

## Adventure Hook

This mini adventure can be played as a supplement to the City of Danger, or as a side quest. The Adventurers are employed as bodyguards to the festivities of the Mistress Astrid Saj. Saul, a footman of the Saj household rushes the adventures as soon as they report for their shifts at the celebration.

### Saul (Optional NPC)

Saul is a male halfling; a footman in the household of Astrid Saj. Inquisitive, knowledgeable and talkative, Saul can be used to impart information about Mulmaster, other servants or guests or alert the characters to job opportunities. Saul can be a tool for DMs running multiple mini-adventures for the same group, or to encourage characters to take even the low paying jobs.

Saul is obviously flustered and out of breath. He rushes toward the party and begins to speak: "Oi, you lot 'ere. I 'erd you 'bin doin' a bit of adventurin' work 'round town. Rescuin' folks and the like."

"Well I 'ave a job for ye'. Our shipment for the feast tonight 'asn't arrived yet. I need you lot to track it down, and bring it back 'ere before 5 tonight. If you do, I'll give you each 75 gold, and the rest of the day off."

- The shipment was coming from a city in the south. Through the Cormanthor Woods.
- The shipment was coming by horse drawn cart.
- Saul can free up some horses if the adventures ask but costs 30 minutes to prepare and saddle them.

## A race against time

The adventure will involve a series of checks. Each failed check will advance the clock forward. If the clock reaches 5 PM before the adventure's get the shipment to the party they don't receive the payment of 75 gold, they only receive 5 gold for their regular days work.

A successful check or good decision will advance the clock a lesser amount of time and a failed check or poor decision will advance the the clock a larger amount of time.

Starting time: 8 AM

Adventures who walk to the forest take an hour. Adventures who acquired horses take 15 minutes (after the 30 minutes to acquire and saddle them.).

Adventurers must make a check to find the head of the trail depending on how they describe their hunt they can use:

Nature- Noticing differences in the nature  
Survival- Following tracks to the trail  
History- Recalling where the trail was built  
Perception- Seeing the trail  
Investigation- Searching for the trail

DC: 10

Survival and Investigation on horseback are made at disadvantage (unless the rider dismounts).

If successful the adventures are able to find the trail in 30 Minutes. If failed the Adventures take 1 hour to find the trail. A Natural 20 finds the trail in 15 minutes.

Following the trail the Adventures should follow the trail to look for signs of the cart.

By Horse the trip to the cart tracks takes 15 minutes. On foot the trip to find the cart tracks takes 30 minutes.

The road widens and a muddle puddle filled with ruts lies at the center of the road. Here there are many tracks of carts that sink deep into the muddy water before you. There are tracks where carts have tried to go around the mud hole and bits of cart wheels, rocks, and logs all about where it's clear that people have used these to try to free their carts. Thick weeds and brambles surround both sides of the mud hole making it look difficult to travel through.

Characters can choose several options to investigate the mud hole.

Survival- Notice the tracks and a struggle

Investigation- Find a few drops of blood

Perception- Notice the cart tracks leading off

DC12

If the adventurers fail the DC check the continue on down the trail until they find a person camping on the road who tells them he saw a cart pass by and it was likely attacked by Goblins at the mud hole this adds an hour to the journey.

If the adventures succeed the check, after looking around for 15 minutes they can tell that the cart was ambushed and the cart and it's horses were led off into the woods. The drivers are no where to be found.

The adventures are immediately attacked by 2 withering vines.

An adventurer who is proficient and succeeds at a DC of 18 in either History, Nature, or Survival will remember this little rhyme:

Witherweed, Witherweed  
On people and animals they do feed  
While it looks like a pleasant fern  
Deadly gas emits when it is burned

If the Adventures burn the withering vines they take the poison damage but due to the breeze in the wood they are merely knocked unconscious and loose 3 hours. If part of the party falls then

only 1 hour is lost attempting to revive the fallen member(s).

After defeating the Witherweed the adventurers have to follow the cart tracks that lead out of the mud pit as the adventurers get farther away the tracks before more and more difficult to follow.

By horseback the Goblin cave takes 1 hour to reach, by foot the goblin cave takes 2 hours to reach. Adventurers must make a Survival DC check to follow the tracks or else the time is double.

DC 15

The trees begin to thin and the ground begins to rise into a small out cropping of rocks. As the adventurers approach the rocks they can see the horses in the distance grazing in the woods. The cart has been crashed into the rocks and one wheel is damaged. The cart appears to be empty of supplies.

A perception check of 15 will allow the players to hear goblin voices from inside the cave.

Inside the cave are 4 goblins searching through their gained loot contained in barrels and crates. It is pitch dark inside the cave where the goblins search their loot. There is a locked chest at one end of the cave, dust indicates that it did not come in the shipment of food, gnaw marks on the lock indicate that the goblins may not have had a means to open it. There is a lectern with a dusty book on top of it.

