



AGE 12+

# THE GREEN HAND'S SECRET

An important object has the power to bring down the Verdant Company. Unfortunately, it is kept in their secret hideout, an impregnable fortress from where none have returned alive.

5E COMPATIBLE ADVENTURE

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Thamarya is split by the affluent waters of the river Vyr. The city's right bank hosts the citadel and the legendary Main Plaza, while the left bank is home to the Great Port, the pride of Thamarya, and the source behind its power. The left bank of the Vyr has numerous tributary streams and rivers that create voluminous wetlands and swamps beyond the city. Close to the city but hidden away by this challenging terrain, and believed to be haunted lies Creekhaven Fortress, a place that serves as an important hideout for the Verdant Company. Close enough to Thamarya so that the syndicate can move important merchandise into the city, but still far enough to operate unobserved, the lair is a rebuilt fortress where the most valuable merchandise is kept. It also serves as the base of the Verdant Company's muscle. It is here that the valuable object that the Juerii need to defeat the Verdant Company is kept. However, the fortress is heavily fortified and guarded by the syndicate's deadliest fighters. Entering and retrieving the object will not prove to be an easy task.

## INTRODUCTION

Welcome to *The Green Hand's Secret*, a 5e compatible RPG adventure by Cast n Play.

## RUNNING THE ADVENTURE

*The Green Hand's Secret* is a 5e adventure meant for four to six 8th level player characters. The adventure takes place inside the Verdant Company's hideout, which is heavily fortified and guarded.

- 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

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*The Green Hand's Secret* takes place in a Creekhaven Fortress, and the terrain that surrounds it. The plot is as follows:

- After his defeat, the barbarian Bahlok Kothar revealed that he had sold the stolen object to the Verdant Company, who took it to their secret hideout.
- The Juerii guild have made it a top priority to recuperate the object if they are to destroy the Verdant Company, and the characters still owe the jewelers' guild for rescuing them.
- The hideout lies in the northwest of Thamarya, just in the middle of dangerous wetlands. It is shunned by people who believe it to be haunted.
- The object is a chest made of bone that contains two magical clay tablets. The first is the contract between the Singwa guild and the Verdant Company, which proves that the syndicate operates in Thamarya and is aligned with many of the guilds.

The second tablet is a signed treaty between the Singwa guild and Harbormaster Njord, where they agree to betray the Verdant Company and crush it.

- Nyer Von Alben, the Singwa's representative, will meet with the fortress' leader, completely unaware that the Verdant Company knows of the guild's treachery.

## ABOUT THE FORTRESS

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The Verdant Company has set up an important hideout in an abandoned fortress just outside of Thamarya on the left bank of the river Vyr.

Creekhaven Fortress was where the noble houses of Thamarya sent their insane offspring, amongst whom was Nehtar Derais, who had killed many servants and commoners. House Velön had just recently assumed the kingship of Thamarya, and was still cementing its power. Not wanting to alienate any of the noble houses yet, they ordered the head of that noble house to lock their son forever in the fortress. However, one night, a dark entity communicated with Nehtar, and he went on a rampage, starting a fire and murdering all the workers and other inmates before taking his own life. Before perishing, Nehtar used blood and entrails to write a message on the wall: "Ganzik calls."

Believing the place to be cursed, the authorities abandoned the fortress to nature. Howbeit, a couple of years ago, the Verdant Company recognized the place's strategic location and decided to use it as a major hideout. Although the green hand has rebuilt most of it, some parts have been left untouched and are avoided. This is because of paranormal activity in these sections, so the criminal syndicate prefers to let sleeping dogs lie.

## ABOUT THE WETLANDS

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The wetlands are dangerous and seldomly trodden. Although groups of fishermen and some adventurers are known to explore the region using small boats, many are never seen again. Treacherous waters, thick fog, and unknown creatures are a common occurrence in the region. The fortress is located in an upland that is surrounded by extremely dangerous terrain. See Appendix B for the map.

## ADVENTURE HOOKS

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For this adventure consider the following character hooks:

**Treasure.** If the hideout is important, the Verdant Company must have a hoard of treasure comparable to that of a young dragon.

**Revenge.** The criminal syndicate framed the characters and that will not stand. They will feel the cut of the sharp blade that is vengeance.

**Debt.** The Juerii risked much by saving the characters from certain death, and they still need the important object so that they can crush their rivals and destroy the Verdant Company.



## PROLOGUE

The fog is thicker than the gates of the empire's capital, which is probably why it earned the name of "the Dead's Breath." The farther one moves from the river Vyr and the city, the more sombre the landscape becomes. Except for some fishermen and bug hunters, the wetlands are devoid of intelligent life. However, it becomes clear why the Verdant Company chose this area for another hide-out. Protected by fog and muddy waters, the region is difficult to access; the distributary streams and rivers can be a maze. Although some solid paths exist, they can be treacherous, with many dangers lurking underneath the waters and the fog. Adding to the portentous atmosphere is the hellish onslaught of mosquitos, who, unlike others of their species, don't buzz and are only noticeable once they sting. Having followed the hidden path for the better part of a day, it ends without any notice when it is engulfed by another bank of fog, way thicker than any you've come across and with a sinister green glow. Standing just where the strange fog begins lies a worn-out wooden sign that reads: "Creekhaven Fortress" and an arrow pointing forward.

