

AGE 12+



# SANDS OF ETHYX

Uncover the Verdant Company and their profitable operation in this deadly escape adventure in the unforgiving Desert of Durren.

5E COMPATIBLE ADVENTURE

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Northeast of Thamarya lies the desert of Durren, an inhospitable place full of dangers and death. However, the Verdant Company has discovered a vast deposit of Ethyx, the valuable green metal with magical properties, and has decided to extract every last pebble. Mining the Ethyx has proved far more dangerous than the criminal syndicate thought; the tunnels collapsing with ease and the ground proving very sensitive and strange, which is why they are forcing the small people of Eluan to work the mines. The players crossed a portal chasing after a Singwa Guild member with connections to the Verdant Company. However, when they cross, they find no trace of the guild member and discover that they are far from Thamarya and are now prisoners.

# INTRODUCTION

Welcome to “Sands of Ethyx”, a 5e compatible RPG adventure in the desert of Durren by Cast n Play.

## RUNNING THE ADVENTURE

Sands of Ethyx is a 5e adventure meant for four to six 4th level player characters.

The adventure is set in Durren, a small desert northeast of the port city of Thamarya.

- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.
- Fun is the ultimate goal. Never forget that.

## STORY OVERVIEW

Sands of Ethyx takes place in a scorching desert. The plot is as follows:

- The Verdant Company found a rich Ethyx deposit in the depths of the desert of Durren, and built a mine to extract the valuable metal.

The criminal syndicate has kidnapped small people from all over the continent of Eluan to work the mines because the tunnels are minute and collapse with ease. This is because the deposit is actually a part of a dead god and Ethyx is its blood, and the tunnels are its veins.

- Supervising the extraction is Erata, a sorcerer who uses her serpents as beams to keep the mine from collapsing. She works for the Verdant Company but has her own secret agenda.

The Verdant Company has built a labor camp south of the mines where they keep most of their slave labor.

- Kirveh, an emissary sent by Verdant headquarters to discover why the Ethyx shipments are getting lighter and solve the problem.

The players crossed a portal chasing after Nyer Von Alben, a representative of the Singwa Guild who fled Thamarya along with a merfolk prisoner. Unknown to the players, because of the portal's instability (Ethyx can be unstable when used in magic), they were knocked unconscious and sent somewhere else. They woke up to discover that they are prisoners of the Verdant Company and were being taken to a camp.

## ABOUT THE DESERT OF DURREN AND THE MINE

Many eons ago, a Xeneth (the gods, the source of Eluan) perished, and his body was scattered across the continent of Eluan.

This happened so long ago that no mortal remembers or knows anything about Ethyx's origins, however, some scholars and sages suspect some powerful source behind it.

## CONDITIONS IN DURREN

Durren is one of the harshest environments in all of Eluan; constant exposure or lack of hydration can have severe consequences in the mightiest of adventurers or creatures.

For every hour that goes by without any water, a PC must make a Constitution saving throw.

The DC is 9 for the first hour and increases by 1 for each additional hour. On a failed save, the character gains one level of exhaustion.

If the PC is wearing medium or heavy armor or heavy clothing, they have disadvantage on the saving throw.

## EXHAUSTION

**Level**   **Effect**

1	Disadvantage on ability checks
2	Speed Halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

## ADVENTURE HOOKS

For this adventure consider the following character hooks.

**Answer.** The PCs want to discover how powerful the Verdant Company really is, and what they are doing in the desert and what to want with small folk or people.

**Find the Merfolk or Nyer Von Alben.** The players were hot in pursuit of Nyer when they traversed the portal. Now there's no trace of them anywhere and nobody has any answers.

**Glory or Duty.** The Verdant Company has numerous prisoners working the mines.

They are helpless and unable to escape their enslavement, and even if they managed to escape, surviving Durren's sands is difficult, and many have perished trying.

**Satisfaction.** Maybe the party members feel outraged at having been taken captive and their possessions taken. They will not stand for that and will have their satisfaction or die trying.

**Ethyx.** The green metal is extremely valuable and used for adorning weapons and armors but not useful for making weapons. It's magical properties also make it desirable, the PCs could easily make some profit if they get their hands on some.

## PROLOGUE

The orange tone of the dawn suns descends on the Desert of Durren, causing some of the native fauna to burrow for shelter, and others to rise and begin their day.

Even though it is early, the heat already scorches the flesh and boils the sand. Durren is a harsh and unforgiving place.

The desert seems tranquil and peaceful; indeed, the wind's blowing reigns supreme until a sharp cracking sound reverberates through Durren.

It is quickly followed by another, then another, until it is finally followed by a whimper.

*Note for GM: None of the bandits know who Nyer is if the PCs mention him. The reason is that he landed in another place.*

## WAKING UP

The players wake up as Verdant Company's prisoners, chained and without their belongings or recalling what happened after they crossed the portal.

The Company's mining operation is vast and complex. They have more than 400 slaves working around the clock in a mine north of the desert.

Because of the brutal conditions, many prisoners perish soon, and a constant supply of them is needed, which is why the "Green Hand" (As the Company is sometimes known) has a network of wagons transporting slaves in different routes around the desert.

Chasing after Nyer, the players were found unconscious in the early hours of dawn by desert bandits of the Verdant Company, and were then chained to the slaves to be taken to the main prisoner camp. The PCs are not the only captives; chained and forced to follow the wagon are numerous small people suffering because of the heat and lack of water.

Among them is Flakas, a halfling who was kidnapped about a month ago and brought to Durren to help at the mine.

Flakas suspects that the PCs are stronger than what they seem, and is considering asking for their assistance. He knows where the players' items are hidden.

The halfling will find opportunities to make contact with the PCs and make a deal.

