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GUILD

MAZE OF SHADOWS

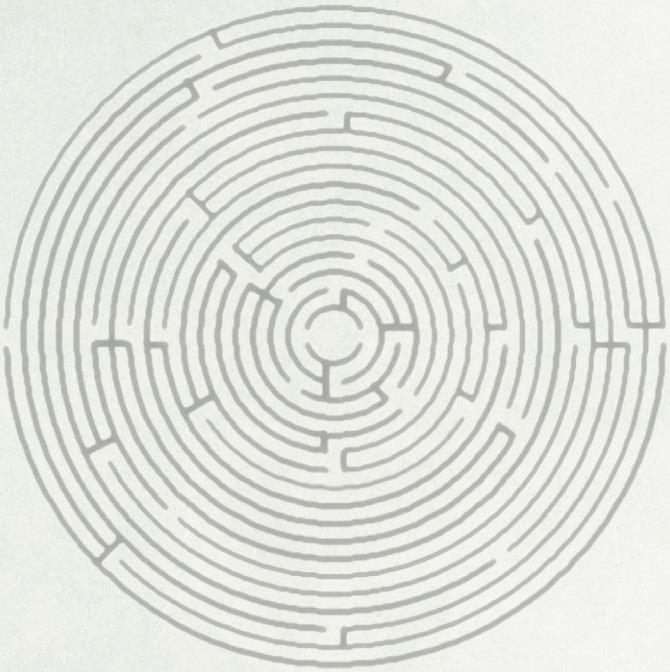


Challenge the primordial forces of darkness in this adventure for the world's greatest roleplaying game

LOST CITY OF MEZRO



MAZE OF SHADOWS



A Dungeon Masters Guild Adepts
Adventure for use with
Tomb of Annihilation™

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Special Thanks: Chris Lindsay, D&D Adventurer's League staff, and the DMs Guild Adepts

Several elements in this adventure were inspired by the following D&D products:

The Ring of Winter by James Lowder, 1992
The Jungles of Chult by James Lowder and Jean Rabe, 1993
Forgotten Realms Campaign Guide by Bruce R. Cordell, Ed Greenwood, Philip Athans, Richard Baker, Rob Heinsoo, Brian R. James, and Chris Sims, 2008
Monstrous Compendium: Fiend Folio Appendix by Skip Williams and TSR, Inc., 1998
Monster Manual (v3.5) by Skip Williams, Monte Cook, Jonathan Tweet, and Wizards of the Coast, Inc., 2000

LOST CITY OF MEZRO

Maze of Shadows is the third of a three part series that began with *Heart of the Wild* and continued with *The Risen Mists*.

It is also part of a wider series of adventures set in and around Mezro. On the Dungeon Masters Guild, these products are identified by the *Lost City of Mezro* logo.

Ruins of Mezro by Will Doyle is a setting overview and adventure book detailing the city ruins itself.