The characters may choose to trick the goblins out of the cave. A persuasion check by the adventurers trick and an insight check should be made by the goblins to withstand. Any significant delay in the planning of the assault should be added to the time such as setting traps outside the cave or cutting down trees etc.

If the characters are knocked out by the goblins the goblins take their spoils and run. The adventurers wake at 7 PM and Saul refuses to pay.

After the characters dispatch the goblins they are free to load the cart. It takes 3 characters 1 hour to load all the supplies back into the cart without some kind of assistance or plan.

The chest requires a DC 15 thieves tools check due to the lock being rusted and unused. If the characters choose to break the lock it has an AC of 19 and HP of 5. Inside the chest is a common magical item, *The Amulet of Encouragement*. On the lectern is a book: *Journey to the Center of the Earth*.

The characters must now work to repair the cart. Characters must succeed an Intelligence check of 15 to repair the cart. Unless they choose to use a spell such as mending.

On a failed check, the adventurers spend 1 hour working to patch the cart wheel as best as they can.

On a successful check the adventurers make a solid looking repairs in just 30 minutes.

If the cart repair check was successful then the adventurers can make it back in 2 Hours. If the characters failed their cart repair check then make a straight dice roll DC 10 to see if the repairs hold. If failed then the adventurers must stop for 30 minutes to patch the wheel.

Characters who make all the best choices and pass all the checks can make it back to Saj by 2PM. Characters who fail all the checks will be back around 6:00 PM.

Clock source:

[https://www.eduplace.com/math/mthexp/g3/visual/pdf/vs\\_g3\\_125.pdf](https://www.eduplace.com/math/mthexp/g3/visual/pdf/vs_g3_125.pdf)

## **The Amulet of Encouragement**

*Wonderous Item, Uncommon*

While worn the Amulet of Encouragement congratulates the player for any successful skill checks or saving throws he or she makes. i.e. “way to go finding that gold coin!”

The Amulet consoles the player for any failed skill checks or saving throws the player makes. i.e. “Too bad you didn’t just out of the way in time.”

The amulet can be shushed as a bonus action.

# Witherweed

*Large plant, unaligned*

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**Armor Class** 5

**Hit Points** 22 (4d10)

**Speed** 5 ft., climb 5 ft.

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**STR** **DEX** **CON** **INT** **WIS** **CHA**

3 (-4) 1 (-5) 10 (+0) 1 (-5) 3 (-4) 1 (-5)

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**Damage Vulnerabilities** fire

**Senses** blindsight 30 ft. (blind beyond this radius), passive perception 6

**Languages** —

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

**Toxic Fumes.** If the witherweed takes fire damage, it burns producing lethally toxic smoke. The cloud of smoke is a sphere with a radius in feet equal to the fire damage inflicted on witherweed (up to 20 ft.) The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for 1 minute. Each creature that is completely within the cloud at the start of the turn must succeed on a Constitution saving throw (DC 13) against poison or take 3d12 poison damage. Creatures that do not breathe or are immune to poison automatically succeed on the saving throw.

**False Appearance.** When the witherweed remains motionless, it is indistinguishable from an ordinary creeping plant.

## ACTIONS

**Multiattack.** The witherweed makes 1d4 Frond attacks.

**Frond.** *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 1 poison damage and the

target's Dexterity score is reduced by 1d4. The target is stunned if its Dexterity is reduced by 4 points this way, and incapacitated if this reduces its Dexterity to 0. The reduction lasts until the target finishes a short or long rest.

Witherweed is a spreading plant that can be found in above-ground ruins, smothering walls and floors, obscuring doors and furnishings. The slightest touch of its fronds on bare skin causes uncontrollable shaking: the unwary can find themselves incapacitated and being slowly stung to death over the course of the day.

Beneath the fronds is a network of dry tubular strands that can undulate to gradually move the whole witherplant. Because of the plant's dryness and extensiveness, it might be tempting to burn away this dangerous weed, but to do so releases a thick smoke that is rapidly fatal to those who do not immediately vacate.

The witherweed's fronds remain potent even after the plant is killed. It can be harvested to create up to four 2 lb. bundles of fronds. Each, when set fire to, creates a 5 ft. radius of toxic fumes as described above. Each time a bundle is handled (for example, when harvesting it or setting it down) the handler takes a *frond* attack.

Source:

[https://www.dandwiki.com/wiki/Witherweed\\_\(5e\\_Creature\)](https://www.dandwiki.com/wiki/Witherweed_(5e_Creature))

# Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30ft

**STR** **DEX** **CON** **INT** **WIS** **CHA**

8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

**Skills** Stealth +6

**Senses** darkvision 60 ft., Passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

## ACTIONS

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

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

Name \_\_\_\_\_

Date \_\_\_\_\_

Attach the clock hands to the clock face using a prong fastener.