### WHAT FLAKAS KNOWS

- The caravan is heading towards a prison camp where other caravans meet up.
- Most of the slaves are small people and are sent to a secret mine. He doesn't know what they are mining.
- The number of prisoners in this caravan are 70, and there are five Verdant bandits guarding them, including a captain but he doesn't who he is.
- The PC's items are kept in a sack carried by the Baschabal who is extremely suspicious of any stranger approaching it. He won't mention it though.
- Flakas had heard that the caravans change routes constantly but doesn't know the reason behind it.
- Flakas doesn't know about Nyer or the merfolk, but he will lie and say they are possibly in the camp.

The camp is approximately one day away at normal speed but the caravan takes double the amount.

There are eight verdant bandits, not five, the last three being halflings who pretend to be prisoners. This is a tactic favored by the Company to infiltrate their own prisoners and always have "another" watchful eye. Flakas, will reveal he was allowed to be taken prisoner to discover the mine's location.

The halfling is working for an unknown client who has conflicting interests with the Verdant Company. Flakas promises the party a great reward if they help him reach the mine and investigate. Until the PCs reach the oasis, roll the table below for events:

## DESERT EVENTS

### D4 Event

- 1 Night has descended, pushing the unbearable heat away. During the most profound moment of the witching hour, a low buzzing catches your attention.  
The sound grows and spreads throughout the entire area, becoming appalling as it becomes evident that covering one's ears is useless.  
The sound is created by a faraway swarm of shadow locust. The PCs must make a DC 13 Constitution saving throw. On a failure, they take 8 (2d6) psychic damage. On a success, they take 0 damage.
- 2 Here be dragons. The sun stands mighty in its zenith, turning the desert into a boiling cauldron. Something flies past the sun for an instant; it's not clear, but it has enormous wings, and it's blue.  
Flakas will comment that he overheard some of the bandits whisper about a blue dragon being recently sighted.
- 3 In the cover of darkness, small rodents begin to move between the shrubs. They are quaidits, small ferret-like creatures. They look cute... and tasty.
- 4 Without any warning, the sand that was secure footing begins to give way and starts swallowing any creature standing on it.  
A successful DC 16 Dexterity (acrobatics) roll allows any creature to dodge the quicksand area. Failure means that the creature is restrained and will sink 1d4 ft. each turn. If they are entirely submerged, suffocation rules apply.  
The quicksand is 15 feet deep and has a 20-foot-square area.

## THE DESERT WYRM

The main reason why the Verdant Company has so many caravans changing their routes is because of a Wurm problem in that part of Durren.

As the syndicate's presence increased in the area, it disturbed a Wyrms' lair. Some of the creatures, dormant for many years, woke up starving, and the caravans are on the menu. When the caravan is two hours away from the oasis, the desert Wurm will attack.

You sense a slight tremor, but before you can even react, a desert Wurm bursts from beneath the sands in a flash.

It shows off its large and sharp claws from where bits of flesh still hang before it attacks.

The beast is not close to being satiated, it is ravenous; its eyes say it could devour the entire world as it unleashes its fury.

The Wurm will slaughter many of the small people and verdant company bandits with the first strike.

Meanwhile, Flakas, knowing that this attack changes his plans, will take advantage of the commotion, obtain the PCs items, and return them to their owners.

The Wurm will turn its attention to the PCs when this happens.

After the fight, many of the small people are dead or scattered, the same with the bandits.

Besides the treasure encrusted to the Wurm's scales, there are some items the bandits were transporting:

**Wurm Treasure.** 250 sp, one *staff of healing*, 1 *lance* +2, and 1 *warhammer* +2.

**Verdant Bandit Stash.** 50gp, 2 *short swords*, 40 *arrows* and *quiver*, 2 *studded leather armor* +2, 1 *scimitar* +1, 1d8 *explorer's pack*, 1d6 *Greater Healing Potion* and 1 *gaming set*.

## THE OASIS AND THE STORM

The landscape begins to change here, the desert becoming a bit rockier. Just on the border of this change lies an oasis with lavish palm trees reaching far into the sky. It is an ideal place for resting and replenishing water.

During this time, a colossal sandstorm will form on the horizon, lasting a couple of hours, but it will not hit the oasis.

Beyond the oasis lies a gorge, which leads to the prisoner camp. As the storm occurs, a human desert wanderer named Cienfie will reach the oasis. The desert wanderers are a dying breed; less than a dozen remain in all of Durren.



They are quiet and keep to themselves, going about their business in the burning sands. Some believe that they can talk to the desert itself because of their incredible capacity for survival and mysterious nature.

Cinfie will approach the PCs without any warning or word and give them *Id6 durren root*, the root of a desert shrub that desert wanderers consume to survive the desert. The root gives +2 Constitution for the remainder of the adventure. The desert wanderer will also give the players a map.

The map shows the territory that lies between the Desert of Durren and Thamarya. There is an X marked close to the borders, but that is in the opposite direction of the prisoner camp. Cinfie is actually Ykerog, a blue dragon who was chased away by the Verdant Company.

The dragon has not forgotten this affront and is aware of the Ethyx in the mine. It wants its territory back and will do anything to hamper the criminal syndicate.

## ROLEPLAYING FLAKAS

Cunning does not begin to describe Flakas, a halfling who is good with numbers and good at reading people. He knows how and when to listen, and who to listen to. He is always looking to move ahead and searches for solutions. If a plan doesn't work, he's already thinking of the other.

Flakas is on a mission, sent by an unknown guild to discover the mine's location. He sees the PCs as useful to him, but the mission comes first. He is a talented rogue, so he can assist the party.

## ROLEPLAYING YKEROG/CINFIE

Cinfie is the adopted persona of Ykerog when he assumes human shape.