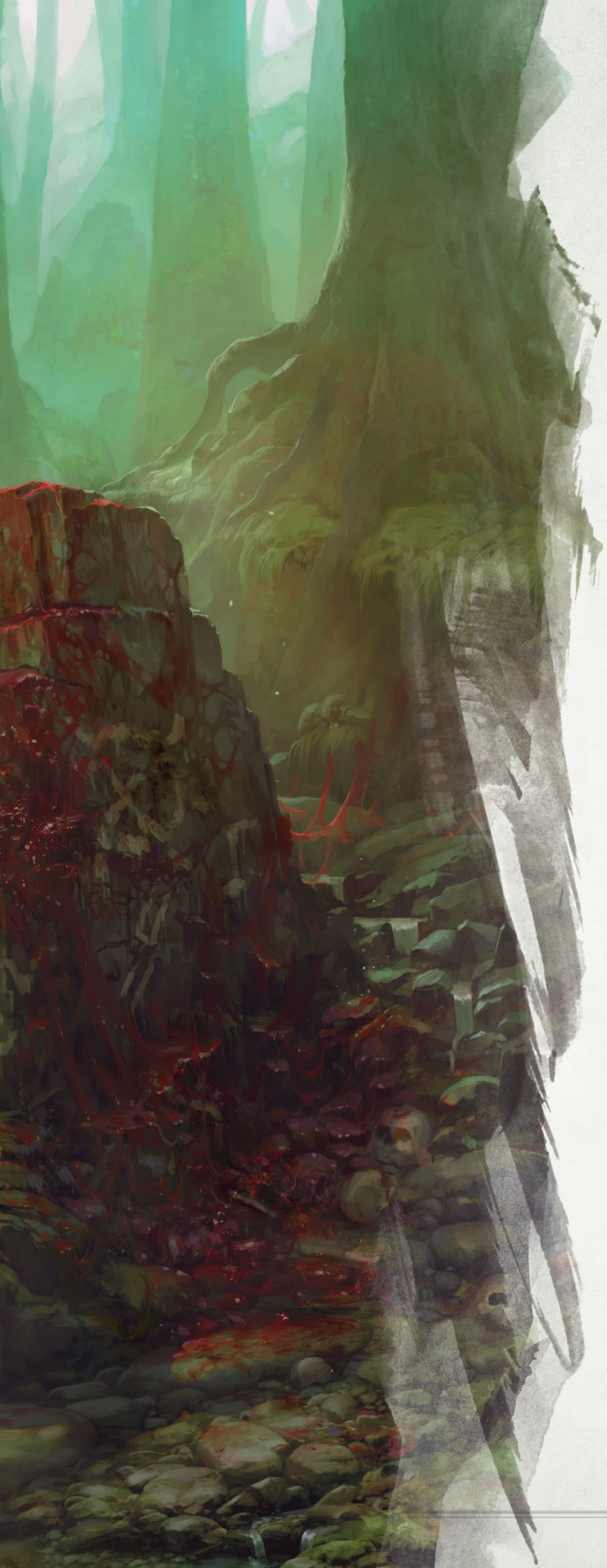
Maze of Shadows requires use of the D&D 5th Edition core rulebooks (*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*). When a creature's name appears in **bold** type, that's a reference to its stat block in the *Monster Manual*. If the creature is listed in *Volo's Guide to Monsters, Tomb of Annihilation*, or another Guild Adept release, its stat block is reproduced with permission in Appendix A and C.



Map 1.1: Northern Chult

Dramatis Personae

Major NPC	Name Pronunciation	Description
Adrinyth	ADD-rih-nith	Human explorer seeking the lost Mezro. Wears the *Ring of Winter*.
Ahutan	AH-hoo-tawn	Death knight and former prince of Mauratal
Alisanda Rayburton	AH-liss-AHN-dah	Bara of Mezro
Amanzubusi	ah-MAH-nah-BOO-see	Greater earth spirit of the Obanashi
Artus Cimber	AR-tus CIM-ber	Human explorer seeking the lost Mezro. Wears the *Ring of Winter*.
Astrine of Silvergard	ah-STREEN	Silver dragon traveling with Keritrina
Borvun Steelwhisker	BORV-uhn	Dwarf warrior in the Shadewalk
Calboth	KAL-bauth	Shade guard commander of the Nightspawn
Dragonbait	—	Saurial paladin aiding Artus Cimber
Edalu	eh-DAL-oo	Spirit of Autumn
Hajira	ha-JEE-rah	Sprit of Summer
Jerrid	JEH-rid	Dwarf gladiator imprisoned in the Nightspawn
Keritrina the Sage	KEH-ree-TREE-nah	Wandering half-elf sage from a far off land
Kristen Brightbane	—	Halfling master thief imprisoned in the Nightspawn
Lapanalori	lah-PAH-nah-LOH-ree	Greater water spirit of the Obanashi
Lythene	LIE-theen	Elf mage in the Shadewalk
Makeya	mah-KAY-ah	Spirit of Spring
Matago Kambahal	mah-TAH-goh kom-bah-HAL	Leader of the Kambahal clan and chosen of Shavolak
Mesika	may-SEE-kah	Former warrior of Mezro.
Mikayne Valdansa	mih-KAYN	Elf wizard imprisoned in the Nightspawn
Nneka	NAY-kah	Kambahal clan assassin
Quomec	koo-OH-mek	Former ruler of Mauratal
Saja N'baza	SAWJ-ah nuh-BAH-zah	Guardian naga of Orolunga and the *Daijobi Senga*
Shavolak	SHAH-voh-lok	Corrupted shadow aspect of Ubtao
Uzoma	oo-ZOH-mah	Couatl spiritlord of the Kayebo clan
Viscanda	vis-KAHN-dah	Half-elf conjurer serving as a spy in the Blightspire
Wainrath	WAYN-rath	Sage of the Tamalka clan
Xhosala Obanashi	Zho-SAH-lah oh-bah-NAH-shee	Mage hunter and head of the Obanashi clan
Zumoch	ZOO-mok	Former guard commander of Mauratal



"The greatest mistake many mortals make when it comes to solving a god's puzzle is assuming there is only one way to fit the pieces together.."

