

CCC-GSP01-03



TAINED LOVE



PAUL GABAT

A TWO TO FOUR-HOUR ADVENTURE FOR LEVEL 1-4 CHARACTERS

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Tainted Love

A Greasy Snitches Adventure



Rizgrim, the Great Doomguide of Kelemvor has discovered that the land within the Quivering Forest near the burial site of her friend is slowly being consumed by dark magic. The adventurers have been asked to find the source and eliminate it as soon as possible. Failing on this task could turn her dead friend into a dracolich. Nobody wants that! Right?! Part 3 of the *Clover Group Series*.

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

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Adventure Primer

“Hopeful love. Painful Love. Unrequited love. Are they really that beautiful? I don’t think they are.”

– Hanabi Yasuraoka, *Kuzu no Honkai*

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

Background

Around 800 years ago, beings with extraordinary powers united to go on adventures together. They call themselves the **FIVE-LEAF CLOVER**. Most members of this group have disguised themselves or shape-shifted into different humanoid forms, limiting their abilities to enhance the thrill and difficulty of any adventure that they take part of. It was a long time ago, and not much information was known about them, until now.

During the burial ceremony of one of the founding members of the Five-Leaf Clover, the remaining members have decided that they will make the Five-Leaf Clover active again, not as an adventuring party, but as protectors of this realm (See *CCC-GSP01-02 Brotherhood* for more info).

After that event, **RIZGRIM**, a fallen solar and one of the archpriests of Kelemvor, has sensed dark, malevolent magic slowly spreading within the **QUIVERING FOREST**. She quickly requests help to find out what it is and stop its source.

Overview

The adventure’s story is spread over **three parts** and takes approximately **2 hours** to play. The adventure begins with a **Call to Action** scene. If you’re planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you’ll want to revisit the Call to Action each time you play.

- **Part 1: Rizgrim’s Request (Call to Action).** The adventurers are called by Rizgrim, a solar disguised as a goliath archpriest of Kelemvor, at the burial site of his friend, Ragvala (from *CCC-GSP01-01 A Dragon’s Breath*). She informs them that something evil lurks near the area and its dark presence, if left unchecked, might be potent enough to turn his friend into an undead. This is the **Call to Action**.
- **Part 2: The Clean Path.** The adventurers must traverse the ooze infested part of the Quivering Forest until they meet the ghost of **ALICE THORN**. Knowing how she received a cure for her sickly husband **TEODORE WINTER** and how it went horribly wrong is **Story Objective A**.
- **Part 3: Field Experiment.** Arriving at Theodore’s house, the adventurers meet the simulacrum of **THO’GUROH** pretending to be Theodore and his family. Defeating Tho’Guroh is **Story Objective B**.
- **Bonus Objective A: Tale Exchange.** A human bard named **VAGABOND VICTOR** wants to summon a spirit that can tell him a love story and use it as an inspiration for his new song. Helping Vagabond Victor is **Bonus Objective A** and can be found in **Appendix 1**.
- **Bonus Objective B: Only a Snitch Touches My Skin.** **YARELVI** of the **GREASY SNITCHES** is searching for oblex spawns. He needs them for his new line of soap. Helping him find the final ingredient for his soap is **Bonus Objective B** and can be found in **Appendix 2**.

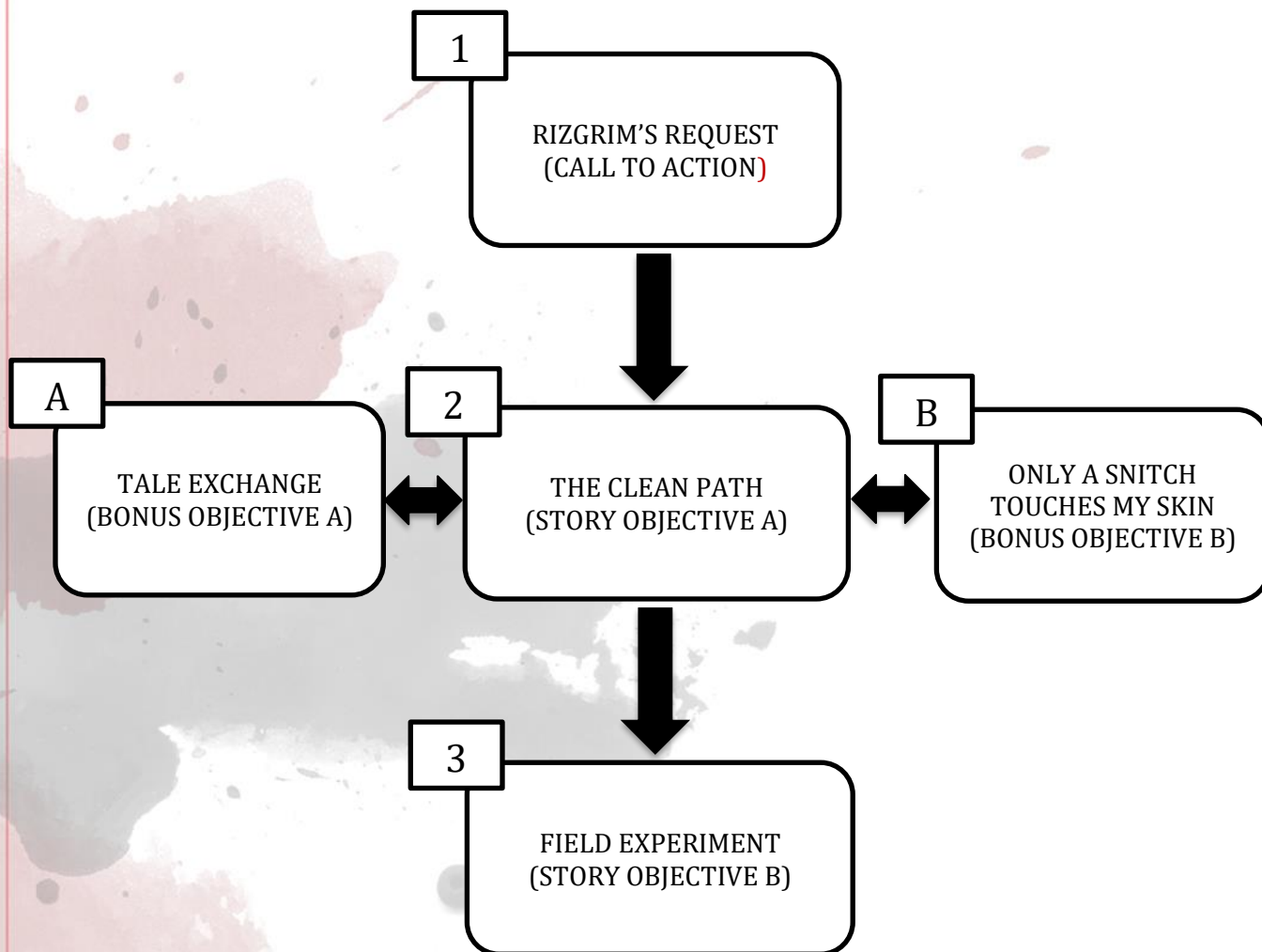
Adventure Hooks

Adventure Hook 1. If they played *CCC-GSP01-02 Brotherhood*, they are at the burial place of Ragvala. The characters are just waiting for other adventurers summoned by the Five-Leaf Clover to arrive before starting the quest.