### THE BANK OF FOG

The path that crossed the wetland comes to an end in a bank of fog known as the Dead's Breath. It is extremely dense, and there's no way to dispel or remove it. The fog has a green glow caused by the thousands of different kinds of fungi that can be found on the terrain, either above the surface or underneath the waters.

The fog begins just where the path ends and the water is so mixed with the ground that it creates a 300 ft. field of mud which is more dangerous than quicksand and more difficult to cross.

Just before the fog stands the sign. If characters inspect the sign, a successful DC 17 Intelligence (Investigation) check allows them to spot a small green hand painted on it. If the players decide to walk through the fog, the ground at first is muddy but does not hamper movement much. However, any creature already 50ft. into the field begins to sink  $1d4+1$  feet and becomes restrained. Any creature that is not completely submerged can escape by succeeding on a Strength check, with the DC being 13. If a creature has already sunk, it can be released by another creature if it pulls it out. The DC is 10 plus the number of feet it has sunk. Creatures that have sunk completely cannot breathe, and begin to suffocate (see pg. 83 Player's Handbook).

Players can use the *fly* or other similar spells to cross the field of mud. Hidden behind the sign is a stash of artifacts used by some of the Verdant Company to cross the mud field. The stash is hidden by a camouflaged blanket, but can be spotted with a successful DC 17 Wisdom (Perception) check. The artifacts in question are *stilts*, and require a successful DC 14 Dexterity (Acrobatics) check to use. Any creature failing the check falls into the mud and begins to sink.

### THE MOORS

As if by magic, the green fog disperses at the same time the mud field finishes. Could the mud be the fog's source? The mud gives way to a patch of ascending ground. Is it the mainland or an isle? It is difficult to tell because of the regular fog hiding much of the landscape, but it is not enough to miss Creekhaven Fortress in the distance.

The fortress is at the centre of a moor that is dominated by dark green grasses and thick sharp sedges sticking out from the fog. The structure is one hour away. At a first glance the area seems peaceful, devoid of danger but nothing could be further from the truth.

### THE PATROLS

Two squads of six **Verdant rangers** patrol the area at certain intervals. They move using stealth, avoiding the traps, and all wear *cloaks of elvenkind* that only work in the moor and no other place. The chance that one of the patrols passes close to the players occurs on a 20-minute basis. After this time has passed, roll a d6, with 4-6 indicating that the patrol is close enough to the party. Should the PCs be spotted, the rangers will proceed to attack immediately and call the other patrol for aid. Because of the conditions of the moor, creatures at the fortress cannot hear or witness the combat. See appendix A for the rangers' stats.

If the players manage to capture a Verdant ranger, they will be newly arrived, and with a successful DC 18 Charisma (Intimidation) check will share the following information :

- The rangers are newly arrived and don't know much, except that something very big is going to happen.
- Clients are always received at the beginning of the field of mud and are led by a representative to the fortress.

- The object and other valuable items are always kept in the keep, where only few are allowed to enter.
- An important representative of the Singwa guild will be arriving to arrange a new “job”.
- Some parts of the fortress are haunted and many want to be transferred as soon as possible.
- The criminals avoid the chapel and the living quarters on the west side of the fortress.
- The Verdant Company’s leader in Thamarya is a known public individual, and very respected but nobody knows his or her identity.
- Verdant fighters make the bulk of the fortress, and they are fierce and a bit crazy.

*Note for GM: The Verdant Rangers are hypnotized to forget that they consciously know the traps’ locations, allowing them to avoid them without realizing they know.*

## THE TRAPS

Not satisfied with only the patrols as a safety measure, the Verdant Company has used the terrain’s conditions and difficult visibility to set up a large array of traps for welcoming any uninvited guests.

The traps are spread out all around the moor in no particular pattern or logic. For every 15 minutes that pass, the PCs will come across a trap. To determine the kind of trap, please roll the table below:

### D6 Trap

1 The enchanted path. Illusion of a path that seems to lead to the fortress but actually leads away from it. A successful DC 16 Wisdom group check is needed to repel the trap’s effect. If the check is failed, the party ends up at the start of the moor.

2 The crying doll. Veiled behind the howling of the moor’s wind is the sound of a child weeping caused by a 5ft. wooden doll. If the PCs decide to find the source of the weeping, they find the doll in a clearing. Any character in the clearing will take 4d8 thunder damage and is pushed away 10ft.

3 Three dead men. Three cages hang from wooden posts forming a triangle. Two of the cages have a skeleton while a third skeleton lies in the middle of the triangle. Any creature that touches the third skeleton will be teleported to the cage which has no lock or door. Once this happens, one of the Verdant rangers patrol will arrive in 1d12 turns. The cage has AC 12 and 70hp.

4 Stinking moor. Sections of the moor have black and polluted puddles which spew gases. PCs must succeed on a DC 15 Constitution saving throw or become poisoned for 24 hours.

5 False foresight. A pond of crystal clear water that shows a character’s future. The only problem is that it is false. Only one target will be shown the future. For 1d4 hours, the character will have disadvantage on ability checks, attack rolls, and saving throws.