– Saja N'baza, Guardian of the Wild

Introduction

For over a century, the land of Chult has been plagued by the forces of darkness and corruption, its people fending for themselves in a fight to save their once vibrant land from impending doom. While most fight to live in peace, some strive to return Chult to its intended state — a region where life flourishes and the creatures live in harmony with the land.

However, evil beings in Chult prevent the land from healing itself and instead corrupt and harness its mystic energies as their own. The shining city of Mezro, a symbol of power for the creator god Ubtao, once guarded against these dark forces. Adventurer Artus Cimber believes the ruins mask the true city, as well as those trapped within. His quest to return Mezro to its former greatness and reunite with his beloved wife, is finally nearing its end. Cimber is opposed by shadowy forces working to ensure Mezro, and Ubtao's power, do not return to their former glory.

Maze of Shadows is an adventure set in Chult, the jungle peninsula in the Forgotten Realms introduced in the *Tomb of Annihilation™* hardcover. It is designed for **three to seven 11th to 16th level characters**. It is the last in a series of adventures that began with *Heart of the Wild*, and continued with *The Risen Mists* (and optionally with *Parting the Veil* in the *Ruins of Mezro* product by Will Doyle) Although there are many references to the rest of the series, this adventure can also be played as a standalone.

Adventure Background

For the past year, Mesika, a warrior from the ancient city of Mezro, has travelled throughout Chult searching for any clue that could help her regain her lost memories and discover how she ended up in the thick of the jungle landscape with nearly a century's passage in the blink of an eye. With her identity and convictions as her only possessions, she did her best to aid the people of Chult to abolish the dreaded Death Curse and bring an end to the machinations of Ras Nsi, as is her duty as one of Mezro's guardians.

Since then, Mesika received visions, including bits of memory she believes may contain the pieces to solving her mystery. Many of them have led her to places of deep-seated corruption and evil within the jungle. Others have led her to encounters with Artus Cimber, who also seeks to solve the mystery of Mezro. Now, one of her strongest visions has set her on a path toward a dark cult who would stop at nothing to prevent the jungle from becoming whole again.

The Ruins of Mezro

After translating the inscription on an ancient tablet, Artus and his companions solved one of the puzzles left behind in Mezro's ruins, confirming the existence of the true Mezro (see the adventures *The Risen Mists* and *Parting the Veil*). Though Artus could only catch a glimpse of the true Mezro, he soon realized the image was only a piece of a much larger puzzle. With knowledge gained from an ancient Chultan society, he plans to journey into the Shadowfell, where he believes a path to Mezro still exists.

Cult of Corruption

Clan Kambahal, one of Chult's oldest clans, has been corrupted and enslaved by an evil spirit named Shavolak. Now a band of ruthless zealots, they've made every effort to continue the spread of plague and death throughout Chult. Their rivals, the Obanashi clan, are allies of Artus Cimber and protectors of Chult. Intent on destroying his enemies, Shavolak has ordered his cult to destroy the Obanashi.

They plan to assault the hidden lair of the Obanashi and steal the *Daijobi Senga* (day-JOH-bee SENG-ah), an artifact often referred to as the "Heart of the Wild," to then be claimed and corrupted once more by Shavolak's hand.

The Creator's Trials

As evil is defeated across Chult, Ubtao's power reawakens. While most believe Ubtao abandoned his people, Chult's fate was sealed instead by its people's hubris. When they placed their selfish desires over their connection to the land, they lost their connection to Ubtao.

Ubtao's great secret is that the primordial god himself and the guardian spirits of the land are one and the same. When the people become worthy of the land, the ful power of Ubtao will return. But only the bravest souls will be able to pass the creator god's darkest and deadliest trials.

Adventure Overview

Maze of Shadows is divided into three parts.

The Corruptors. In their quest to aid Artus Cimber, the party is drawn into a conflict with the zealots of the Kambahal clan.

Tomb of the Last Sovereign. Following clues from a strange vision, the party ventures into Mauratal, a hidden temple city lost for over a thousand years.

Trials of the Deceiver. With a newfound revelation, the party's quest leads them into the Shadowfell, where they must survive the trials.

The Secret Trials of Ubtao

Throughout the adventure, events take place that require decisions from the party. They are marked in red with a Destiny tag (ex: ***Destiny: Event Name***). These events should be tallied to determine which of the many possible endings the characters reach. Refer to Appendix E for further details.