Adventure Hook 2. Characters have arrived in Phlan searching for adventure, a place to rest, etc. An initiate of the Five-Leaf Clover recruits them to participate on a holy quest to eliminate the dark forces spreading within the Quivering Forest. Interested adventurers are given a map on where to go to meet the quest giver.

Adventure Flowchart

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



Part 1: Rizgrim's Request

Estimated Duration: 0 hour 15 minutes

The Dark Powers

It is nighttime when the adventurers arrive near a pond, deep within the Quivering Forest.

Area Information

This area has the following features:

Dimensions & Terrain. This is a large open space within the forest with healthy grass on the ground and a large pond on the south western side of the area. A 10 ft. tall obsidian obelisk stands 10 ft. away from the pond. Upon closer look, one side of the obelisk has an engraving of a five-leaf clover and the word "Ragvala" in Draconic.

Lighting. Fireflies ride the night breeze in this area, providing dim light. There's also a large campfire where everyone is currently at.

Smell and Sounds. The hoot of an owl, crickets, frogs, and other animal noise can be heard. There's also the smell of game meat being roasted from the fire.

Creature Information

Rizgrim of the Five-Leaf Clover, a fallen **solar** of Kelemvor, is magically disguised as a goliath archpriest. She offers everyone food that she prepared at the campfire. She is awkward with any social interaction, shy and embarrassed at all times.

An 8 ft. tall goliath with grey skin and bald head wearing thick layers of priestly vestments, the hood of her cowl has been pulled back together with her white domino mask. She has a black tattoo of a five-leaf clover at the back of her right hand.

Objectives/Goals. Right after burying her friend Ragvala, an ancient gold dragon (*CCC-GSP01-02 Brotherhood*) here in the Quivering Forest, Rizgrim has sensed malevolent and dark powers slowly spreading from an area near the burial site. She seeks the help of adventurers to investigate and possibly eliminate the source of whatever she is sensing.

What Does She Know? Rizgrim is willing to provide the following information:

- The dark powers she sensed may have the ability to turn her dead dragon friend into a dracolich if left unchecked.
- The power is still weak but seems to be feeding from the life force of the creatures near it.
- Follow the clean path in the forest, south from where the characters are currently. Hopefully, they can gain clues as to where the source of the dark powers is.
- She is sensing a stronger presence of the dark powers near the Valhingen Graveyard. She will go ahead and investigate it herself, while the characters check the ones here in the Quivering Forest.
- If asked about the Five-Leaf Clover, she can give the information found in the box below. She also tells them that the Five-Leaf Clover is trying to be active again, but not just to go on adventures, but to protect the realm from those who wish to harm it.

Call to Action

Rizgrim wants the characters to follow the clean path within the Quivering Forest and find clues as to where the source of dark powers is coming from. If it is truly evil, they should go ahead and eliminate it.

Treasure

Relying on the kindness of their hearts, Rizgrim can only provide small amount of gold coins as a reward should they complete her quest.

The Five-Leaf Clover

A group of adventurers from around 800 years ago, the members of this group are rumored to be powerful beings disguised as normal humanoids. They love the thrill of adventure and overcoming quests within the limits of their humanoid forms. A member can usually be identified having a black tattoo of a five-leaf clover at the back of their right hand.

Founding Members: Ragvala the Coinmaker, Rokstasha the Death Bard, Rizgrim the Archpriest of Kelemvor, Rem the Hero of the North, and Rudi the Polluted.

Part 2: The Clean Path

Estimated Duration: 1 hour 0 minutes

The Quivering Forest

30 minutes of traversing the 'clean' path, the characters arrive at the starting point of Area 1. See **Appendix 3**, for reference.

Area Information

This area has the following features:

Dimensions & Terrain. The canopies are thin in this part of the forest. Sections of the area have no living creatures, no fog, not even dead leaves or grass on the ground. The soil is clearly visible, and the path is easy to follow. Anything outside the path is covered in shrubs, tall grass, and other wild plants, and traversing through it will be difficult terrain.

Weather and Lighting. Applicable in all areas in Part 2, unless mentioned otherwise: In daytime, the sun and the glittering trees provide bright light; In nighttime, the moon, stars, and the trees provide dim light. The trees are glittering due to the light of the sun/moon reflecting from the traces of slime left here by oozes. A character succeeding on a DC 12 Investigation (Intelligence) or Wisdom (Survival) check would know this.

Smell and Sounds. The smell of trees and the sound of running water are from a river nearby.

Story Objective A

Once they find the spirit of Alice Thorn, getting the information about what happened to her husband, Theodore Winter, his location, and the cure that he received which is the source of the dark powers completes **Story Objective A**.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Characters are not required to fight the oozes in this episode. Doing so might result to a total party kill. The characters have the option to run and the oozes will not follow them as soon as they are out of the ooze's area. The encounters here are meant only to make the characters panic during this part of the adventure.

Exploration. The forest area surrounding the clean path can be traversed. However, it is heavily covered by thick mists. Any creature that goes beyond 10 ft. outside the clean path is lost. Roll a d6 to determine which area they arrive in, marked X in **Appendix 3**.

Social. The oozes in this episode cannot communicate to any creature and only wants to consume the adventurers.

Area 1. Narrow Path

The trees and other plants behind you start to move, cutting the path from where you came from. Thick mists quickly crawl around the trees surrounding the clean path that you are in, absorbing the light. Although it is still possible to cross between the trees and the mists, the only visible passage is the clean path in front of you.

Area Information

This area has the following features:

Dimensions & Terrain. The clean path becomes narrow, 10 ft. wide with the canopy 15ft. above ground. The path stretches for 160 ft.

Creature Information

A transparent **gelatinous cube** is currently standing still on the narrow path, 40 ft. from the starting point. If the characters fail to succeed on a DC 14 Wisdom (Perception) group check, the first person or two gets subjected to the creature's **Ooze Cube** feature and is surprised.

Objectives. The gelatinous cube is waiting patiently for any living creature to devour. The creature will not follow anyone that goes out of Area 1.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- Very Weak:** Reduce the Gelatinous Cube's hp to 60.

Area 2. Riverbank

The clean path opens up, revealing a small riverbank.

Area Information

This area has the following features:

Dimensions & Terrain. A 30 ft. wide river on the western side, this terrain is around 120 ft.-by-150 ft. A path is open from the north side where the characters will most probably arrive the first time and another one can be found at the south-eastern side of the area. Pebbles and rocks litter the western part, while short wild grass is scattered on the other side. Four 4 ft. high wet boulders are also scattered within the area.

Smell and Sounds. Petrichor scent. The stream of water is also loud in this area.

Creature Information

The four wet boulders in this area are actually **psychic gray oozes** using their **False Appearance**.

One of the psychic gray oozes use **Psychic Crush** the first time the characters arrive. Give them a little bit of time, but if the characters don't do a Wisdom (Perception) check or if they fail on a DC 13, they are surprised.

Objectives. The psychic gray oozes are waiting patiently for any living creature to devour. The creatures will not follow anyone that goes out of Area 2.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- Very Weak:** Replace all **psychic gray oozes** with **gray oozes**.
- Weak:** Replace two **psychic gray oozes** with **gray oozes**.