6 Covered pit. A covered pit with a radius of 40ft. A successful DC 16 Wisdom (Perception) check is needed to spot the trap. Any creature that falls inside will take 3d10 piercing damage from the spikes inside the pit.

## CREEKHAVEN FORTRESS

The fortress stands impressive; erected in the middle of nowhere, and contrasting with the gloomy land surrounding it. There’s clear evidence of fire damage, and that the walls were repaired.

One can see the numerous watchtowers that stand out, all of them with the same height and style. The darkness makes it difficult to spot any lookouts in the towers, and if there are, they are not using any torches or other forms of lighting. Entering the fortress will be dangerous.

The main gate is discernible from your hiding spot, a patch of thick scrubs that are close enough so that you can see the activity taking place. Numerous verdant fighters stand watch at the gate, while behind them, another group feasts and drinks around a fire. To the left of them are some cages with creatures inside next to where the criminals tie their mounts. Just behind all of this lie the walls that separate the inner bailey, and a large hole where a gate once was. There are at least ten Verdant fighters in the camp area. A formidable number. Surely there must be another way in? And if not...

## OUTER WALLS

The fortress has an area of 1500 square ft. The walls are made from solid black rock that are as thick as an orc’s torso. There are 17 watchtowers in total, and most of them are empty but it is difficult to tell from afar. There are two squads patrolling the wall-walk, and they consist of two **Verdant rangers** each, while there’s one squad of two **Verdant fighters** and four **attack dogs** in the outside perimeter. See Appendix B for the map.



For the patrols on the wall-walk, at the end of thirty minutes roll a d6. On a roll of 1, one of the patrols has spotted movement outside and the players must roll a successful DC 15 Dexterity (Stealth) check or be discovered.

The same applies for the group patrolling the perimeter, except that the roll is at the end of one hour, and roll d4 instead of a d6. See appendix A for their stats if the PCs are discovered.

## THE THREE GAPS

Most of the fortress' walls have been rebuilt by the Verdant Company. There are very few sections left as they were found, including the right-wing, where there are two hidden gaps. One leads to the chapel and another to what was the servants' living quarters. The reason why they remain untouched is that those areas are haunted, and strange phenomena occur. In order to spot these two gaps, a PC must be actively searching and roll a successful DC 16 Wisdom (Perception) check.

The third gap is actually a secret door located just beside the walls of the inner bailey, just beyond the fire where the feasting is taking place.

This gap is the most hidden, so much that not even the criminal syndicate has spotted it. It was used by Creekhaven workers who sneaked contraband or wanted to avoid the fortress' guards. A successful DC 18 Wisdom (Perception) check reveals the secret door.

*Note for GM: Climbing the walls is another possibility. However, they are under the effect of powerful magic which makes them extremely hard to climb and repel climbing attempts using equipment like grapnels or hooks. The walls are 150 ft. high.*

## INNER BAILEY

The inside of Creekhaven is divided into five sections: the camp, the courtyard, the chapel, the living quarters and the keep. The last one is where the most valuable merchandise is kept and where Feilian Pam, the fortress' commander, meets clients to negotiate. Except for the keep, most of the other sections are unguarded or unwatched since the syndicate believes that their fortress is impregnable. They keep their focus on incoming intruders, not creatures already inside.

The PCs begin at the point where they got past the outer walls.

## FI. CAMP

The secret door was well hidden, of that there is no doubt. Is the Verdant Company aware of its existence, and if so, is it a trap? Be that as it may, that bridge has been crossed. Although, judging from the laughter and chatting emanating from behind, Fortune might be on your side this once.

The secret door, which looks like part of the wall, leads just beside the inner wall that separates the inner bailey from the main entrance. Right in the center of it is a hole where a gate once stood. The hole is about 90 ft. from the secret door. The PCs need a successful DC 16 Dexterity (Stealth) roll to reach the hole without being spotted.

If any of the players fail, the four **Verdant fighters** around the fire will become alerted to their presence and attack, while the four **Verdant fighters** standing watch will arrive in 1d10 rounds after combat begins. See appendix A for their stats and Appendix B for the map.



Verdant  
Fighter

## F2. COURTYARD

A courtyard as big as a city plaza lies quietly under the tranquil and dark night, the clouds sweep through the skies and block out the moon as if they were a jealous lover who wished to keep it to itself. On the right side of the courtyard is another inner wall with a large wooden gate, and behind it is the keep.

The chapel and the living quarters, also sequestered by walls, are on the left side of the courtyard. However, unlike the keep, their walls are collapsed in some parts, giving easy access to them. There is a strange sensation floating about; it's not clear at the beginning, but after a moment, it becomes obvious: there's no sign of life in the entire courtyard.

The courtyard's size indicates that the nobles of Thamarya spared no expense to give their mad offspring a housing worthy of their pedigree. The only light comes from torches behind the intact inner wall. Because of the weather conditions, the courtyard is exceptionally dark on this night, and unless the PCs do something to call attention to themselves, the patrol will not notice them. The chapel and the living quarters lie behind some walls that have collapsed in some parts. They are unguarded and abandoned, and they seem of no interest except for a cold atmosphere emanating from them. See Appendix B for the map.

