

CCC-DWB-Q01



Quarantine

A Moonsea Adventure

The Orc attacks in the village of Manseran have taken an unsettling turn.

A Two hour Adventure for Tier 1 Characters. Optimized for APL 3.

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Adventure Primer

This adventure is designed for three to seven 1st to 4th 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 in and outside the Village of Mantera (20 miles outside of Phlan).

Background

Orc raids are commonplace in Faerun and the village of Mantera had learned to deal with that reality. However, that reality changed 2 nights ago when mysterious lights over an Orc encampment near the village heralded a new wave of undead and diseased orcish berserkers lead by strange priests. The village has been battered and many of its citizens are poisoned by their attacks. So a local priestess sent out a call for Adventurers to come to their aid.

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: Meet Me on the Battlefield (Call to Action).** The players arrive in the village of Mantera, called here by a Priestess of Eldath named Elda Jayra. She greets the characters in a battlefield healer's tent. She urgently charges the characters with locating the source of the pestilence this new breed of Orcs have been using to

ravage the village and destroy it. This is the call to action.

- **Part 2: Raiding the Raiders.** Just as soon as the players have received their mission, they are set upon by another raid and must fight with Elda Jayra to defend the sick and injured. Once the raiders are destroyed, the players must retrace the steps of the raiding party and locate the Orc encampment. After making their way past the encampment's defenders, the players must make their way into the newly formed temple to stop the plague.
- **Part 3: The Diseased Temple.** Upon breaching the temple, the players must destroy the plague harbinger and the priests that summoned him.

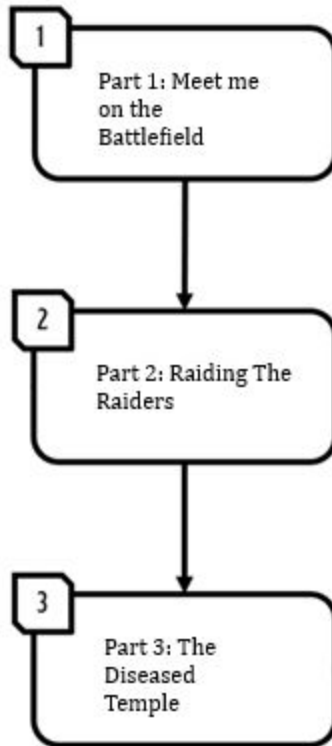
Adventure Hooks

Adventure Hook 1. One of the Adventurers could be from this village and hope to find a way to defend it.

Adventure Hook 2. The Adventurers may be researching the plague and their research may have led them here.

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: Meet me on the Battlefield

Estimated Duration: 15 minutes

Call to Action

The Adventurers have been contacted through various channels to an urgent meeting with a priestess of Eldath to help a village in crisis.

You enter a medical tent on the outskirts of the village near a makeshift defensive perimeter. The ground near the barrier is littered with both human and Orc bodies. Off in the distance, a river of lights flows from a location to the north. As you enter the tent, you are greeted by a crowd of healers rushing to and fro. All of the beds are full with injured and sick defenders. A young human woman rushes up to you and says, "By Eldath's mercy, you have arrived! My name is Elda Jayra and I was the one who summoned you. Please join me outside. The situation is dire!"

Elda Jayra leads the characters close to the defensive perimeter. Elda Jayra shares the following information about the mission:

- For the longest time, the village had lived in peace (barring the occasional raid by the nearby Orc encampment).

- However, 5 days ago, the lights in the sky started and before they knew it, a constant string of attacks by undead and diseased Orcs began, led by Orc priests.

- The disease that the Orcs have spread to their victims when the Orcs fall in battle. This has led to a shortage of defenders and leaves the village defenseless. She emphasizes that if this village is overrun the plague may be spread farther.

- Fortunately, she was able to analyze the disease and was able to determine that it is magical in origin.

- Elda wishes the Adventurers to journey to the Orc encampment, which appears to be the source of this plague. Find the source and destroy it.

- Elda offers an ancient family heirloom as payment if the players can bring this nightmare to an end. She also provides the party with 2 potions of poison resistance and 1 antitoxin vial per character.

As soon as the players accept the mission, Elda looks at them gratefully and bows in appreciation, but right then is when the next assault comes.

Go to Part 2.

Part 2: Raiding The Raiders

Scene A: Defend the barrier.

A wet, gurgling roar pierces the air, you turn and see a large group of undead and bloated Orcs are charging towards the barrier and the medical tent. Behind this group, you see an Orc in priestly garments wearing white gloves directing the horde. Elda grabs a mace from her belt and stands ready. "They shall not succeed in harming those in my charge." She growls as she moves to attack.