Area 3. Tree Bridge

The clean path continues east, revealing a cliff and a large tree bridge that can be used to cross the other side.

Area Information

This area has the following features:

Dimensions & Terrain. A 30 ft. long and 10 ft. wide path continues to the east, revealing a small open area with a 30 ft. cliff that culminates at the river. A 10 ft. wide tree that has fallen can be used as a bridge to the other side, 70 ft. away. There is also a tiny path south, before the tree bridge.

Once on the other side, there are two paths. To the north, there is a 10 ft wide path with a fresh set of human footprints that can be seen with a DC 10 Wisdom (Survival) check. To the south, a 20 ft. wide path is open, and an ominous dark aura can be sensed with a DC 10 Intelligence (Arcana) check, similar to the dark powers that Rizgrim described.

Smell and Sounds. Same as in Area 2.

Creature Information

Sticking underneath the tree bridge is a **black pudding**, hiding. If the characters don't do a Wisdom (Perception) check or if they fail on a DC 11, they are surprised.

Objectives. The black pudding is waiting patiently for any living creature to devour once it arrives. The creatures will not follow anyone that goes out of Area 3.

Bonus Objective A

If the characters are lost or decide to head south before the tree bridge to Area 5, refer to **Appendix 1**.

Bonus Objective B

If the characters are lost or decide to head north to Area 6 after crossing the tree bridge, refer to **Appendix 2**.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- Very Weak:** Reduce the **black pudding's** hp to 60.

Area 4. Narra Tree

This is the area where the characters will meet the spirit of Alice Thorn.

Area Information

This area has the following features:

Dimensions & Terrain. This is another opening full of grass within the forest, 100 ft. long and 50 ft. wide. A tall narra tree stands at the center, with its twisted branches wrapped around the drenched body of a woman propped up against the tree.

Smell and Sounds. The smell of grass and the sound of the river can be heard coming from the north west.

Creature Information

Getting close to the tree, a spirit of a shou human woman with short black hair appear before the characters. This is the spirit of Alice Thorn, who seems to be unaware that she is no longer alive. Whenever she tries to move more than 5 ft. from her dead body, she stops, and acts confused.

Objectives. Alice wants to go home right away and see what happened to her husband. Once she realizes that she is dead and finally sees her spirit separated from her body, different emotions start to flood her mind: angry, concerned, and mostly confused.

What Does She Know? Realizing that she cannot leave this place, she asks the characters to check on her husband right away, after revealing the following information:

- Alice provides the location of their house where her husband, his mother, and his siblings actually live. The characters would need to travel further south in the Quivering Forest.
- Alice's husband cannot move his legs ever since he was born, and she has been trying to find a cure, but to no avail.
- One day, she met an old lady. Alice cannot remember her features except that she has green teeth. Together with a tall man that has red, glittering skin and wearing a brown and orange cloak, the old lady told her that the blood of her tall friend can cure any physical disabilities instantly.
- If the characters ask about the source of dark powers spreading within the Quivering Forest, Alice tells them that there is something about the large man with red skin. She can't pinpoint exactly what is it about him, except that he reeks of filth.

- The old lady requested Alice to drink a drop of the man's blood in exchange for curing her husband. After some persuasion, Alice agreed.
- Alice remembered her emotions going on over-drive. Feeling angry at the people of Phlan as if they have done something horrible to her, she wanted to take vengeance for some reason...

After Alice delivers the last bullet above to the adventurers, she finally remembers what happened during her final moments. She screams at the characters to run as her spirit disappears:

In a matter of seconds, the corpse of Alice starts to wrinkle and dry up. Every bit of moisture from her body has disappeared. The skin around her mouth tears open like paper. Her jaw cracks and breaks as it is forced down, revealing a semiliquid sentience that slithers out, latching on to one of you!

Alice has transformed into a **slithering tracker**. Any character who fails a DC 14 Intelligence (Investigation) check is surprised.

Once Alice has been defeated or is outside Area 4, a path opens up to the south that the characters can safely cross.

What Just Happened?

A character who makes a DC 13 Intelligence (Arcana or History) check knows the following:

Hags, liches, and priests who worship gods of vengeance knows a ritual that can transform a willing creature that hungers for revenge into a slithering tracker. Once the ritual is complete, the body dies, but the mind lives on in its ooze form, together with its insatiable need for retribution.

Playing the Pillars

Here are some suggestions for this encounter:

Combat. Alice is the only ooze they have to defeat to be able to go to the next part. She will follow the characters anywhere in the map (**Appendix 3**).

Exploration. The characters can use the mists to teleport to different areas where Alice will follow them. They can use this tactic to outrun and get her lost in the forest if they can't defeat her in combat.

Social. Once combat is over, the spirit of Alice returns, asking permission if she can possess one of the characters until she sees Theodore for the last time. She will remain quiet while inside the character's body.

Part 3: Field Experiment

Estimated Duration: 0 hour 45 minutes

A Log Cabin Within the Quivering Forest

Journeying further south in the Quivering Forest, the characters find a rundown cabin within the mists.

Area Information

This area has the following features:

Dimensions & Terrain. The house is difficult to find due to the lingering mists around the area. On the ground, the mists are a couple of inches thicker, making it impossible to see what the characters are stepping on. The thick mists that crawl on the ground is also present inside the house, however, the tenants seem to be used to it by now.

How Big is This Cabin?

As a DM, feel free to decide how big the cabin is, the parts of the house, etc. Some features of the cabin have already been written here for guidance. Find ways on how you can maximize the encounter in this part of the adventure. However, if you do not have time to make your own cabin map, see **Appendix 5**.

The house is made out of old wood, with vines attached to different parts of the walls outside. The roof itself is wet and covered in moss. The whole thing is poorly built. Most of the walls have a 1-inch gap between planks, making it obvious that this house was made by amateurs.

There is also a separated structure, a small shed 10 ft. away from the house itself.

Weather and Lighting. It is humid and dark. The canopy of the tall trees has completely blocked out the outside light, making the area dim.

Smell and Sounds. People chattering happily can be heard from where the house is. A rotten smell lingers in the air; however, it is hard to tell what it is and where it's coming from. A character who volunteers and tries to find where the smell is coming from can make a DC 13 Wisdom (Perception) check. On a success, that character knows that the source is coming from the shed beside the house.

Creature Information

Teodore Winter and his whole family are all dead, killed by a mutated orc named Tho'Guroh (an **adult oblex**) with the following changes:

- Tho'Guroh doesn't have access to his **Innate Spellcasting**.
- He can cast *contagion* up to 3 times (spell save DC 15, +7 to hit with spell attacks).
- He reeks of filth.

Wearing a fine, magical cloak of orange and brown color, the orc is now an adult oblex shaped like a tall, malnourished orc with glittering, nebula-like red skin and bright blue stripe tattoos all over his body.

Objectives. After killing and eating the memories of Teodore and his family, Tho'Guroh is still in the process of digesting them. He is currently hiding inside the shed. At the moment, the upper half of his body still looks like a thin orc, but the lower half is just a blob of ooze where the bones of the people he ate are slowly being dissolved.