The blue dragon had an arrangement with the desert wanderers when he ruled this part of Durren. Although they are very few, their knowledge of the desert is priceless, and the dragon still hasn't uncovered all the knowledge that they possess.

As Cinfie, he pretends to be one of them. Mysterious, quiet, and ignoring other people most of the time.

They pay attention to the desert, and Cinfie will imitate this because he wants to learn all their skills and master the ways of the desert.

# THE PRISONER CAMP

Elio and Zia, the twin suns, have not abated in all this time, but the landscape, however, has changed considerably.

More rocks and boulders dominate the view as the sand dunes have been left behind.

The territory is rockier, as the narrow gorge which leads to the prisoner camp denotes.

Far in the horizon lies the necropolis' mountain range, a clear indicator that the caravan has been heading north-east for a while.

Hours ago, you arrived at the remains of what had once been a river, or at least that what it seems for some marks are not the consequence of natural erosion or wear.

Some might even point out that it was carved by someone or something.

The prisoner camp is supposed to lie in an opening ahead from where there are "only two ways out," one being this and the other towards the mine.

No doubt the Verdant Company has chosen the location for defensive purposes, or something else, for they are not known for leaving things to chance.

The prisoner camp is located where the gorge widens substantially. The area is large enough to hold more than 400 prisoners at a time, and a considerable number of Verdant bandits. However, the camp is not even at half capacity.

There are only nine desert bandits and a warforged artificer from headquarters present at the current moment. The reason for this is that the sandstorm has moved around the desert, and slowed down the other caravans that were supposed to meet at the camp to welcome the artificer.

The warforged is Kirveh, an emissary sent from headquarters to audit the mining operation because the earnings are down, partly because of an increased number of attacks by the desert Wyrms against the caravans. Kirveh wants to establish if, indeed, this is the reason, and if so, if it is only one Wyrms causing all the havoc.

What the warforged did not expect... were the rumors of a blue dragon, something which spells certain doom for the mining operation unless the Verdant Company commits to full.

The PCs and Flakas must discover where the mine is and make their way there. However, they will be attacked by the bandits if discovered.

Any of the bandits knows where the mine is should they be interrogated by the players. They will also add that they are not allowed at the mines, only the sorcerer and her evil undead minions.

The camp has the following main areas: the cage area, the emissary's tent, and the exit.

## SI. CAGE AREA

The largest section lies dead at the center of the gorge. There are numerous great cages made of bone where all prisoners are located before being taken to the mine, but most are empty now.

In front of the area is a tent where one desert bandit observes the prisoners while three other desert bandits patrol around the cages.

The section has an area of 4200 ft., and is surrounded by a thin but sharp field of steel wires.

## S2. THE EMISSARY'S TENT

A grandiose tent made from fine silks and other textiles. Hanging beside the entrance is a banner with a green hand, the Verdant Company's symbol. The inside of the tent is packed with fluffy and elegant pillows, and a large low table filled with gadgets and mechanical parts that the Artificer uses for his creations. Next to these is a small chest. Inside the chest are three scrolls: one green scroll, one scroll of resilient sphere, and one scroll of protection from energy.

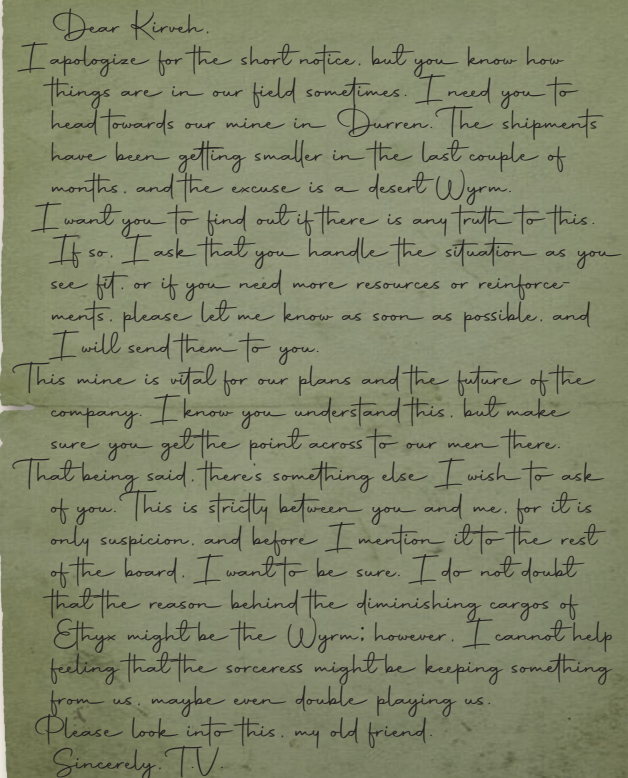
At the end of the tent lies a pyramidal stack of pillows. On top of it lies Kirveh inactive, the warforged artificer. The ground around the area is covered in elegant carpets. One of these covers a pit where a mechanical scorpion hides and waits to attack anyone approaching Kirveh.

A successful DC 16 Wisdom (Perception) check reveals that there's something odd about one of the carpets. The warforged is inactive; however, he is aware of his surroundings. A successful DC 17 Dexterity (Stealth) check allows a PCs to enter the tent unnoticed. Should the check fail, Kirveh will pretend to remain unaware and attack when the intruders are within range of the scorpion.

Check Appendix A for their stats.