Elda Jayra (an **Acolyte**) joins and aids the players in this fight as 5 **Zombies**, 3 **Orc Nurtured Ones of Yurtrus**, and 1 **Orc Hand of Yurtrus** attack immediately.

Area Information

The area has the following features.

Terrain. The barrier is 30ft from the tent. The barrier has gaps 20ft apart and barrier is 6ft high. To climb over the barrier, a player must succeed on a DC: 12 Acrobatics or Athletics check.

Lighting. The lights in the sky are battlefield standard illumination and blocks sunlight.

Battle Tactics

The **Orc Hand of Yurtrus** aids as the **zombies** and **Orc Nurtured Ones of Yurtrus** attack head on. Elda will use her first action to cast Bless on the party then aid as best she can.

Adjusting The Scene:

Very Weak: Remove 2 **Zombies** and an **Orc Nurtured Ones of Yurtrus**

Weak: Remove a **Zombie** and an **Orc Nurtured Ones of Yurtrus**

Strong: Add a **Zombie** and an **Orc Nurtured Ones of Yurtrus**

Very Strong: Add 2 **Zombies** and an **Orc Nurtured Ones of Yurtrus**

Scene B: The Orc Encampment

In the aftermath of the battle, Elda urges the players to hurry and complete their task before another force can attack. With the river of lights in the sky and the less than subtle nature of the attackers, following the attackers to their encampment is easy.

The trail comes to an end on a low ridge overlooking the encampment. You look out over the camp to see a small horde of zombies and diseased Orcs wander the camp, ready to be unleashed upon the village of Mantera and whatever lies beyond. The lights are pouring up from a makeshift temple in the center of the encampment.

A perception check (DC: 12) allows players to count that there are 24 **Zombies** and 12 **Orc Nurtured Ones of Yurtrus** between them and the temple. A frontal assault into the camp is ill-advised. However, should your players go this route, they may be underpowered when going into part 3, so adjust accordingly. If the players decide to retreat while fighting, the enemies do not chase the players.

Sneaking into the camp is a viable option for the players to go about getting to the temple. 2 group stealth checks of DC:10 are needed to make it into the temple. The following are modifications affecting that roll based on player actions.

- Add +1 to the check per enemy killed by the players
- If the players decide to set off a distraction, they gain advantage on the check

Once the players have entered the temple, proceed to part 3.

Part 3: The Diseased Temple

After entering this makeshift temple, the characters are confronted by the Orc priest and the plague bearer that he has created.

As you enter the wooden hut, the scent of death overwhelms your senses. A large stone sarcophagus rests in the center of the room with an Orc priest chanting. A massive cloud of pale green smoke and bright lights erupt from the sarcophagus and, as you watch, a diseased corpse rises from it. "The Plague Bringer has risen and his dead shall flood the world!!!", the priest cackles madly.

The priest (**Orc Claw of Luthic**) stands on the opposite side of the sarcophagus from the characters. After the Plague Bringer (a **Mummy**) emerges from the sarcophagus, both attack immediately.

Area Information

The area has the following features.

Terrain. The temple is a circular structure with a 40ft radius. In the center of the room is a large open sarcophagus.

Lighting. The Temple has dim light from torches on the wall.

Sarcophagus: The sarcophagus in the center of the room spews green smoke and a column of lights so long as it is intact. It has an AC:10, HP:25, immune to poison and psychic damage. As long as it is intact, on initiative count of 1 losing ties (starting on the second round of combat and every other round), an **Orc Nurtured Ones of Yurtrus** joins the fight. Once the Mummy is destroyed, all creatures summoned by this ability die (without their Corrupted Carrier Feature going off)

Adjusting The Scene:

Very Weak: Replace the Mummy with a Ghast and a zombie instead of an **Orc Nurtured Ones of Yurtrus** joins on Init. count 1

Weak: Replace the Mummy with a Ghast

Strong: add 1 **Orc Hands of Yurtrus**

Very Strong: add 1 **Orc Hands of Yurtrus** and Replace The Mummy with a Spawn of Kyuss.

Wrap-Up

Once the players defeat the enemies within the temple, all of the creatures outside drop dead and the lights vanish. The return trip to town is uneventful. Elda is overjoyed to see the players return and eagerly hands over the heirloom (a gem encrusted *Lantern of Revealing*).

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Advancement

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; 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

Magic Item(s)

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

- *Lantern of Revealing*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

- **Elda Jayra (*El-Da*)**. A devote Human acolyte of Eldath

Personality: Saving lives is my purpose in life.