People in the House. Tho'Guroh created 5 simulacrum that are roaming in and out of the house. They are here to lure anyone who is lost into the house, and then eat their memories. Each of these simulacrum are connected to the adult oblex via a slimy tether, each one being 1-inch-thick and can stretch up to 120 ft. The tether for each simulacrum is hidden beneath the thick mists and can only be spotted if a character makes a DC 13 Wisdom (Perception) or Intelligence (Investigation) check.

Once the characters arrive, they see a 9-year-old boy, little Li Winter, giving them a confused look, before yelling:

Hey, brother? There are weird people here outside!

A few moments later, a puppy starts barking from inside the house. Teodore, a shou human

with curly black hair, fit, and standing upright, wearing commoner clothes comes out and happily smiles at the characters. A little girl with long black hair, Kanna Winter, joins him, tugging on his pants while hiding from behind.

Adventurers? Lost? Or both? Don't worry about it. Come inside! My mother just finished making potato stew. We can spare you some.

The simulacrum will take their time to act generous and hospitable until their prey is relaxed and defenseless, before eating their memories.

A character who makes a successful DC 13 Wisdom (Insight) check, or damages one of the simulacrum, notices that they are only pretending to be Theodore and family. At that point, the simulacrum becomes more aggressive and attack the characters in return.

What Does He Know? If Theodore is asked what happened to him, if he's seen Alice, or the old lady and the tall, red-skinned man, he reveals the following:

- Yesterday, a kind old woman with green teeth and a man with glittering red skin visited his home. They said they were sent here by his wife, Alice, to cure his legs and make him walk again.
- The man is a tall orc named Tho'Guroh, a majestic being with glittering skin, like when the light of the sun hits water, except the water is red. He also has glowing blue tattoos. For all Theodore knows, he is probably a god of sorts, because once the orc touched his legs, he could walk again. The orc was so kind, that he even fixed his mother's back problem, his siblings' rough coughing, and regenerated his dog's tail that was bitten off by a wild beast long ago.
- He didn't get the old woman's name. She left as soon as Tho'Guroh started healing him. She didn't even bother to watch the miracle unfold. He guesses she's just busy and had to attend other matters.
- If asked about Alice, Theodore will provide an excuse, like she's currently out to get berries, currently in town to buy supplies, etc. If the characters tell Theodore that Alice is dead, he doesn't believe them. He pats them on the back, telling them that it's not a good joke. The

simulacrum of Theodore does not realize it but tears are running down his cheeks as soon as it is mentioned that Alice is dead.

Painting the Scenario

The goal of this episode is to provide the players a glimpse of evil that's starting to rise in the Moonsea region.

The recommended scenario is for the characters to go to the house first to meet the simulacrum version of Theodore and his family, convince them that nothing is wrong by making them interact with the simulacrum, and portray them as genuinely good people. Once the characters are relaxed, or think that this is an information gathering scenario instead of combat, every time a simulacrum gets a chance to touch a character, the adult oblix, through its simulacrum, will deceptively use **Eat Memories** in the form of normal interactions.

You can use the examples below on how the simulacrum can interact with the characters, getting a chance to touch them and use **Eat Memories**:

Theodore Winter – Shaking a character's hand to introduce himself or patting someone on the back if ever a character makes a joke or talks about Alice.

Li Winter – Curious Li will ask if he can touch a character's weapon or shield. If a character agrees, upon touching the weapon, he gently makes his hand touch the character's as if by accident.

Kanna Winter – Is a shy girl. She will act like she's mustering all the courage she has before tugging on a character's clothes and ask them to share heroic tales or stories about princesses and queens. If a character is able to tell a story, Kanna will ask that character if it is okay to sit on that person's lap while they eat potato stew together.

Trisha Winter – Since she is old, Trisha will take her time to pour potato stew in bowls before serving it to the guests. She smiles at anyone who helps out. As an old custom from their previous village, when the characters enter the house, Theodore asks the characters if it's alright to perform an honoring-gesture to the eldest person in the household by taking his mother's hand and making the back of it touch the character's forehead while saying "mano po."

Ein, the Dog – Ein will keep barking at the characters once they enter the house, while wagging his tail. If a character feeds Ein, he approaches and turns over, lying on his back, waiting for a belly rub.

Once the characters figure out that the family is the enemy, either through ability checks or by taking damage from **Eat Memories**, you can add horror to the

combat by making the simulacrum look grotesque, such as stretching its arms and/or legs, having them pass through the 1-inch gaps in the walls and stretching their face while still saying innocent phrases like “*Make sure you eat the potatoes*” or “*Tell me more stories mister*”, etc.

If the characters defeat Tho’Guroh without going to the shed, the door in the shed opens, exposing the form of the monster who killed Theodore and his family, before dissolving into a normal puddle of water.

Person in the Shed. If the characters went straight to the shed and open it, Tho’Guroh attacks them right away and summons his simulacrum to aid him in combat.

Adjusting the Scene

Here are some suggestions for adjusting this scene, according to your group:

- **Weak:** Decrease Tho’Guroh’s hp to 50.
- **Strong:** Increase Tho’Guroh’s hp to 110.
- **Very Strong:** Tho’Guroh has access to his Innate Spellcasting spells.

Once the bones of Theodore and his family have been found, their spirits appear before the characters. Theodore kindly requests to possess one of them. If he is successful, Alice takes control of the body she possessed and expresses how happy she is to see her husband one last time.

The Perfect Love Story

For a better ending, let the players possessed by the couple roleplay as Alice and Theodore inside their characters’ bodies. What would Theodore say? How about Alice? How would they describe their love if they know this is the last time they will be together? Will they hold hands? Let your players decide and create a perfect ending for your table.

Treasure

The cloak that Tho’Guroh was wearing is a *Cloak of Many Fashions* (See **Appendix 6**). At the shed, they will also find Tho’Guroh’s journal (See **Appendix 7**) together with the bones of Theodore Winter and his family.

Also, a complete set of orc dentures made of gold and rare gems worth some gold coins if sold in town can be found where the dissolved form of Tho’Guroh is located.

Conclusion

Tho’Guroh Survives. When combat is over, a sliver of Tho’Guroh’s ooze body survives. It crawls back to its hideout, somewhere deep in the Valhingen graveyard.

Report back to Rizgrim. Once the characters return to Rizgrim, she is grateful for what they have done. She also tells them that the dark power she sensed in the Valhingen graveyard has disappeared, and she is unable to track it anymore. If they have brought back the body of Alice and/or bones of Theodore and his family, the goliath archpriest of Kelemvor herself performs a burial ceremony for them at the Valhingen Graveyard. If the body and bones are not with the characters, she sends kelemvorites to retrieve them first.

At a Crypt Deep Below the Valhingen Graveyard. As soon as the tiny ooze form of Tho’Guroh has returned, it crawls towards a luminescent silvery pool that emanates powerful magic.

Beside the pool, a hag with green teeth bows before a humanoid figure, sitting on what looks like a replica of the Cinnabar throne.

“It looks like both the Tho’Guroh brothers and two more have survived my latest concoction. The elder Tho’Guroh even managed to feed up above and fight adventurers. The gift of Fekre, the Queen of Poxes, seems to work in this plane as well. I’d say the field experiment is a success.