Beginning the Adventure

The adventure begins with **Artus Cimber** asking the party to help him with the final leg of his journey to return to Mezro. The party can encounter Artus anywhere in Chult, but most likely near a populated area.. Refer to the following options to get the party involved.

Familiar Faces. If anyone in the party completed the *Tomb of Annihilation™* hardcover, or played through *Heart of the Wild* or *The Risen Mists*, they immediately recognize Artus as a former companion and ally.

That Thing with the Amulet. If the party completed *DDAL 07-01- A City on the Edge,* Artus recognizes the adventurers as allies of Mesika (or her alter ego Nerissa).

A Chance Encounter. When the party encounters Artus, he tells them he has heard of them and wishes to hire them.

Yesterday's Curse

This adventure takes place after the events of the *Tomb of Annihilation* hardcover. Ras Nsi has already been defeated and the Death Curse is no more. However, plagued zones, undead territories, and powerful foes such as liches and beholders still operate on the jungle peninsula.

Return to the Rising Sun

After the party is greeted by Artus, he provides them with the following information:

- Artus had journeyed west of Port Nyanzaru to rendezvous with his companion Dragonbait and an ally, Mesika.
- They had planned to meet with Xhosala, the head of the Obanashi clan, regarding information about the lost city of Mezro.
- When Artus arrived, no one was there and there was no sign of his companions.
- With no clues to go on, Artus requests the party aid him in discovering the fate of his companions.

Artus offers the party a reward of 1,200 gp if they can accompany him until he finds Mesika and Dragonbait, and discovers what happened to Xhosala. He also tells them that the Obanashi clansfolk can grant magical boons for service to their people, and he would likely put in a favorable word for the party.

Should the party accept, Artus wishes to begin the search by visiting the Temple of the Rising Sun, where Xhosala and her people reside.

Familiar Territory

If the party completed *Heart of the Wild*, they should already possess some insight on the Mage Hunters of the Obanashi as well as their leader, Xhosala. With this in mind, when speaking with Artus, he includes additonal details regarding the Seething Halls being restored, as well as the possibility that the clan may once again have been attacked by their rivals, Clan Kambahal.

The Overland Map

Refer to **Map 1.1** for wilderness locations in the adventure. If you choose to use random encounters, use either the No Undead or Mountains column of the Random Encounters table in Appendix B of the *Tomb of Annihilation* hardcover.

When the party reaches the area near the Temple of the Rising Sun, continue to Part 1.



Part One: The Corruptors

In this section, the party must help the Obanashi make a final stand against the Kambahal invaders and discover the truth about their plans. By the time the party reaches the Mistcliffs, the Kambahal have already invaded the Temple of the Rising Sun. Anticipating Artus' arrival, they've laid an ambush for him along the path leading to the temple.

A Clan Under Siege

The Kambahal's main goal is to destroy the Temple of the Rising Sun and reclaim their most prized posession—the *Daijobi Senga*, also known as the "Heart of the Wild." Previous attempts to retrieve the artifact were thwarted and now, with the help of the Obanashi, the Heart has regained its ability to breathe new life into the jungle. The zealots of Kambahal cannot let this stand.

The clan's leader, Matago, under the sway of his dark master, brought the strongest forces of the clan to bear against the Temple of the Rising Sun.

Darkness at Its Core

The Kamabahal clansfolk, though rivals with the Obanashi for generations, have never been evil. Their minds and bodies have been twisted by an evil spirit named Shavolak. This has driven many of them toward a mad obsession with death and destruction. They cannot be forced to surrender nor can they be reasoned with. Though the party may have already encountered them in *Heart of the Wild*, only now do they have the opportunity to learn of the true plight of the Kambahal and the intentions of their dark master.

Trail of Death

Refer to **Map 1.2** for locations.

> You reach the final stretch of your journey at the Mistcliff Mountains. Twisting patches of brush and vine weave along the base of the rocky wall, marking the narrow trail leading up the mountainside. With no sign of Artus' companions, you hope to find some leads from those residing in the small temple hidden along the cliffs.

The narrow path leading to the temple is rigged with both an alarm and a deadly trap., alerting nearby ambushers. Refer to the following details when resolving this encounter.

Warded Sigil. A magical glyph is carved into the center of the rocky path (marked with a trap symbol on the map). It is nearly invisible and additionally camouflaged by grassy patches on the ground. Unless located via magical means, such as the *detect magic* spell or similar effects, a DC 16 Wisdom (Perception) check is required to notice the enchantment. Stepping onto any part of the warded area triggers an explosion of magical energy. Each character within 10 feet of the triggering character must make a DC 14 Dexterity saving throw, taking 27 (5d10) thunder damage on a failed save or half as much on a successful one.