Ideal: I seek to prove myself to my god by mimicking her actions.

Bond: I seek to protect all life

Flaw: I care too deeply about those in my charge.

Creature Statistics

Zombie

Medium Undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws: Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but

can't speak

Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 +the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

ORC NURTURED ONE OF YURTRUS

Medium humanoid (ore), 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, Ore

Challenge 1/2 (100 XP)

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

Corrupted Carrier. When the ore is reduced to 0 hit points, it explodes, and any creature within 10 feet of it must make a DC 10 Constitution saving throw. On a failed save, the creature takes 8 (2d6) 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 Yurtrus. The ore 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 ore reduces itself to 0 hit points, triggering its Corrupted Carrier trait.

ORC HAND OF YURTRUS

Medium humanoid (ore), 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 Ore but can't speak

Challenge 2 (450 XP)

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

Spellcasting. The ore 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 ore 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.

Spawn of Kyuss

Medium Undead, chaotic evil

Armor Class 10

Hit Points 76 (9d8 + 36)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws: Wis +1

Damage Immunities poison

Condition Immunities poisoned, exhaustion

Senses blind sight 60ft. (blind beyond this radius), passive Perception 14

Languages understands the languages it knew in life but can't

speak

Challenge 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its Burrowing Worm action.

Actions

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses Burrowing Worm.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is

targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances Necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MUMMY

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20ft..

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throw: Wis +2

Damage Vulnerabilities: Fire

Damage Resistances bludgeoning, piercing, and slashing from

nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened,

paralyzed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

ORC CLAW OF LUTHIC

Medium humanoid (Orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30ft.

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

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Ore

Challenge 2 (450 XP)

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

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

Cantrips (at will): *guidance, Toll The Dead, resistance, thaumaturgy*

1st level (4 slots): *bane, cure wounds, Inflict Wounds*

2nd level (3 slots): *Blindness, Spiritual Weapon*

3rd level (2 slots): *bestow curse, Spirit Guardians*

Actions

Multiattack. The ore makes two claw attacks, or four claw attacks if it has fewer than half of its hit points remaining.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 6 (1d8 + 2) slashing damage.

ACOLYTE

Medium humanoid (Human), Neutral Good

Armor Class 10

Hit Points 9 (2d8)

Speed 30ft.

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

Skills: Medicine +4, Religion +2

Senses: Passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, Healing Word, sanctuary*

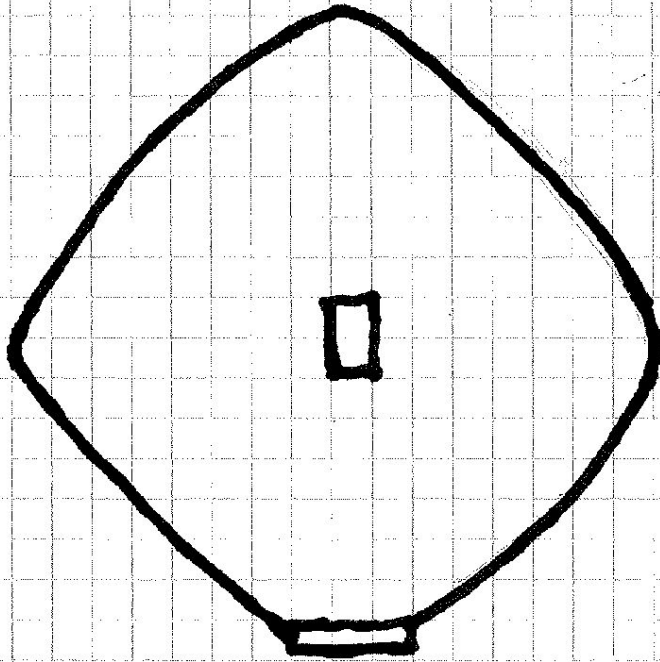
Actions

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. **Hit:** 3 (1d6) bludgeoning damage.

Appendix A: Maps, Player Handouts, Etc.

This appendix includes various handouts and resources for running the adventure.

The Diseased Temple



Appendix B: Character Rewards

Lantern of Revealing

(Wonderous Item, Uncommon)

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

This polished lantern is inset gemstones, gold or platinum inlays, and gold or silver filigree adorn its surface. When seen from the corner of the eye, the item seems to be moving.

This item can be found on Magic Item Table B

Appendix C: 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 but if they play a different hardcover adventure, they **can’t return** to the first if outside its level range.

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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. Familiarize 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 log sheet. 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 Player’s 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