The exposure from the Pool of Radiance, the dark gifts from the demiplane of dread, and the samples I collected from adventurers while I was away, are perfect to transform the ancient warrior orcs of Thar. My lord, I present to you your new Twisted Ones,” the hag, Jenny Greenteeth proudly explains.

Four shadowy figures slowly rise up from the Pool of Radiance, with one of them crawling up to the shoulder of the largest creature.

In front of these figures, sitting at what looks like a replica of the Cinnabar Throne, a maimed humanoid corpse reveals a grin.

Rewards

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

Player Rewards

The characters earn the following rewards:

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; declining advancement means that they may reach a point where they earn no gold.

Gold

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

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

Story Award

The characters unlock the following story award for **completing the adventure**:

In Search of Her. You have found and read the journal of Tho’Guroh, containing information on how to find a hag’s dark lair. Whenever you succeed in finding a hag’s lair, a trail of thin mist appears, leading up to the location you are looking for. While the mist is present, you hear whispers of a very convincing old woman telling you to get “samples” from your party members, like a strand of hair, spit, dead skin, fingernails, etc. Remove this story award when you meet Jenny Greenteeth. This story award is described in **Appendix 7**.

Clingy Jelly! You spared the life of an oblex spawn. As a token of appreciation, it separates a part of itself and places a thin translucent layer of star-shaped green goo on your forehead. Whenever you are in combat, the goo stretches and changes shape, becoming a horn. Whenever you die, its shape changes into a small, flat skull. You can remove this story award by casting *lesser restoration* on yourself. This story award is described in **Appendix 7**.

Magic Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 6**.

- *Cloak of Many Fashions*

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

- **Rizgrim (RIZ-grim).** Kelemvor's solar, who is now a fallen for failing to kill an undead creature due to a promise.

Personality: *Very shy person and soft-spoken.*

Ideal: *"I must do everything that I can to receive Kelemvor's love again."*

Bond: *Rizgrim is still in love with the human she guided and protected around 800 years ago.*

Flaw: *She always doubts if her ideas and opinions matter in a conversation.*

- **Alice Thorn (AL-liss thorn).** The loving wife of Theodore Winter that died after drinking Tho'Guroh's blood.

Personality: *Humble, caring, and full of love.*

Ideal: *"I need to find a cure that will make Theodore walk again."*

Bond: *"I want to make Theodore happy."*

Flaw: *Easily believes people, especially if she thinks it will benefit Theodore.*

- **Teodore Winter (T-EE-uh-dawr WIN-ter).** An honest and playful person. He is the husband of Alice Thorn. He is usually bedridden and doesn't have the ability to walk.

Personality: *"Must enjoy every blessing you receive in life."*

Ideal: *"What I lack physically, I make it up with love and happiness."*

Bond: *"I love my wife and my family."*

Flaw: *"Focus on yourself, don't worry about me."*

- **Tho'Guroh (toh-GU-ROH).** A mutated orc from Thar, made by Jenny Greenteeth. He is one of the four new twisted ones, created to serve a powerful and malevolent master.

Personality: *"Consume everything and everyone."*

Ideal: *To serve his master faithfully, or else he will die.*

Bond: *"Me and my brother are the most powerful beings, next to my master"*

Flaw: *"What my master says, I do."*

- **Vagabond Victor (VA-guh-baand VIK-tr).** A wandering musician who is currently performing at the city of Phlan.

Personality: *Jolly and upbeat most of the time.*

Ideal: *"For everyone to enjoy the stories of the forgotten."*

Bond: *"My songs, I must complete more songs."*

Flaw: *Looking for inspiration usually makes him end up in a very dangerous place.*

- **Yarelvi West Aristophanes (YA-rel-VI west A-ris-TOPH-an-eez).** A member of the Greasy Snitches. She has retired from touring the world, and is now living with Kit, her teal-skinned beau.

Personality: *Out and proud; large and in charge; sassy but classy.*

Ideal: *Everyone should be free to live their authentic selves.*

Bond: *Fiercely protective of her friends and community that she considers as family.*

Flaw: *Averse to physical pain and would shy away from any physical altercation.*

- **Quivering Forest** An old enchanted forest made by wild elves. Forgotten creatures, traps, structures, and other otherworldly beings can be found here.

Personality: *You're welcome to come in, but not out.*

Ideal: *Anyone can belong here.*

Bond: *Every creature in the forest can call it home.*

Flaw: *Far too many evil and malicious beings live in the Quivering Forest.*

Creature Statistics

Gelatinous Cube

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw.

Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Psychic Gray Ooze

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	6 (-2)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded

and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Psychic Crush (Recharge 5–6). The ooze targets one creature that it can sense within 60 feet of it. The target must make a DC 10 Intelligence saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one.

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages –

Challenge 4 (1,100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative –1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reaction

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Deathlock Wight (Shadow Alice Thorn)

Medium undead, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Saving Throws Wis +4

Skills Arcana +3, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 3 (700 XP)

Innate Spellcasting. The wight's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no verbal or material components:

At will: *detect magic, disguise self, mage armor*
1/day each: *fear, hold person, misty step*

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight attacks twice with Grave Bolt.

Grave Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 7 (1d8 + 3) necrotic damage.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken.

This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Slithering Tracker (Alice Thorn)

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Stealth +8

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages understands languages it knew in its previous form but can't speak

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks

made to hide, and it can take the Hide action as a bonus action.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

Oblex Spawn

Tiny ooze, lawful evil

Armor Class 13

Hit Points 18 (4d4 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	15 (+2)	14 (+2)	11 (+0)	10 (+0)

Saving Throws Int +4, Cha +2

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 12

Languages –

Challenge 1/4 (50 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) psychic damage.

Bard (Yarelvi West Aristophanes)

Medium tiefling, lawful good

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages Common, Infernal

Challenge 2 (450 XP)

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

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

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Green Dragon Wyrmling (Garexxes)

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Adult Oblax (Tho’Guroh)

Medium ooze, lawful evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Int +7, Cha +5

Skills Deception +5, Perception +4, Nature +7

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 14

Languages Common, Orc, Sylvan

Challenge 5 (1,800 XP)

Amorphous. The oblex can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

3/day each: *charm person* (as 5th-level spell), *color spray*, *detect thoughts*, *hold person* (as 3rd-level spell)

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 1d4 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning that the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

Actions

Multiattack. The oblex makes one pseudopod attack and uses Eat Memories.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 5 (2d4) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except for any saving throw proficiencies.

Appendix 1: Tale Exchange (Bonus Objective A)

Estimated Duration: 1 hour 0 minutes

QUIVERING FOREST

If the characters are lost, or decided to head south before crossing the tree bridge, they end up in a safe area within the forest. Oozes have not yet passed through this location.

Bonus Objective A

Summoning the ghost of Alice Thorn and making her share her love story, or defeating her evil shadow, is **Bonus Objective A**.

Area Information

This area has the following features:

Dimensions & Terrain. The canopies are thin in this part of the forest. Soft grass covers the ground and small animals gather here, as if hiding from predators outside. A 4ft. tall round boulder can be seen on the south west part of the area. Surrounding the area are shrubs, tall grass, and other wild plants covered in thick mists, and traversing through it will be difficult terrain.

Weather and Lighting. Clear skies. In daytime, the sun provides daylight to the surrounding area. During nighttime, the moon is out and there is a campfire.