## F3. LIVING QUARTERS

Charred... all the walls, or what remains of them, tell that a great fire occurred some time ago.

On some parts, the rock is burned, while on others, collapsed beams have become charcoal.

It is a miracle that the roof did not collapse, although it is in ruins and is beset by holes. Because of the level of destruction, it is difficult to tell where one room ended and another began. It seems more like a graveyard than anything else, and there's a strange feeling all around.

The living quarters are where the Creekhaven Fortress staff slept and spent time when they were not watching the internees. It had two floors and housed more than 40 people, including some families. Tragically, one evening, Nehtar Derais, who already had a taste for the blood of the innocents, went on a rampage and set the living quarters on fire before he locked the main door, thus ensuring the death of all those trapped inside.

Amongst the victims were the Bartas, a family of orcs whose child Nugak was taken by Derais, who later sacrificed him. It is the ghost of the child that haunts the west wing of the inner bailey.

Nugak is an **invisible ghost** who is not evil but cannot leave the material plane. He dislikes the Verdant Company, who he has witnessed doing all sorts of crimes inside the fortress, something which reminds him of Derais' brutality. That is why Nugak plays tricks or creates phenomena that keep the criminal syndicate away from the chapel and the living quarters.

Nugak's ghost is not the only one, but it has the most vital presence and could be considered the others' leader. See Appendix B for the map.

Roll the table below (but feel free to create your own) to select what kind of phenomena occurs:

### D4 Quarters Creepy Events

- 1 Inmates wail. Creekhaven Fortress was an asylum for the mad offspring of the nobles, who'd weep and scream continuously. All perception checks are done at disadvantage.
- 2 Shivers of the dead. An area becomes chilly as a winter night in the steppes. It is the cold that the dead bring with them. All creatures take 3d6 cold damage.
- 3 Candle lights. The servants lit their chambers with candles as they spent what little free time they had under poor conditions. Phantom lights appear that lead PCs to dangerous parts. Characters walk around in circles until they succeed a DC 15 Wisdom saving throw.
- 4 Message for the spoiled. PCs find letters or messages on a wall intended for family members. Roll a d4. If the result is a 4, it is message for somebody in Thamarya who will reward the character with 10 gp for the message.

**Treasure.** The living quarters retain some of the staff's and soldier's possessions including: 3 *art objects* worth 250 gp each, one *trident of fish command*, one *figurine of wondrous power (silver raven)*, one *wand of web*, and six *greater healing potions*.

**Nugak's Toy.** Amongst the rubble is the wooden toy of a bull. By itself it has no value, but if the PCs take it to the chapel and place it beside Nugak's remains, the ghost will be grateful and will assist the party if they are in trouble.



## F4. CHAPEL

It is clear from the remains that the chapel was once a majestic shrine to the entities that Thamaryans worship or follow. Burnt marble and rock debris cover the remains of the nave, and the chancel is mostly collapsed, except for the plinths that once supported statues. The Verdant Company must avoid the place since some objects of value are scattered under the debris. Be that as it may, there is something off about the site, but it's difficult to tell what it is.

As all fortresses, Creekhaven has a chapel where the defendants or occupants prayed to their deities for victory or salvation. When the fortress began to be used as an asylum, the authorities decided to leave the chapel intact for the staff that moved in. However, little of its former glory remains, for Nehtar Derais also set fire to the chapel, and then proceeded to sacrifice young Nugak on the altar as the structure fell and trapped them underneath. Because of what happened, unusual phenomena also happens inside the chapel. See Appendix B for the map.

Roll the next table (but feel free to create your own) to select what kind of phenomena occurs:

### D4 Chapel Creepy Events

- 1 Prayers from beyond. As they died, some of the staff prayed to deities. They were not saved, but they were heard, as their prayers echo like whispers in the chapel. Creatures listening to this take 2d6 radiant damage.
- 2 A place of evil. A terrible sacrifice occurred inside the chapel, forever desecrating it. Any creature inside the chapel must roll a successful DC 18 Wisdom saving throw or become frightened. If that happens, it has a disadvantage on ability checks and attack rolls while it remains inside the chapel.
- 3 Playful hands. Nugak retains his childish instincts and will take an item from each creature inside the chapel. The item is picked at random by the GM.
- 4 Panic attack. Whatever happened inside was not good. Any creature inside the chapel must succeed a DC 15 Wisdom saving throw or leave the chapel at once.

**Chancel.** If the PCs investigate this area, and remove some of the debris, they find Nugak's skeleton on top of the altar with a silver dagger through its chest. If the party places Nugak's toy next to the skeleton, all the creepy phenomena will cease inside the chapel, and the characters will feel the ambiance less dense.

**The Last Page.** A successful DC 18 Intelligence (Investigation) roll close to the plinths reveals a parchment containing Nehtar Derais' last diary page.