*Note for GM: Because of the scorpion's sheer size and fighting style, any combat alerts the remaining bandits in the camp area who head to the emissary's tent and reach it in 2d6 rounds.*

The green scroll the PCs find is the emissary's orders:



Dear Kirveh,  
I apologize for the short notice, but you know how things are in our field sometimes. I need you to head towards our mine in Durren. The shipments have been getting smaller in the last couple of months, and the excuse is a desert Wyrm. I want you to find out if there is any truth to this. If so, I ask that you handle the situation as you see fit, or if you need more resources or reinforcements, please let me know as soon as possible, and I will send them to you.  
This mine is vital for our plans and the future of the company. I know you understand this, but make sure you get the point across to our men there. That being said, there's something else I wish to ask of you. This is strictly between you and me, for it is only suspicion, and before I mention it to the rest of the board, I want to be sure. I do not doubt that the reason behind the diminishing cargos of Ethyx might be the Wyrm; however, I cannot help feeling that the sorceress might be keeping something from us, maybe even double playing us.  
Please look into this, my old friend.  
Sincerely, T.V.

## S3. THE EXIT

There are only two routes out of the gorge, going back towards the dunes or continuing northeast until the gorge ends when it meets with a valley.

The path leading to the mines is guarded by four desert bandits, who are on the lookout for anyone trying to reach the mines.

The exit is far from the cage area of the camp, so the bandits are unaware of any happenings at the camp. There is a small tent just where the gorge narrows again. Two of the bandits are inside asleep while the other two stand watch.

## ROLEPLAYING KIRVEH

Dedicated to the Verdant Company and a professional. He is on a mission, and that is the only thing that matters.

He disdains the desert bandits, which he considers have grown fat and lazy being unsupervised by headquarters for too long. Kirveh has no time for small talk now; he must get the mine back on track and solve all the problems. He will want the PCs away from the mines.



**PRISONERS  
CAMP**

**EKUR  
RUINS**

**S3**

**S2**

**PRISONERS  
CAMP**

**S1**

**NURAH  
OASIS**

**☠ = BANDIT**



# THE EKUR

The gorge came to an end and opened up into a vast valley. The ground is dry and full of shrubs and other desert flora. The twin suns have now descended, and the moon has taken their place.

The temperature has dropped considerably; flesh that once felt ablaze is now starting to freeze. Durren is a place of extremes, of that there is no doubt. This is why it is hard to believe that any civilization could exist here, as the constant presence of ruins scattered in this valley point out.

Who were they? Why build in Durren? And most of all: What became of them?

These questions will probably remain unanswered, obscured by the same kind of darkness that now covers Durren.

The valley is covered in dense darkness, the moon has been blocked by clouds, and the only source of light are the mine's fires burning not far away.

By this time, most prisoners are sleeping, chained together, and huddling to keep themselves warm. The prisoners are gathered close to the mine's mouth, which are the ruins of an Ekur, a structure built by the people who once inhabited Durren a long time ago, and are now lost in legends.

That same civilization built the Ekur over the remains of a Xeneth, a god whose life fluid fossilized into Ethyx, which explains its magical properties.

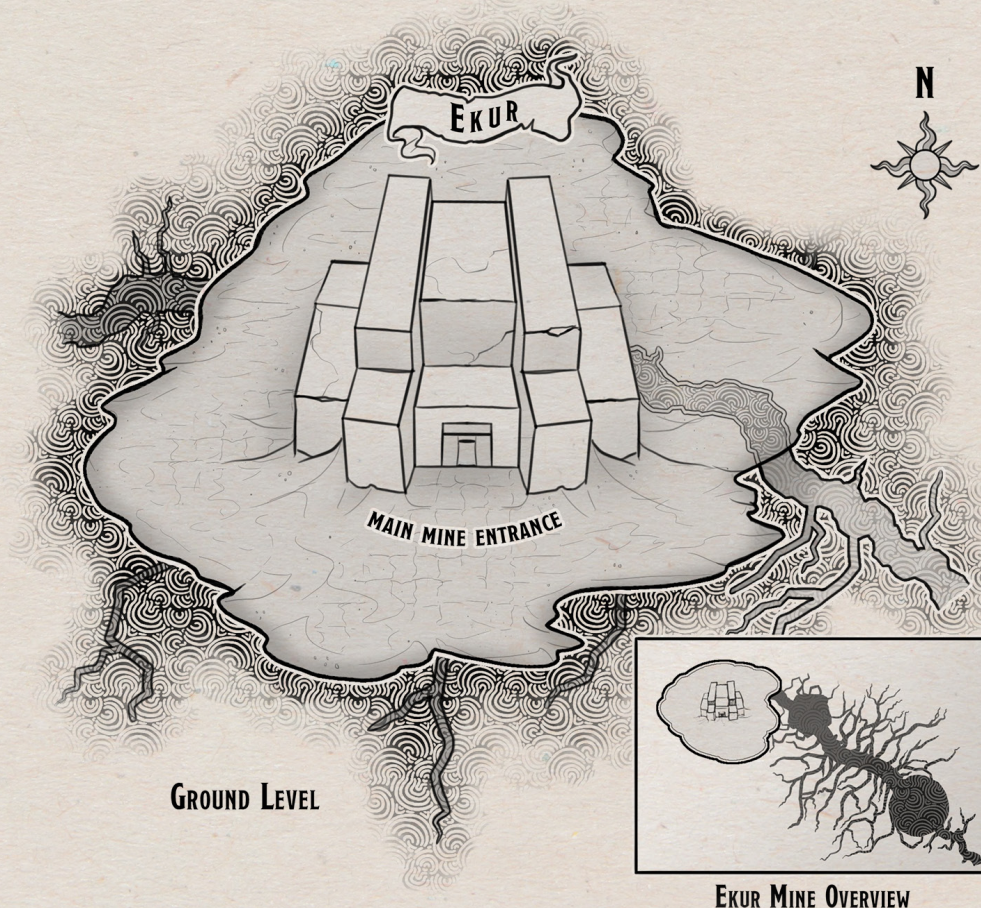
The tunnels where the Ethyx is mined are the Xeneth's dead veins, and they collapse with ease which is why the Verdant Company was using small people.