Smell and Sounds. The smell of trees and sound of running water are from a small river nearby.

Creature Information

A middle-aged mulan human wearing an old, faded, red coat with messy short black hair, thin mustache, and brown eyes can be seen sitting on top of the boulder, playing a lute. His soft and warm voice can be heard in this area when he sings. However, every few seconds or so, he stops and writes on his journal, trying to find inspiration to complete his new song. The man is Vagabond Victor and he is a performer that is staying in Phlan.

Objectives. Vagabond Victor is currently looking for a love song inspiration. He's been planning to play a magical tune to lure a

benevolent spirit who can probably give him the inspiration that he needs.

What Does He Know? Victor does not know anything that is currently happening in the forest. He arrived here without encountering any oozes. He is here to summon a spirit who can probably share their love story, and from there he can get inspiration to write his song. If the characters stay and help, they can probably get more information about the current situation in this part of the Quivering Forest.

If the characters decide to help Vagabond Victor, each one of them needs to share a love story while Vagabond Victor plays his spirit luring tune. The better the love story the characters tell, the higher the chances that they will attract a spirit with a story to share. The characters need to succeed on a DC 18 Charisma (Performance) group check. Depending on each character's story, that person may gain the following bonus on the roll based on the story telling approach. Feel free to tell the players on how to get bonuses on their rolls and the DC.

STORYTELLING APPROACH BONUS TO ROLL

Your story has a heartfelt tragic or happy ending	+2 and advantage on the roll.
Your story is told through singing or poem	+3 and advantage on the roll.
Manage to shed a tear while telling your story	+4 and advantage on the roll.
Manage to make one or more person at the table shed a tear with your story	Auto success on the Performance roll

No matter the result, the spirit of a shou human woman with short hair appears before the characters. Alice Thorn is crying after hearing the characters' stories.

Objectives. If the characters succeed on their Performance check, Alice shares with them her love story. If they fail, Alice appears in front of the characters, mad, angered by what she heard, which only reminded her of her husband and how she was tricked by an old woman and a tall man with red skin. Shadow consumes her spirit and attacks the characters as a **deathlock wight**.

What Happens to Alice?

Whether the characters succeed on their Charisma (Performance) check or not, after telling her story or when her deathlock wight form's hp turns to 0, the spirit of Alice returns to the narra tree in Area 4 (especially if the characters haven't been there yet) or to the body of the character she possessed before this encounter. She forgets everything that happened here due to the chaotic magic surrounding this area of the Quivering Forest.

What Does She Know? Provide the following information when she appears before the characters. If Alice turns into a deathlock wight, she tells the same information during combat only with frustration and regret:

- Alice ran away from her home at Melvaunt after having a fight with her parents.
- She ended up lost for two days in the Quivering Forest, until she found Theodore's small home. Hopeless and starving, Theodore's family took care of her.
- What surprised her, though, is Theodore, a man who is unable to walk, living in a forest, and with no access to the outside world. Even with his situation, he is always full of joy, smiling whenever he is with Alice and his family, appreciating and thankful of what he has, instead of dwelling on what he doesn't.
- He is always patient when listening to Alice's problems, making her appreciate the blessings that she had in life instead of lingering too long on her failures and whatever problems she had with her family.
- Days pass, and Alice became aware how Theodore's mother has grown to want her to stay with her son and her other children. Even Theodore's dog loved her!
- After two tendays since she arrived, Theodore's mother showed her the way out of the forest and

the path she should take, in case she wants to come back and visit.

- From then on, Alice reconciled with her parents and visited Theodore and his family more often.
- Not wanting to let go of this little pocket of happiness in the forest, she decided to marry Theodore and become a faithful and loving wife. She would do everything that she can to make sure that Theodore's smile never fades as long as she lived.

After hearing the story, Vagabond Victor is pleased and thanks the characters for helping him. He apologizes for exposing them to harm if combat occurred. He tells them that he might stay here first until he finishes writing his song. The characters can rest and just leave him here once they are done.

Appendix 2: Only a Snitch Touches My Skin (Bonus Objective B)

Estimated Duration: 1 hour 0 minutes

QUIVERING FOREST

Heading north after the tree bridge, the characters arrive in an open area with a large pit at the center.

Bonus Objective B

Killing all of the collected oblex spawns, or convincing Yarelvi to instead use other oozes in a different area for his soap, is **Bonus Objective B**.

Area Information

This area has the following features:

Dimensions & Terrain. This is an open space full of trees, boulders, and small patches of tall wild grass in between. At the center is a large open pit on the ground, 10ft. wide and 20 ft. deep. Surrounding the area are shrubs, tall grass, and other wild plants covered in thick mists, and traversing through it will be difficult terrain.

Weather and Lighting. Applicable in all scenes, unless mentioned otherwise: In daytime, the sun and the glittering trees provide bright light; In nighttime, the moon, stars, and the trees provide dim light. The trees are glittering due to the rays of the sun/moon reflecting from the traces of slime left here by oozes. A DC 12 Investigation (Intelligence) or Wisdom (Survival) would know this.

Smell and Sounds. The faint smell of trees and sound of running water are from a small river nearby.

Creature Information

Yarelvi West Aristophanes is a suspiciously large tiefling woman with an even bigger blonde wig. A member of the Greasy Snitches and a drag entertainer / adventurer extraordinaire, she is wearing a black leotard, a gray sheer robe with exaggerated shoulders and red & gold piping, and thigh high black glitter boots. Her smile is beautiful. She looks like a model. Her face is

painted, her eyebrows are on fleek and her cheeks are contoured for the gods.

Objectives. As the brand ambassador for her line of "Don't be Jelly" skin care products, Yarelvi is on the verge of creating a new line of soap that she can sell in the city of Phlan. The last ingredient that she needs is the liquid extract from oblex spawns.

"Hieeee! Are you here for my autograph? For you my dear, I'll give you my autograph... but I need a little, tiny favor from you. Please, please, please! If you help me collect the last ingredient for my new line of Don't be Jelly soap, I'll give you my prized autograph. I'll also give you the first batch of my exclusive skin care line," Yarelvi winks.

"On top of that, I can give you a makeover! Yaaas! I'll make you beautiful, I'll make you a model, I'll make you pop-u-lar!"

What Does She Know? Yarelvi can tell the characters that there are a lot of oblex spawns hiding in this area. She asks for their help to find these creatures, put them all in the pit and kill them to make it easier to transport and extract their ooze.

Yarelvi is willing to provide the characters a basket full of soap samples in the future, should they meet again.

Who are the Greasy Snitches?

One of the adventuring groups who became pseudo-famous after reclaiming the ancient town of Phlan from an evil dragon overlord named Vorgansharax. It is said that the group has stopped taking on quests by themselves: they have taken the back seat and use their connections within different great factions to recruit other adventurers and do their work. They earn coin without risking their lives.

Yarelvi needs at least **20 oblex spawns**. The characters can use skill checks in the spots

below multiple times to find these creatures that are currently hiding. You can have the players roll initiative, or just take turns in finding the oblex spawns.

Every time a character succeeds on an ability check looking for these creatures, roll a d4 to determine how many hiding oblex spawns are found. The character also needs to make a DC 13 Dexterity (Acrobatics) check to catch them. On a fail, they run and hide somewhere else:

Underneath the Boulders. A character must make a DC 13 Strength (Athletics) check to lift the boulder, and look underneath. On a fail, the boulder becomes slippery and falls on the character, taking 2d6 bludgeoning damage.