*I will proceed tonight. It took me a long time but I managed to find the secret passage between the keep and the chapel. I will use it at midnight, and then make my way to the staffs living quarters, setting it ablaze. I already have the sacrifice selected, so I will just have to take the boy to the chapel and proceed as I have been commanded.*

*After all is done, I will return to Thamarya and find one of the keeper's.*

*Alberich's Barrier will fall I promise that I will not fail.*

*Gaznik calls.*

**Secret Passage.** A secret manhole lies hidden underneath one of the plinths. It's one of the ends of a passage that leads from the chapel to the keep. A successful DC 21 Intelligence (Investigation) check is needed to spot the manhole. However, if the party found Nehtar Derais' last page, the check's DC decreases to 16.

**Chapel Objects.** Scattered amongst the rubble lie some of the chapel's items. Including: eight 50gp art objects, one waterskin of fine wine, an empty spellbook worth 50gp, a silver holy symbol worth 200 gp, and 4 potions of superior healing.

## THE KEEP

The lack of a visible tower from the courtyard should have been a dead giveaway. There's no structure where the keep should be, instead there's an open area with racks high as the walls filled with merchandise. Beyond the racks are two tents, one from where a heated argument is coming from.



The keep is mostly an open area with racks containing numerous boxes, crates, and chests. The walls that separate the keep from the courtyard are reinforced by wooden scaffolds, which the Verdant Company has tweaked for battle if their hideout is ever under siege. Situated behind the racks are two large tents, one of which belongs to Feilian Pam, the **Verdant captain**, who is arguing with Nyer Von Alben, the **Singwa guild representative**. The two were originally going to meet and discuss a new shipment.

However, this changed when Feilian obtained the chest and read the pact between the Singwa Guild and the Harbormaster. Reporting to the Verdant leader, he was ordered to pretend to be unaware of the betrayal, and go ahead with the meeting where he would execute Nyer von Alben.

There are only three ways into the keep. First is the main gate, made of solid oak and fixed by the Verdant Company; it weighs 8000 lb and is opened by a mechanism from the inside. This is the most challenging method since it will alarm the nearest patrols and the opponents inside the tents because of the noise. The second way is through the secret passage from the chapel that leads to an undiscovered door on the wall just between the scaffolds. The final method is by climbing the walls and then using the scaffolds.

*Note for GM: Unless noted otherwise, the Verdant fighters and rangers outside the keep area, will not hear or see anything that happens inside the keep.*

## KI. THE SCAFFOLDS

The keep's walls are reinforced with scaffolds from the inside, some of which have spikes and other defense mechanisms in case the keep is attacked.

The passage leads to a loose section of the wall that is still rock but because of magic hinges opens like a door. There are more than 6 scaffolds, all with improvements that assist defenders during a siege, and there are no guards except the patrol on the wall-walk unless they have been taken care off by the PCs.

**Mechanisms.** The Verdant Company has built a complicated and efficient defense system around the keep. Unfortunately for them, they planned it for major attacks and not a small party infiltrating Creekhaven. Amongst these are a pair of ballistas that can be pointed towards the keep instead of the courtyard. Each one of them has AC 16, and an hp 57.

**Bolt.** Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 28 (5d8 + 4) piercing damage.

Verdant  
Ranger



## K2. RACKS

A large array of racks stacked with the criminal's syndicate merchandise, be it stolen or smuggled.

Some are ingredients, ethyx, art objects, relics, furs, and whatnot. The racks are laid out in a grid and some are as high as the walls. Most of the racks have boxes labelled using elvish, however, they are coded because they make no sense.

A successful DC 23 Intelligence (Investigation) check allows a creature to break the code, and allow it to read what the boxes and crates contain.

As you approach the racks, you become aware that they are almost as high as the inner walls. The variety of boxes, chests, and other containers is vast; very similar to one of Thamarya's warehouses. If this is only one of many hideouts, the criminal syndicate must be moving the same amount of riches as a small kingdom. How entrenched is the Verdant Company in Thamarya? Who is their leader?

Amongst the racks are some ladders and ropes used by the syndicate to move the merchandise. Also, there are some improvised cranes that are used for lifting the heavier stuff. There are no creatures or traps in this area. However, the racks are protected by magical fields, each activating an alarm.

A successful DC 15 Intelligence (Arcana) check reveals the fields' existence and that they can only be removed by the caster or the object that created them. If the PCs activate an alarm, one verdant elite fighter will exit the second tent, and search for the intruders. If this happens, the party will have time to hide, but they will lose the element of surprise, and one of the elite fighters will head to the gate to check with others for anything suspicious.

## K3. THE TENTS

Standing outside one of the tents are Nyer Von Alben's two **bodyguards**. They are waiting for their boss who is arguing with Feilian Pam. Inside the other tent are three **elite Verdant fighters** (two if the party activated one of the alarms). When the PCs reach the tents, read the following out loud:

A deep silence had governed the inside of the keep, or that was the impression. As you neared the tents, it became clear that two people were arguing, male voices. Now it is much clearer, and the argument has become heated:

"And so it ends, Nyer."

The sound of a blade being unsheathed interrupts the voice.

"Too slow Nyer!."

"Yah!"

After the charging scream, the sound of a blade cutting through flesh resounds inside the tent. The two bodyguards turn, and are about to charge inside when a hooded figure exits the tent and greets them; weapon covered in blood. They proceed to trade blows.