Ambush. Regardless of whether the trap is triggered, upon passing the glyph, four **assassin vines** attack from the brush alongside the wall (each marked with a "V"). Simultaneously, two **ukuni assassins** (each marked with an "A") leap onto the cliffside and attack The assassins use their camouflage ability, allowing them to surprise the party if unnoticed.

Developments and Tactics

Two of the assassin vines attack directly while one attempts to tangle a group of party members. The ukuni assassins attack entangled or constricted party members first, unless forced to defend themselves.

The Long Fall. A creature pushed or thrown from the cliff must succeed on a DC 14 Dexterity saving throw to catch hold of the edge or take 42 (12d6) bludgeoning damage from the fall.

The Ring of Winter. Artus could be helpful in this battle; however, he avoids using the Ring of Winter so as to not draw attention. (See Appendix A for more information.)

Questioning the Survivors. If the party attempts to gain information from defeated enemies, refer to the "Interrogating the Kambahal" sidebar.

Keeping Artus Alive

Artus' survival in this section of the adventure is extremely important. If he is reduced to 0 hit points during the battle, he doesn't die and instead falls unconscious, to revive after the battle is over.

Treasure

The assassins carry a collection of gems worth 800 gp and a *potion of poison*.

The Wounded Sage

Further along the path are stairs leading to the entrance platform, where the party encounters Wainrath, the sage of the Obanashi clan.

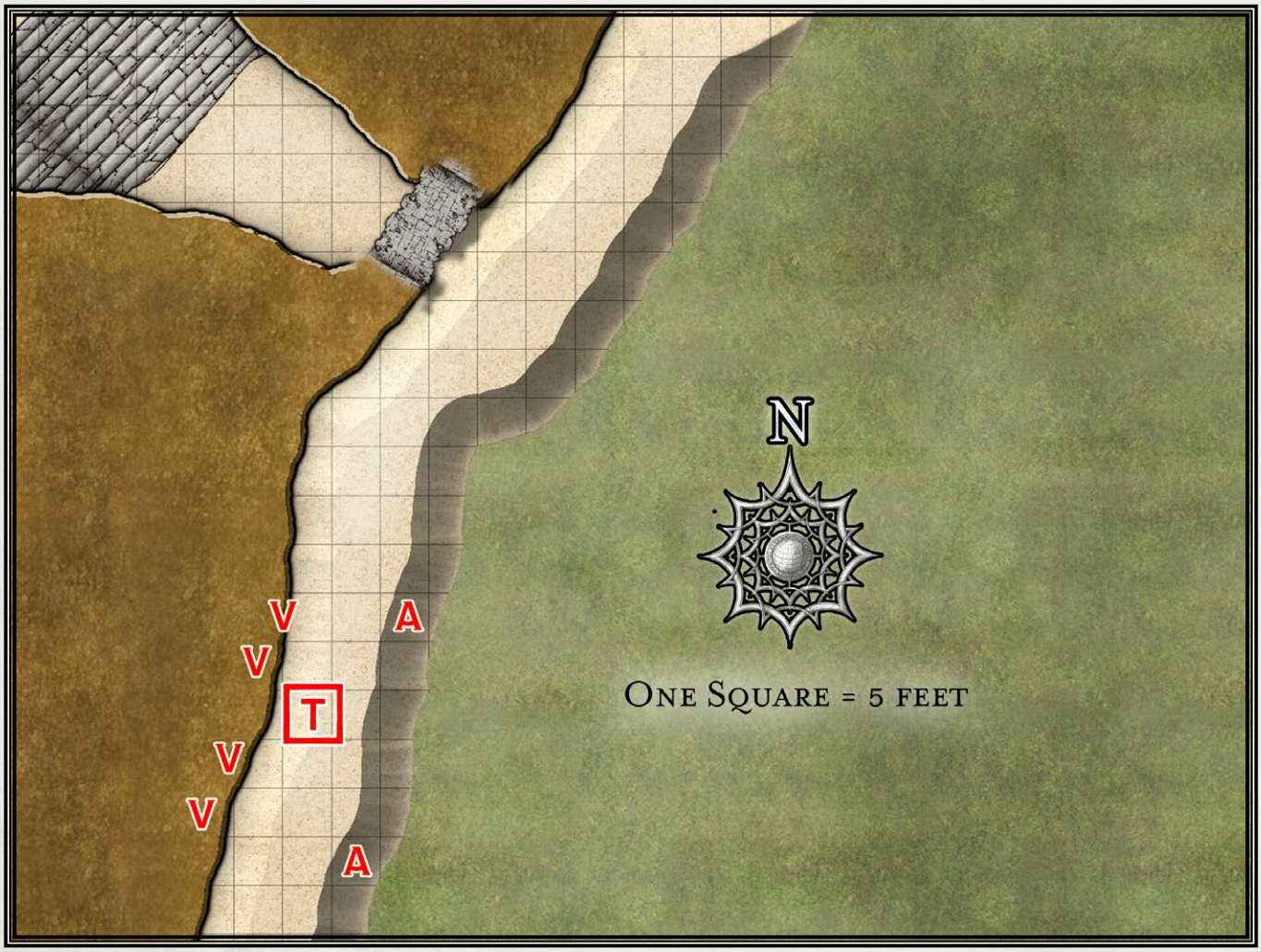
> A set of roughly hewn steps leads up to a natural stone platform where a small stone building covers the rear half of the area. A man lies motionless on the ground not far from the entrance.