Guarding the prisoners are six undead guardians, creatures created by Erata. The way the mine operates is the following:

The prisoners are raised at dawn and given their daily ration of food. After that, they pick up their tools and descend into the mines, and work until the twin suns set. The prisoners are kept under control through their fear for the guardians, the Verdant Company, and their exhaustion. They have little strength with which to fight back.

Next to the prisoners is a stash of barrels containing their provisions and tools. A successful DC 14 Wisdom (perception) reveals a hidden bag with items.

**Bag.** *Ethyx* with a value of 100gp, one *whip* +2, and 1d6 *potions of Greater healing*.



GROUND LEVEL

EKUR MINE OVERVIEW

## THE MINE

The ground is filled with the footprints of small people, dozens of them entering and leaving the mine's entrance, the Ekur. Legends tell little of the civilization that inhabited Durren; they only mention that they were great builders, and some sort of dreadful cataclysm must have descended upon them.

The Ekur's arc is made from solid red rock, perfectly polished making it as smooth as a metallic surface. There are no scratches, it is, without a blemish, a feat of superb craftsmanship. It is covered in runes of an archaic lost language.

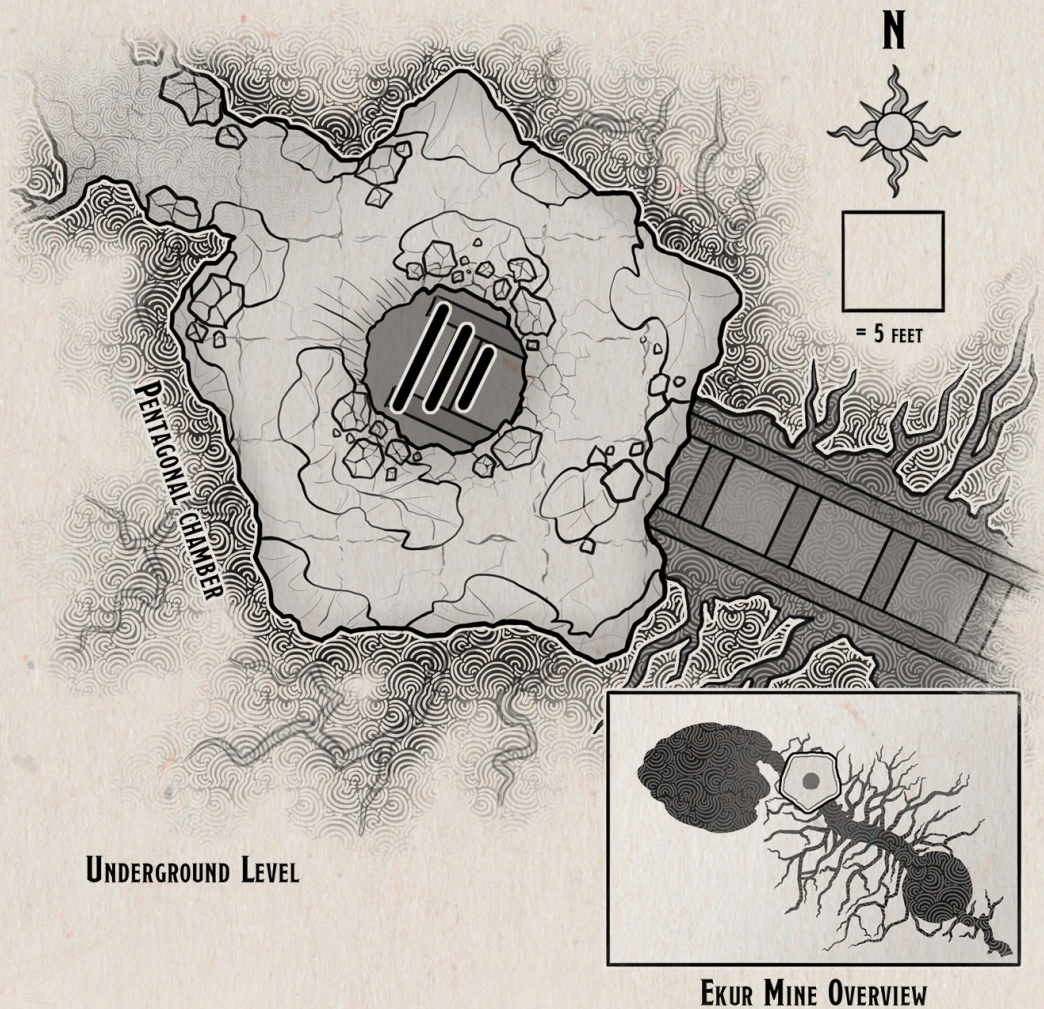
A gust of wind emanates from inside the mine. It is strange, sounding more like a low wail expelled by some creature's innards... Is the mine alive?

The mine's entrance is the Ekur's arc which has stood the ravages of time.

Beyond the entrance lies a pentagonal chamber with a great hole in the center that leads to the main slope. There is a mine car on some tracks that lead down the slope

### ABOUT THE MINE CAR AND TRACKS

- The mine car moves through the tracks thanks to a winder, a mechanism that hoists it up and down.
- However, the lever that activates the winder was removed and dropped beside the car, but it is hidden by dust. A successful DC 16 Wisdom (Perception) check reveals its location.
- The winder is located in Erata's chamber. If the PCs found the lever, they can activate the mechanism, which will make the car descend, but that will take 1d20 turns.



The main slope is 2000 ft. long, with a hundred tiny tunnels scattered throughout the walls. The small people would enter these tiny tunnels and extract the Ethyx. Midpoint down the slope is another chamber where Erata, the elf sorcerer with command over snakes, is.

The reptiles function like beams that keep the mine from collapsing. Erata is about to leave when the PCs arrive. With her is the Verdant foreman.