**Development.** As the fight between the Verdant captain and the two bodyguards occurs, the elite fighters will exit their tent and watch their leader's display of skill. The object in question is a *chest made of bone*, which is inside the tent. It contains both the *contract* between the Singwa Guild and the Verdant Company, and the signed *pact* between the Harbormaster and the guild, where they agree to betray the Verdant Company. The party can fight alongside the bodyguards or wait for an opportunity to take the bone chest.

**Creatures.** The two bodyguards will be focused on attacking Feilin Pam. The elite Verdant fighters will attack the PCs when discovered, and they will fight to the death.

When Feilin Pam kills the two bodyguards, he will call his **flying creature** and attack the players. The captain will also reveal that he is Hium Pam's brother, and he wants revenge against the party.

I knew you hadn't perished in the dungeon, for which I am grateful because I get to avenge my sister. Between you, and that bitch Erata, you have cost us much.

See appendix A for their stats.

**Nugak.** If the PCs returned Nugak's toy to him, the **ghost** will help them if they enter combat in the following ways:

- It will attack one creature with withering touch once per turn.
- It will cast one of the following spells: *blight*, *eyebite*, *ray of enfeeblement*, and *fear*.

•*Horrifying visage.* Each Verdant fighter that sees Nugak's ghost must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

## ROLEPLAYING FEILIAN PAM

Hium Pam's brother knows that the party defeated her, and were responsible for her death. The Verdant Captain will be ruthless with the PCs and not hesitate to crush them.

When the combat is over, Nyer will crawl out of the tent. When that happens, the chest will self-destruct, along with the contents. There's nothing any character can do to stop this.

## NYER VON ALBEN

Nyer Von Alben is a human member of Thamarya's Singwa guild, or Spice guild. He was sent to discuss a new shipment with Feilin Pam, who by then knew of the Singwa's treachery and was ordered to execute the guild member, but not before toying with him.

Nyer stretches out his hand as resignation forms on his face, followed by a smile as he prepares for death. He begins to talk as his strength starts to leave him.  
"Careless... I was too careless.."

As he speaks, his flesh starts to turn green as Feilin Pam's poison proceeds to spread all over Nyer's body. With no prior warning, he gives a chuckle, followed by a roaring statement:

"Listen, the Verdant Company is going to assassinate Harbormaster Njord.

There's a party tomorrow night at the Chateau of the Pech family... During this gala, the nobles and guild leaders will be proselytizing for the upcoming Assembly elections. The Harbormaster will be killed there, in front of everyone... and... and even the Verdant Company leader will be there..."

A gentle breeze begins to blow as Nyer shuts his eyes for the very last time.

**Pam's Stash.** Although the racks are packed with numerous goods, it's extremely dangerous to waste more time inside Creekhaven. However, inside the tent is Feilin's personal stash which includes: one *brass mug with jay inlay* worth 250gp, one *silk robe with gold embroidery* worth 230 gp, one *dragon slayer*, one *bracers of defense*, and one *vicious weapon (longbow)*.

**Milestone.** All surviving players reach 9th level after escaping the fortress.

## WHAT'S NEXT?

Return to Thamarya and report back to the Juerri guild and inform them about the contract and what Nyer said.

- How does the Verdant Company plan to kill the Harbormaster?
- How were the Singwa Guild and the Harbormaster going to betray the Verdant Company??
- Who are the Pech family?



Verdant  
Elite Fighter



# APPENDIX A: NPCS AND MONSTERS

## FLYING BEAST

*Large beast, unaligned*

**Armor Class** 14 (Natural armor)  
**Hit Points** 68 (8d10+24)  
**Speed** 30 ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	17 (+3)	10 (+0)	12 (+1)	8 (+0)

**Senses** Darkvision 60ft., Passive Perception 11  
**Languages** Flying Beast understands Common, but can't speak it  
**Challenge 3** (700 XP)

**Multiattack.** The flying beast makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

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

## VERDANT FIGHTER

*Medium humanoid (Elf), lawful evil*

**Armor Class** 17 (Studded leather)  
**Hit Points** 40 (4d8+10)  
**Speed** 30 ft.

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

**Skills** Athletics+5, Perception +2  
**Senses** Passive Perception 13  
**Languages** Common  
**Challenge 3** (700 XP)

### ACTIONS

**Multiattack.** The Verdant fighter makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) piercing damage.



Flying  
Beast

## VERDANT RANGER

Medium humanoid (Tiefling), lawful evil

**Armor Class** 16 (Studded leather)  
**Hit Points** 35 (4d8+10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	11 (+0)

**Skills** Acrobatics +6, Perception +5, Stealth +6  
**Senses** Passive Perception 15  
**Languages** Common  
**Challenge** 3 (700 XP)

**Archer's Eye (3/Day).** As a bonus action, the ranger can add 1d10 to its next attack or damage roll with a longbow or shortbow.