Destiny: Saving Wainrath

Wainrath is severely wounded. He regains consciousness with a successful DC 14 Wisdom (Medicine) check or with any healing magic such as the *cure wounds* spell. If the party helps Wainrath, the sage explains that the Kambahal plans to bring the *Daijobi Senga* to their master, Shavolak, who intends to absorb its power.

The sage can provide the party with any of the information listed in the "Interrogating the Kambahal" sidebar. He also tells them a secret door in the temple's spirit chamber can be used as a shortcut to reach the temple's great hall.

DM's Note. If the party completed the *Heart of the Wild* adventure, they may ask Wainrath about the secret entrance in the side of the mountain leading into what was once



Map 1.2: Trail of Death

known as the Seething Halls. If so, the sage tells them the entrance was permanenly sealed when the Obanashi reclaimed the area.

When the party enters the building, continue to the next section.

Interrogating the Kambahal

The following information can be obtained from the Kambahal assassins or from the sage, Wainrath. Gaining information from the assassins requires a successful DC 13 Charisma (Interrogation) check.

- The Kambahal have taken over the entire temple and killed most of the Obanashi clansfolk residing here.
- The zealots are led by a dark shaman named Matago, who answers only to the clan's overlord, a spirit from the underworld who calls himself Shavolak.
- Shavolak was once emperor of these lands. He seeks to absorb the spirit energy within the *Daijobi Senga*, intent on becoming the new master of Chult - as powerful as the great Ubtao himself.
- Xhosala, leader of the Obanashi, is held captive in the temple's grand hall underneath the main building. Matago is using her to open the seal to the *Daijobi Senga*.

Secrets Within the Dark

Refer to **Maps 1.3 and 1.4** for locations. Many clansfolk lie dead within these upper halls. By the time the party arrives, the Kamabahal have already descended into the temple proper, which can be reached via the stairs in Area 2 or through the secret passage in Area 4.

General Features

This area has the following general features.

Ceilings, Walls, and Doors. The walls and ceilings are mostly stonework and look recently restored, though they are stained with even more recent battle marks and bloodstains. The doors are made of reinforced wood.

Lighting. Unless otherwise noted, the few remaining lit sconces provide the equivalent of dim light in each area.

Sounds and Smells. Most of the enclosed areas smell of blood and death. The only prevalent sound is the occassional scream echoing throughout the halls. It is the cry of the tortured Xhosala in Area 8.

1. Entry Chamber

Beyond the entrance, smears of blood and dark scorch marks mar the patterns of brown and green inks and paints along the walls and floors. At least a half dozen bodies lay here in a chamber that was once highly decorated.

Developments

The bodies of eight Obanashi clanspeople are strewn about the floor. A cursory examination suggests they were killed by a combination of weapons and magical attacks. Further examination with a successful DC 13 Wisdom (Medicine) check reveals small animal bite marks as well as the evidence of possible poison or disease. They've been dead for at least 12 hours.

The only items of value here are the robes on the corpses, which would fit Medium-sized humanoids.

2. Stairway

The doors to these stairs were forced open. They lead down into the gathering hall in Area 5.

3. Training Room

The floor is covered in burned and smashed benches and tables. Tattered tapestries partially cover a destroyed dais opposite the door. Beautifully painted murals along the wall depict scenes of elemental spirits within the jungle and mountains, with the light of a rising sun just beyond the horizon.

