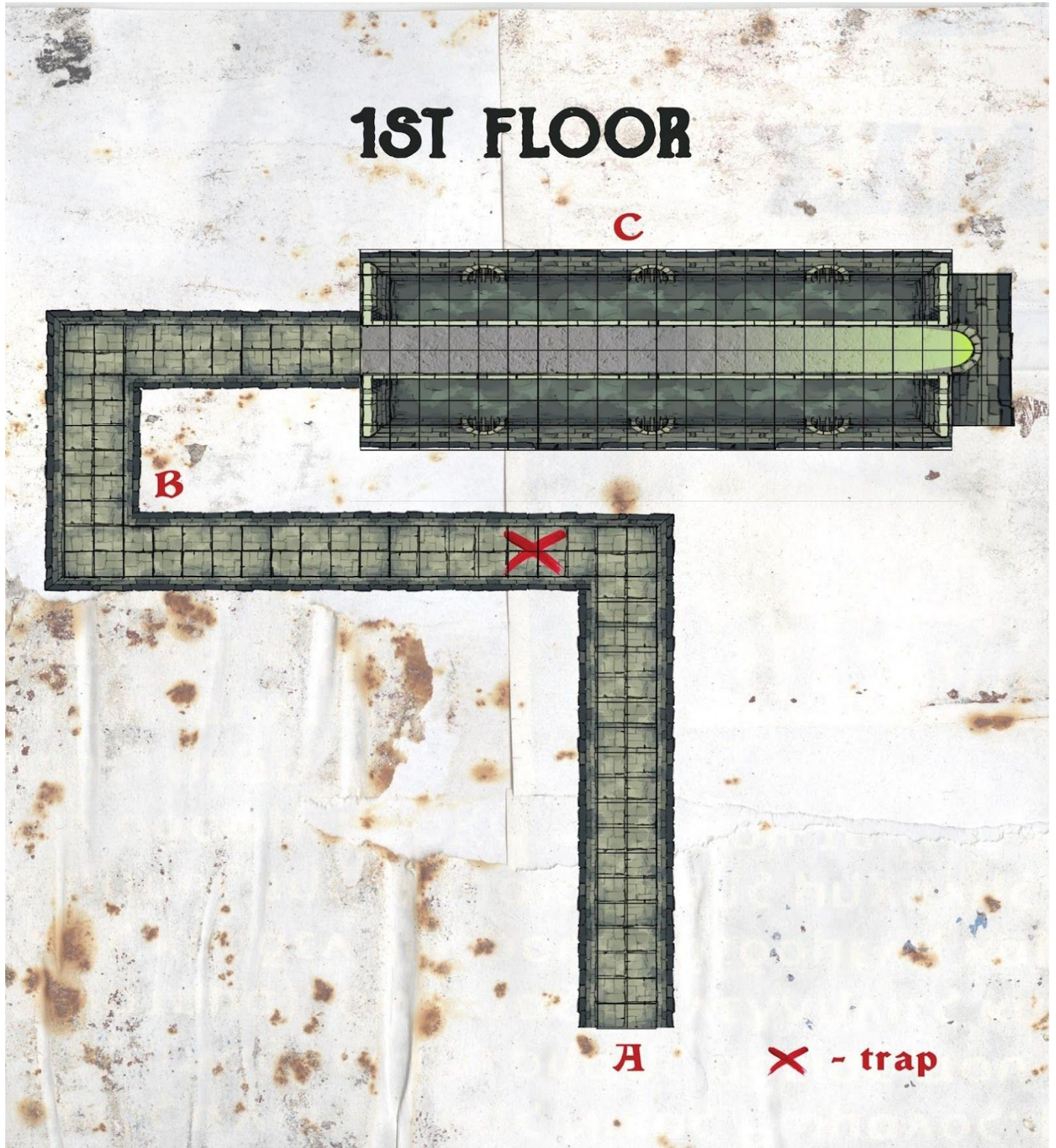
Wondrous Item, Uncommon

The Finger of Yurtus was powered by an elven artifact known as Aier. This originated as a tiny chunk of mythal which has been drained of most of its power. In addition to serving as a Pearl of Power, it can also be used to clear blackheads and pimples not created by magical means.

While this pearl is on your person you can use an action to speak its command word and regain one expended spell slot. If the expended spell slot was of 4th level or higher, the new slot is 3rd level. Once you use this pearl, it can't be used again until the next dawn.

Requires Attunement by a spellcaster.

# Appendix 4A: Aqueduct 1st Floor



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# Appendix 4B: Aqueduct 2nd Floor



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