### ACTIONS

**Multiattack.** The ranger makes two attacks with its longbow.

**Shortsword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

**Longbow.** Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

## VERDANT ELITE FIGHTER

Medium humanoid (elf), neutral evil

**Armor Class** 18 (Studded leather, shield)  
**Hit Points** 50 (6d8+10)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

**Saving Throws** Dex +7, Con +5, Wis +4  
**Skills** Perception +4, Stealth +10  
**Senses** Passive Perception 14  
**Languages** Common  
**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The elite fighter's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At Will: Dancing Lights  
1/day each: darkness, faerie fire, levitate (self only)

### ACTIONS

**Multiattack.** The elite fighter makes two shortsword attacks.

**Shortsword.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 8 (2d6) poison damage.

**Hand Crossbow.** Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

### REACTIONS

**Parry.** The elite fighter adds 3 to its AC against one melee attack that would hit it. To do so, the fighter must see the attacker and be wielding a melee weapon.

## FEILIN PAM

Medium humanoid (human), lawful evil

**Armor Class** 15 (Leather armor)  
**Hit Points** 55 (9d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	11 (+0)	16 (+3)	14 (+2)	11 (+0)

**Saving Throws** Dex +8, Int +7  
**Skills** Acrobatics +4, Athletics +5, Deception +8, Stealth +12  
**Senses** Passive Perception 12  
**Languages** Common, Draconic and Sylvan.  
**Challenge** 7 (2,900 XP)

**Assassinate.** Feilin Pam has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit he scores a surprised target is a critical hit.

**Cunning Actions.** Feilin Pam can dash, disengage or hide as a bonus action.

**Dual Wielder.** +1 AC if wielding two melee weapons

**Evasion.** When Feilin Pam is subjected to an effect that requires a Dexterity saving throw, he takes no damage if he succeeds and only half damage if he fails.

**Sneak Attack.** Once per turn, deal extra 5d6 damage to one creature that Feilin Pam hits while having advantage on the attack roll. Feilin Pam need doesn't advantage on the attack roll if another enemy of the target is within 5 feet of it, and that enemy isn't incapacitated.

**Special Equipment.** Once per turn, deal extra 5d6 damage to one creature that Feilin Pam hits while having advantage on the attack roll. Feilin Pam need doesn't advantage on the attack roll if another enemy of the target is within 5 feet of it, and that enemy isn't incapacitated.

**Uncanny Dodge.** +1 AC if wielding two melee weapons.

### ACTIONS

**Multiattack.** Feilin Pam makes two rapier attacks.

+1 **Magic Rapier.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: (1d8 + 5) slashing damage plus 8 (2d6) poison damage.