Within the Tall Grass. Moving in close to the tall grass, a character can roll a DC 13 Wisdom (Perception) or Intelligence (Investigation) check to find oblex spawns. On a fail, the character is surprised, and 1d4 oblex spawns attacks the character before running away.

Inside the Tree Cracks. A character must make a DC 13 Dexterity (Acrobatics) check to stretch an arm inside the crack and grab the oblex spawns. On a fail, the character's arm gets stuck and splinters of wood pierces the skin when the character tries to pull it out, taking 3d4 piercing damage.

Luring the Oblex Spawns. If a character decides to make a luring noise, or use food, or other items to lure the oblex spawns, that character can make a DC 13 Charisma (Performance or Persuasion) check. On a fail, a **green dragon wyrmling** named Garexxes, arrives and attacks the characters. He fights until he is slain. The next time a character fails on this check, nothing happens.

Yarelvi's Makeover. As long as there's one character looking for oblex spawns, Yarelvi is willing to give one or more characters a beauty makeover using her products. When she's done, character(s) will feel fresh, beautiful, and full of make-up. However, at the end of this bonus objective, when Yarelvi leaves the adventurers, those who received a makeover must succeed on a DC 16 Constitution saving throw or gain 1 level of exhaustion, having irritated skin, super itchy and full of rashes. The save is made with disadvantage if the character has less than 200gp. This make-up is not for poor people!

Others. If a character has come up with an idea on how to find and catch oblex spawns, as the DM, feel free to decide what appropriate checks to roll and at what DC.

Once the characters have caught enough oblex spawns, Yarelvi makes one final request, which is to kill all of them. This will make it easier for Yarelvi to put them in a bag and extract the needed ingredient for his new soap.

The oblex spawns will imitate the shapes of small beasts like rabbits, cats, and puppies, making a begging motion to the characters not to kill them while they are stuck helplessly in the pit.

A character who makes a DC 11 Intelligence (Investigation) check will know that the same ingredient Yarelvi is trying to extract from the oblex spawn can actually be extracted from other types of oozes. The characters can convince Yarelvi to hunt other oozes instead of harming the oblex spawns with a DC 15 Charisma (Persuasion) check. On a success, she summons Kit, a planetar to hunt down the ooze(s) the characters suggested.

If the oblex spawn survives, the characters may gain the **Clingy Jelly!** story award.

Treasure

If the characters successfully complete Bonus Objective B, Yarelvi gives them a basket full of top grade "Don't be Jelly" skin care products. Nobles are crazy about these things and can easily be sold.

Playing the Pillars

Here are some suggestions for this encounter:

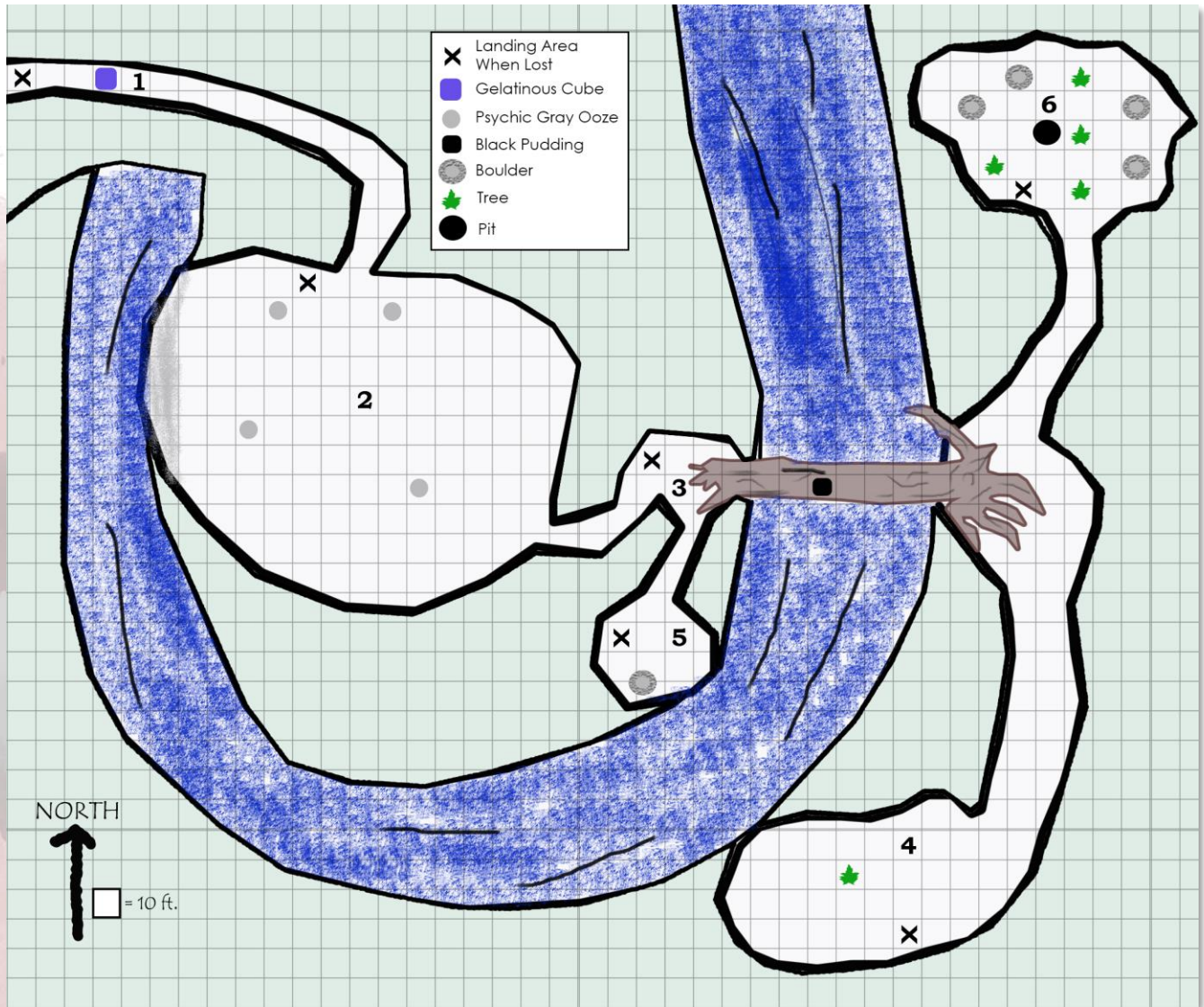
Combat. Kit will not join any combat, even if the players decide to fight Yarelvi. He doesn't have stats in this adventure.

Exploration. Characters are allowed to search the same area more than once.