Developments

A successful DC 13 Intelligence (Arcana) or Wisdom (Religion) check reveals this to be where many minor rituals and teachings took place among the clansfolk and those training to become mage hunters and spiritlords.

Treasure. If the players search the room, and succeed on a DC 15 Intelligence (Investigation) check, they find a scroll case buried beneath a pile of burnt books and parchments in the corner of the room. The case is magically warded, causing 16 (3d10) radiant damage to any creature that opens it. This can be dispelled as a 3rd level enchantment via a *dispel magic* spell or similar effect. Inside the case is a *scroll of protection from undead*.

4. Spirit Chamber

This area is laced with corrupted spirit energy. When the party enters this chamber, they must make a DC 14 Wisdom saving throw or be affected by the corruption. Those affected have disadvantage on saving throws and concentration checks for the next ten minutes.

In addition, two **rot trolls** wander the area near the east wall. They attack the party on sight.

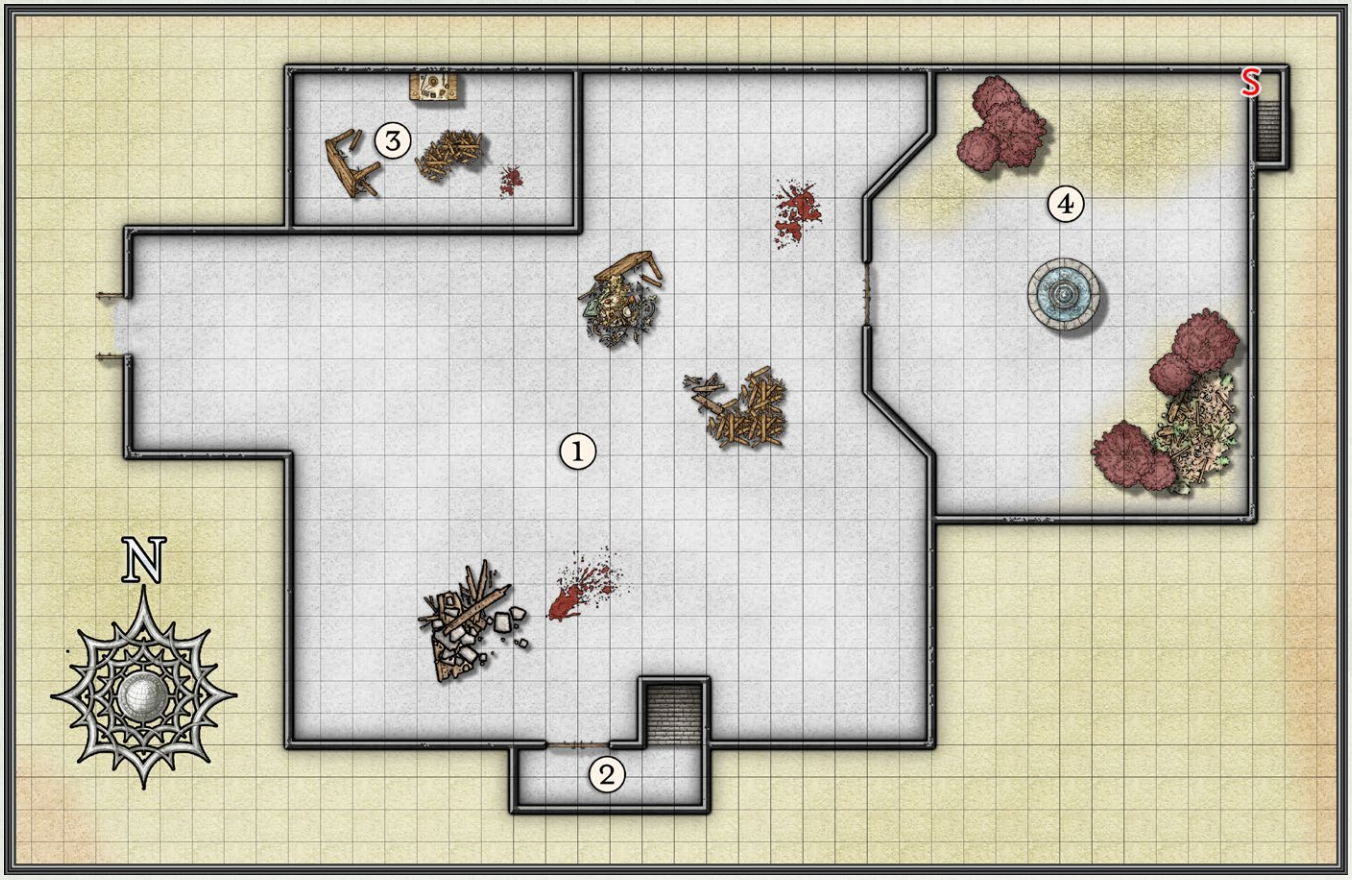
This large chamber houses flora positioned around a large, decorative fountain in the center. A large opening is set in the half-domed ceiling granting a view of the sky. A haze of reddish mist hangs in the air while much of the flora is twisted and rotting. The stench of death is strong here.