Erata will proceed with her plans, and at that moment, four undead guardians will burst from the walls and ground and attack the party along with the foreman.

Meanwhile, Erata will dispel her enchantment; causing the snakes to drop dead and the mine to collapse. She will then escape into the darkness.

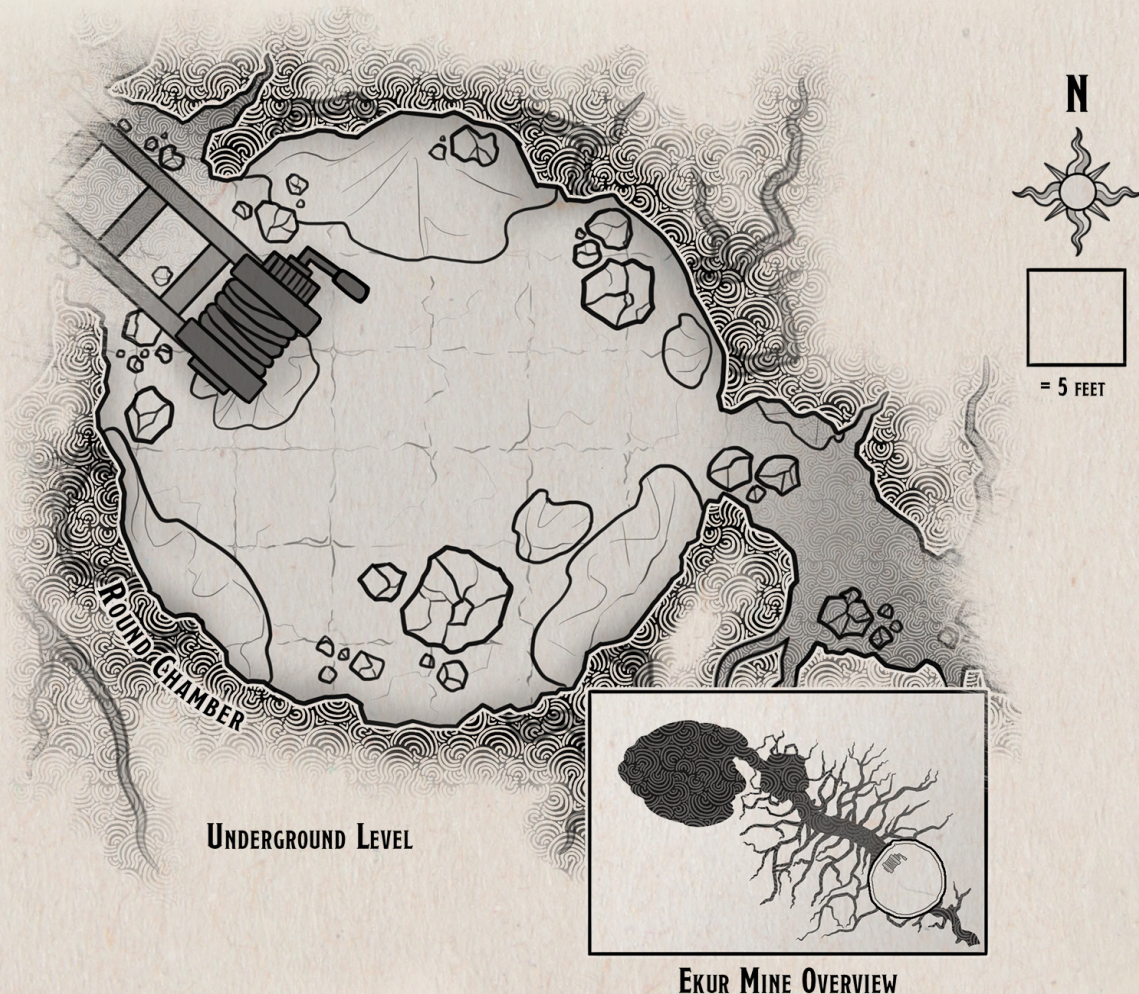
## THE COLLAPSE

Erata had used her magic to summon and control snakes to keep the main slope from collapsing as the small people worked the mine. The snakes would place themselves and act as support for the beams.

By dispelling her enchantment, the snakes begin to drop dead. When she leaves, the PCs have little time to abandon the mine or be caught inside as it collapses.

If the players activated the winder, they can call the mine car, which will take them to the opening much faster.

*Note for GM: The mine's collapse does not happen all at once but instead spread from the chamber upwards. At your discretion, consider when rubble starts to rain down on the PCs. Any creature in the area beneath must succeed on a DC 14 Dexterity saving throw, taking 15 (3d10) bludgeoning damage on a successful save. Characters that fail the save are slain.*



## ERATA'S PLANS

Erata was using the Verdant Company company so she could gain access to the Ethyx.

The metal's magical properties interest her, and she collected her fair share. She had heard from the foreman that an emissary from Verdant Company Headquarters was coming to supervise why the Ethyx shipments were getting lighter.

Being no fool, she knew that it was time to flee. She already has enough Ethyx to carry on with her plans.

## ENDING

If the PCs used the mine car to escape please read the following out loud:

The entire slope collapses behind, the sheer strength with which the dirt and rock above smash into the ground would destroy a city wall. What would it do to flesh and bone?

The small and sturdy mine car outruns the collapse by a matter of inches. Every time it seems that the collapse will catch up, the car manages to speed up and avoid total disaster.

The sides seem like dots as the car speeds up towards the exit. There's light up ahead, the exit is close, and suddenly a loud boom as everything finally gives way...

... The car flies through the hole and crashlands into the pentagonal chamber.



Erata

The car manages to outrun the mine's collapse, barely. By now, some of the prisoners have managed to remove their shackles or break the chains.