APPENDIX B:  
MAPS

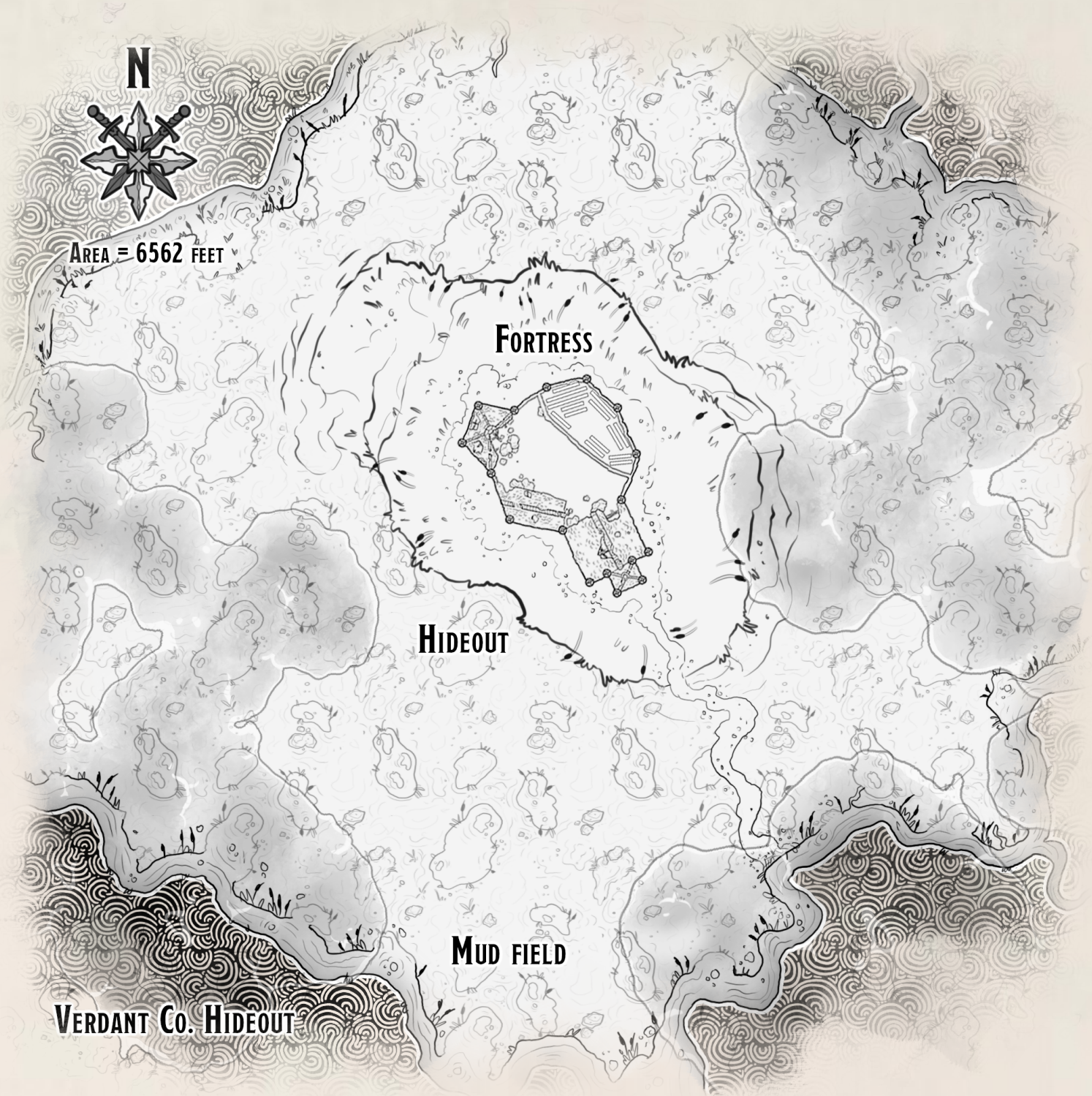
VERDANT HIDEOUT





APPENDIX B:  
MAPS

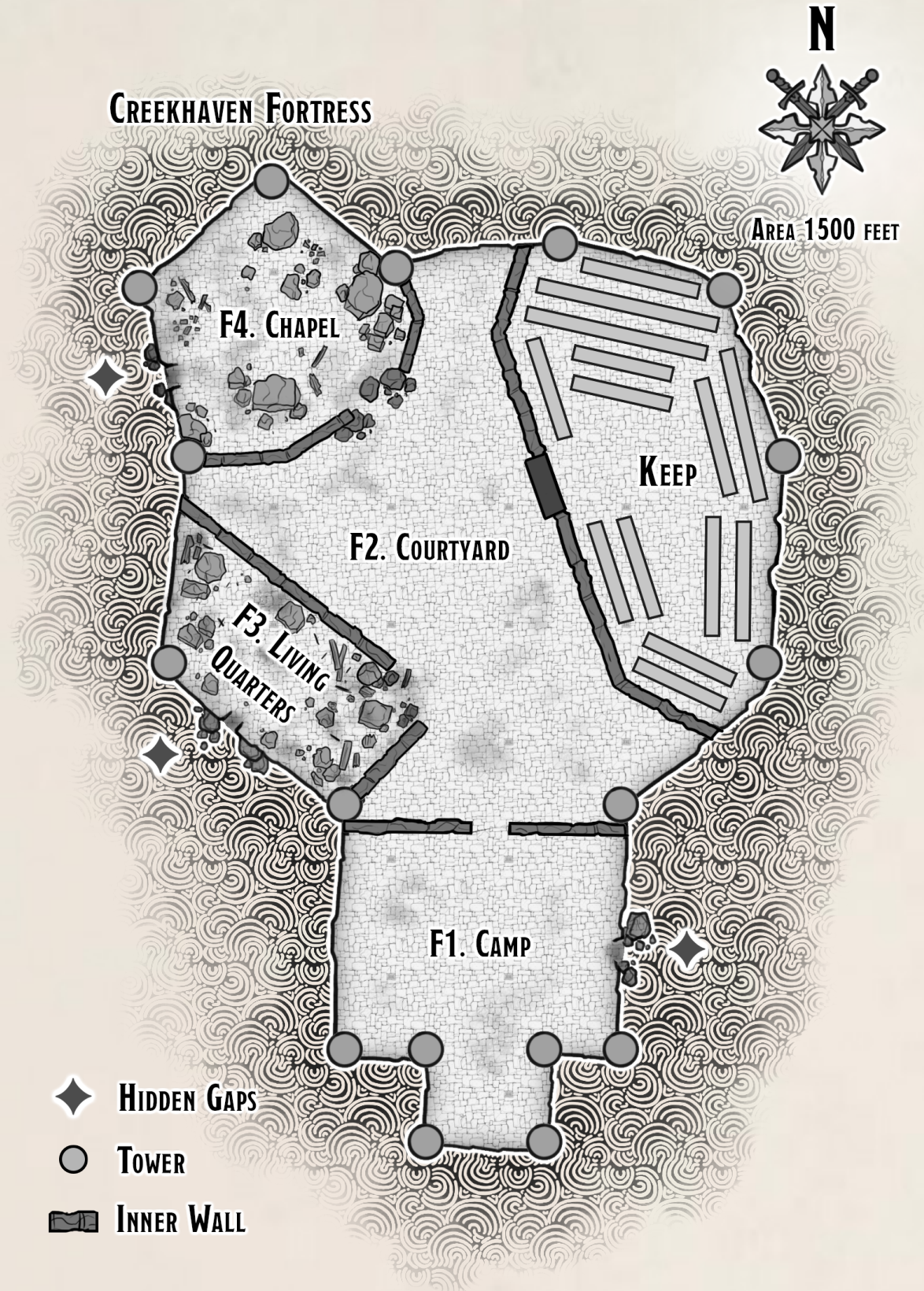
WETLANDS





APPENDIX B:  
MAPS

CREEKHAVEN FORTRESS







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