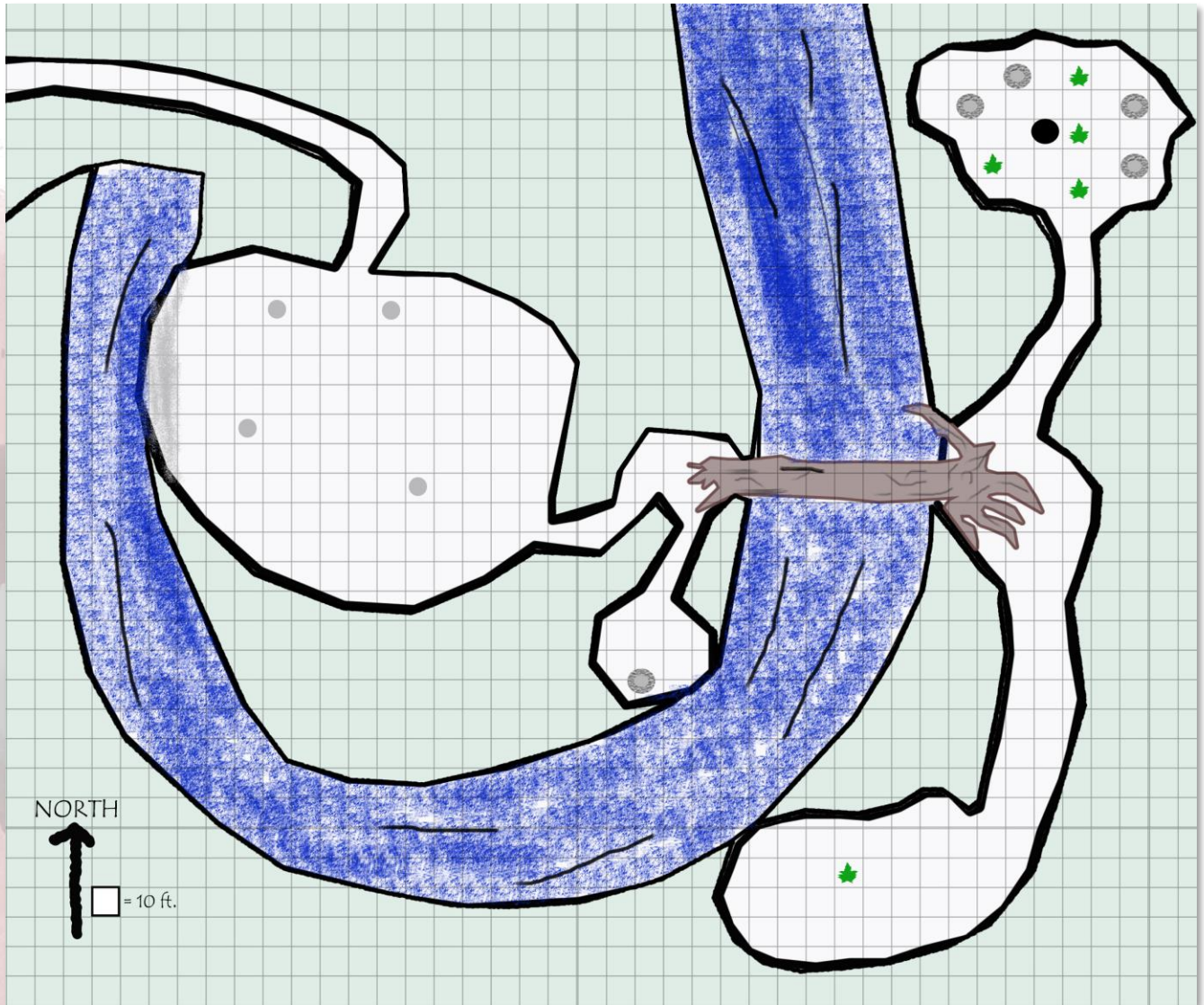
Social. If for some unfortunate reason the characters summon Garexxes, he cannot be reasoned with after getting annoyed with how he was lured by the adventurers. They have to defeat him. He's nasty tempered and crazy!

As for Yarelvi, she would interject in conversations and/or during combat, using catch phrases like "yaas queen!", "Okurr!", "Werk!", "Slay!", "Opulence!" and "Sashay Away!"

Appendix 3: The Clean Path Map (DM Handout)



Appendix 4: The Clean Path Map (Player Handout)



Appendix 5: The Log Cabin



Appendix 6: Character Rewards

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

Cloak of Many Fashions

Wondrous Item, Common

While wearing this cloak, you can use a bonus action to change the style, color, and apparent quality of the garment. The cloak's weight doesn't change. Regardless of its appearance, the cloak can't be anything but a cloak. Although it can duplicate the appearance of other magic cloaks, it doesn't gain their magical properties.

It is a bright orange cloak and designed with large brown diagonal lines. This garment is of fine quality and underneath, the brand, "Cadorna," is embroidered on it.

This item can be found on the Common Magic Item Table in *Xanathar's Guide to Everything*.

Appendix 7: Story Awards

During this adventure, the characters may earn the following story awards.

In Search of Her

You have found and read the journal of Tho'Guroh, containing information on how to find a hag's dark lair. Whenever you succeed in finding a hag's lair, a trail of thin mist appears, leading up to the location you are looking for. While the mist is present, you hear whispers of a very convincing old woman telling you to get "samples" from your party members, like a strand of hair, spit, dead skin, fingernails, etc. Remove this story award when you meet Jenny Greenteeth.

Clingy Jelly!

You spared the life of an oblex spawn. As a token of appreciation, it separates a part of itself and places a thin translucent layer of star-shaped green goo on your forehead. Whenever you are in combat, the goo stretches and changes shape, becoming a horn. Whenever you die, its shape changes into a small, flat skull. You can remove this story award by casting *lesser restoration* on yourself.

Appendix 8: Dungeon Master Tips

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

New to D&D Adventurers League?

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

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

Preparing the Adventure

Before you start play, consider the following:

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

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

your information is added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting This Adventure

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

Determining Party Strength

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

Appendix 9: Greasy Snitches About Us

Who We Are in the Real World?

We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to a mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

How to Reach Us?

Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: www.greasysnitches.com

Facebook: fb.com/greasysnitchespresents

Instagram: @GreasySnitchesPresents

Twitter: @GreasySnitches

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How to Reach Us?

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Nicholas Noel Cavada-Guillermo - @NDbarbarian

Mikel Alexander Barrenechea - @MundaneArcane

Kristoff Alejo - @Fudgetop

Ramon Macutay - @gmtristan

Greasy Snitches Adventures

Did you enjoy this adventure? Then you might like other Greasy Snitches adventures we have available! Feel free to check them out at DMsGuild.com:

- **CCC-GSP01-01 A Dragon's Breath** by Paul Gabat
- **CCC-GSP01-02 Brotherhood** by Paul Gabat
- **CCC-GSP01-03 Tainted Love** by Paul Gabat
- **CCC-GSP02-01 Minauros Unchained** by Paul Gabat (Soon!)
- **CCC-GSP-PHIL01-02 The Murmuring Hollow of the Flooded Forest** by Lanz Frago
- **CCC-GSP-PHIL01-03 The Whispering Shadows of the Eldest Ruins** by Niccolo Estrella
- **CCC-GSP-FEAR01-01 Beneath the Bleeding Tree** by Kristoff Alejo
- **CCC-GSP-NTHR01-01 A Night of Sorrows** by Mikel Alexander Barrenechea
- **CCC-GSP-OOZE01-01 Oozing Hunger** by Nicholas Noel Cavada-Guillermo
- **CCC-GSP-MON01-01 Shadows of Despair** by Ramon Macutay