Flakas says his farewell and thanks the players. He says he has to report his findings, but not before warning the players that the Verdant Company will seek their utter destruction after this. He then gives them a cloth bag that contains their reward and points southwest and indicates that Thamarya is in that direction but they should watch out for more desert Wyrms and chuckles.

**Reward.** Inside the bag are: 9 *zircon gems* (each worth 50gp), and 1 *ioun stone of awareness*.

**Milestone.** All surviving players reach 5th level after exiting the mine.

## WHAT'S NEXT?

The party can decide to return to Thamarya, the location on the map the desert wanderer gave them is in that direction anyways.

- Who was the mysterious elf sorcerer?
- Where did she escape to?
- How can the Thamaryan authorities not be aware of the mine?
- Why did the desert wanderer give them a map?
- Who does Flakas work for?
- And what has happened with Nyer?



# APPENDIX A

## NPCs AND MONSTERS

### BASCHABAL

Large beast, unaligned

**Armor Class** 13  
**Hit Points** 45 (6d10+12)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

**Senses** Darkvision 60ft. Passive Perception 13  
**Languages** -  
**Challenge** 2 (450 XP)

**Charge.** If the baschabal moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

#### ACTIONS

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

### MECHANICAL SCORPION

Large construct, unaligned

**Armor Class** 17 (Natural armor)  
**Hit Points** 52 (7d10+14)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+1)	13 (+3)	15 (+1)	6 (-2)	11 (+0)	1 (-5)

**Damage Immunities** Poison and Slashing  
**Senses** Darkvision 60ft. Passive Perception 9  
**Languages** Understands the languages of its creator but can't speak  
**Challenge** 3 (700 XP)

#### ACTIONS

**Multiattack.** The scorpion makes three attacks: two with its claws and one with its sting.

**Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two claws, each of which can grapple only one target.

**Sting.** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target must make 1 a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.



Baschabal

## FLAKAS

Small humanoid, chaotic good

**Armor Class** 15  
**Hit Points** 31 (3d8+12)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	10 (+0)	1 (+3)	10 (+0)	10 (+0)

**Skills** Sleight of hand +10 Investigation +6  
**Senses** Passive Perception 13  
**Languages** Halfling, Common and Rogue  
**Assassinate** (adv. vs. no turn yet and any hit auto-critical)  
**Uncanny Dodge** (reax. for half damage)

### ACTIONS

**Multiattack.** Flakas makes two melee attacks.

**Rapier.** Melee Weapon Attack: +7 to hit, reach 5 ft. Hit: 1d8+4 piercing damage.

**Lucky Feat.** Reroll one attack, ability check or save, or an attack on you, three different times betw. long rests.

**Sneak Attack.** Once per turn, deal extra damage to one creature hit if attack with advantage using finesse or ranged weapon. Don't need advantage if an enemy of the target is within 5 feet of it, enemy isn't incapacitated, and you don't have disadvantage on attack.

### Equipment

Crystal ball (scrying only) (a)  
Driftglobe  
Potion of climbing  
Saddle of the cavalier  
2 potions of healing (2d4+2 hp)

## VERDANT FOREMAN

Medium humanoid, chaotic evil

**Armor Class** 16 (Leather armor)  
**Hit Points** 30 (5d8+6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Intimidation +4 Deception +4  
**Senses** Passive Perception 15  
**Languages** Common, Draconic  
**Challenge 2** (450 XP)

### ACTIONS

**Multiattack.** The verdant foreman makes three melee attacks: two with the whip and one with his dagger.

**Magicwhip.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 4) slashing damage.

**Dagger.** Melee Weapon Attack: +4 to hit, range 5 ft., one creature. Hit: 6 (1d4 + 4) piercing damage.

## UNDEAD GUARDIAN

Medium undead, lawful evil

**Armor Class** 15 (Armor scraps)  
**Hit Points** 37 (5d10+18)  
**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

**Damage Vulnerabilities** Bludgeoning  
**Damage Immunities** Poison  
**Condition Immunities** Exhaustion, Poison  
**Senses** Darkvision 60ft. Passive Perception 10  
**Languages** Understands all languages it knew in life but can't speak  
**Challenge 2** (450 XP)

### ACTIONS

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

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



Undead Guardian

## DESERT WYRM

*Huge, monstrosity, unaligned*

**Armor Class** 15 (Natural armor)  
**Hit Points** 70 (8d10+23)  
**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	10 (+0)

**Damage Immunities** Fire and Poison  
**Skills** Athletics +6  
**Senses** Darkvision 60ft., Tremorsense 80ft., Passive Perception 14  
**Languages** -  
**Challenge** 5 (1,800 XP)

**Poison Resistance.** The Desert Wurm has advantage on saving throws against poison.

**Heated Body.** A creature that touches the desert Wurm or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

### ACTIONS

**Multiattack.** The desert Wurm makes three attacks: two with its claws and a bite.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage.

**Claw.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

## KIRVEH

*Medium humanoid (Warforged), lawful evil*

**Armor Class** 16  
**Hit Points** 30 (5d8+6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	15 (+2)	10 (+0)	8 (-1)

**Saving Throw** Constitution, Intelligence  
**Skills** Intimidation +4, Deception +4, Performance +2  
**Senses** Passive Perception 17  
**Languages** Common, Abyssal  
**Challenge** 3 (700 XP)

**Constructed Resilience.** Adv. saves vs. poison, resistance to poison, immune to disease, do not need to eat or breathe.

**Sentry's Rest.** Semiconscious 6 hours a day instead of 8 hours sleep, but not immune to magical sleep.

**Eldritch Cannon.** Create mobile flamethrower, force ballista or protector "robot".

**Spellcasting.** The artificer is a 3rd-level spellcaster. The artificer has the following spells prepared:

Cantrips (at will): fire bolt, mending

1st level (3 slots): shield, thunderwave, detect magic, cure wounds, identify, feather fall

### ACTIONS

**Fire bolt Cantrip.** Ranged Spell Attack: +4 to hit, targets one creature or object within 120 ft. range. Hit: 1d10 fire damage and unattended flammable objects catch on fire.

**Quarterstaff.** Melee Weapon Attack: +2 to hit, reach 5ft., one target. Hit: 5 (1d6 + 0) slashing damage.

**Light Crossbow.** Ranged Weapon Attack: +3 to hit, range 80 ft., one creature. Hit: 6 (1d8 + 1) piercing damage.

## VERDANT DESERT BANDIT

*Medium humanoid, neutral evil*

Verdant desert bandits are some of the best trained of the criminal syndicate. They are known for their viciousness and cruelty to their prisoners. They have learned to survive in the desert environment.

**Armor Class** 12  
**Hit Points** 20 (3d8+12)  
**Speed** 30 ft.

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

**Skills** Intimidation +2  
**Senses** Passive Perception 13  
**Languages** Common  
**Challenge** ½ (100 XP)

**Pack Tactics.** The verdant desert bandit has advantage on an attack roll against a creature if at least one of the bandit's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The desert bandit makes two melee attacks.

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

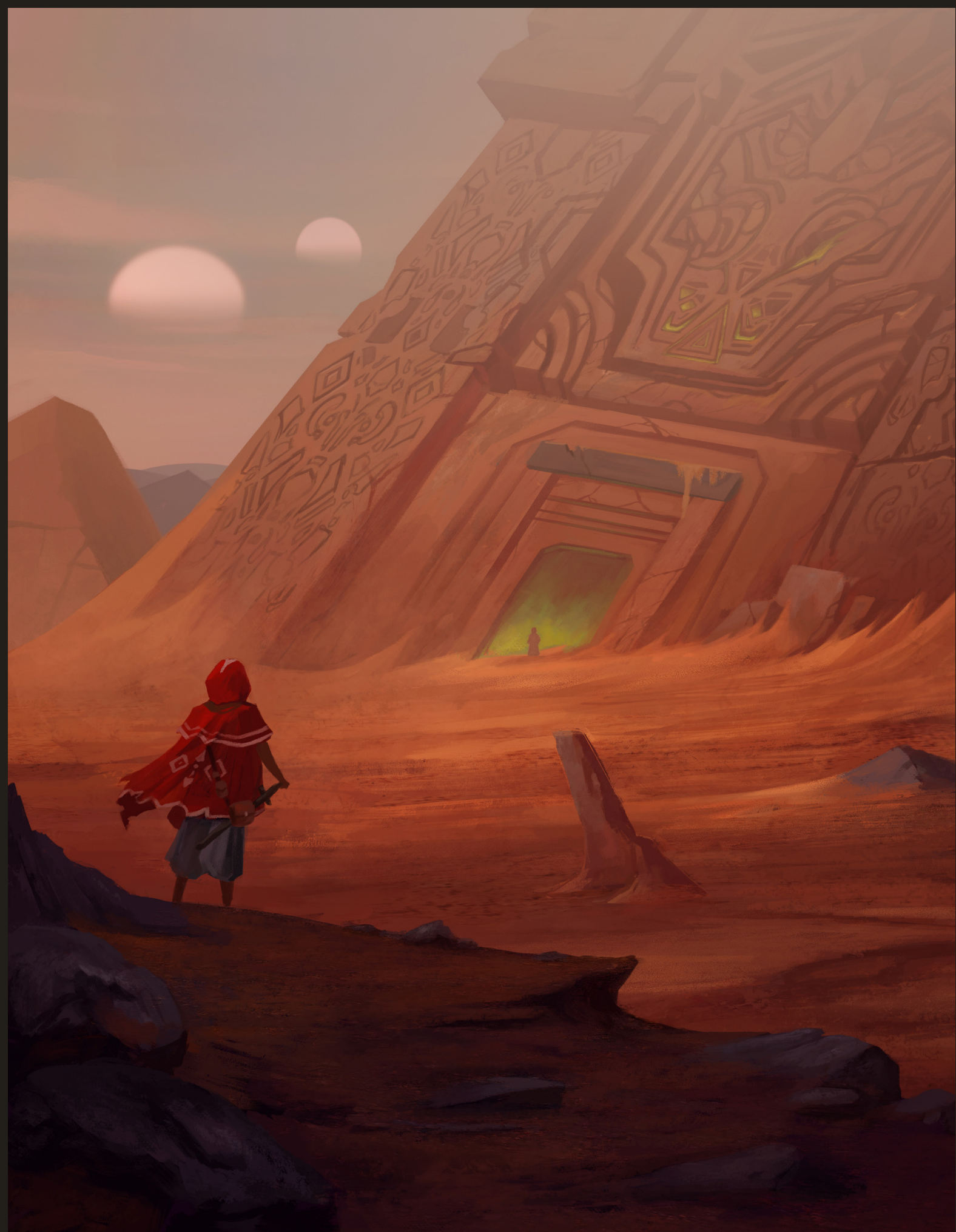
**Longbow.** Ranged Weapon Attack: +2 to hit, range 150/600 ft., one target. Hit: 5 (1d8) piercing damage.

**Verdant desert bandits.** Ranged Weapon Attack: +2 to hit, range 150/600 ft., one target. Hit: 5 (1d8) piercing damage.



The Green Hand





**Adventure Designers**

M. Jerome, Rojo Villegas, Isabella Del Castillo, Alex Zaragoza, Daniel Tonalli, Alastor Guzmán, Carlos Calleja

**Adventure Playtesters**

Estéban Lelo de Larrea Andrade, Paloma González, Ricardo Lameiras García, Colin Zaragoza, Ludwig Neumann

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