Developments

Consider the following advice within this area.

Dealing with the Trolls. The rot trolls fight until defeated. They can be communicated with in Giant, provided there are no direct attacks against them and the party succeeds on a DC 16 Charisma (Persuasion) check. If so, the trolls tell the party they've been infected by the dark energy within this place and cannot leave. If the party offers to find a way to cleanse the chamber (see below), the trolls do not attack.

Secret Door. The secret door in the northeast corner is well camouflaged. It can be discovered if the players specifically search the walls and succeed on a DC 15



Map 1.3: Temple Upper Level

Intelligence (Investigation) check. If the party learned of the door's location from Wainrath, they can find the door without having to make the check.

The Fountain. The waters from the fountain are dirty and viscous. Anyone drinking the water must succeed on a DC 15 Constitution saving throw or become poisoned for 24 hours. The fountain's stonework is decorated with four statues, each representing a greater elemental spirit. There are sets of carvings at the base of each. A successful DC 13 Wisdom (Religion) check identifies the carvings as ritual incantations to be performed within the chamber.

Destiny: The Tainted Chamber. The reddish haze is a side effect of Matago's dark ritual (see Area 8). The nature spirits that reside in this chamber have either perished or become twisted versions of themselves, represented by the dead and twisted flora. The chamber can be cleansed by performing the ritual incantations inscribed on the fountains. Performing the ritual correctly requires a successful DC 15 Wisdom (Religion) check. This can be made as a group check. The roll is made with advantage if one or more of the participants is a druid. If the ritual is successfully performed, read the following:

> By the end of the ritual, the reddish haze dissipates slowly. The waters of the fountain flow clean and the spread of rot and decay within the chamber has been stayed.

Treasure

If the chamber is cleansed, a collection of trinkets can be found at the bottom of the fountain. There are six, each fashioned from precious metals and worth 100 gp.

5. Gathering Hall

Once the main entrance to the old temple, this area has been converted into a hall for rituals and meetings. **Amanzubusi** and **Lapanalori**, two greater nature spirits, are in this chamber struggling to resist the sway of corruption. They do not become visible until the party reaches the center of the chamber.

DM Note. If the party enters this hall after Matago is defeated in Area 8, the spirits are no longer here.

> This large room is decorated with colored tapestries and furnishings. A large dais is set into the floor near the west wall. Large stone doors mark an exit to the east.

When the first character reaches 10 feet beyond the stairs, the spirits (if present) become visible.

> A strong gust with no origin whips about the chamber. The image of a dark, swirling vortex springs into existence in the area in front of the eastern double doors. Two humanoid figures, one formed from leaves, bark and stone, the other formed from blue-green water, struggle with each other, one attempting to force the other into the vortex.

The Dark Vortex

The vortex area spans from floor to ceiling and is marked as a red zone on the map. When the vortex appears, each

party member must succeed on a DC 15 Wisdom saving throw or take 14 (4d6) necrotic damage. It is an effect of the corruption of the *Daijobi Senga* in Area 8. Amanabuzi, the earth spirit, fights against being dragged into the vortex by Lapanalori, who has already fallen to the corruption.

Amanabuzi pleads for aid from the party, telling them the water spirit has been tainted and is forcing the earth spirit to endure the same fate. A successful DC 14 Intelligence (Arcana) check reveals these two spirits as greater nature spirits of the jungle. A *detect magic* spell or similar effect reveals the tainted magic coming from the vortex and being funneled from the doorway behind it.

The party has three rounds to resolve this conflict, but they can do so in a variety of ways. At the end of the third round, both spirits are sucked into the vortex and vanish along with it. Any character that ends its turn within or adjacent to the vortex takes 14 (4d6) necrotic damage.

Attacking the Spirits. If the party takes any actions that deals more than 10 hit points of damage to Lapanalori, the water spirit loses its grip on Amanabuzi and gets pulled into the vortex. If the party attacks Amanabuzi with any action that deals more than 10 hit points of damage, the earth spirit is dragged into the portal. Both spirits and the vortex disappear.

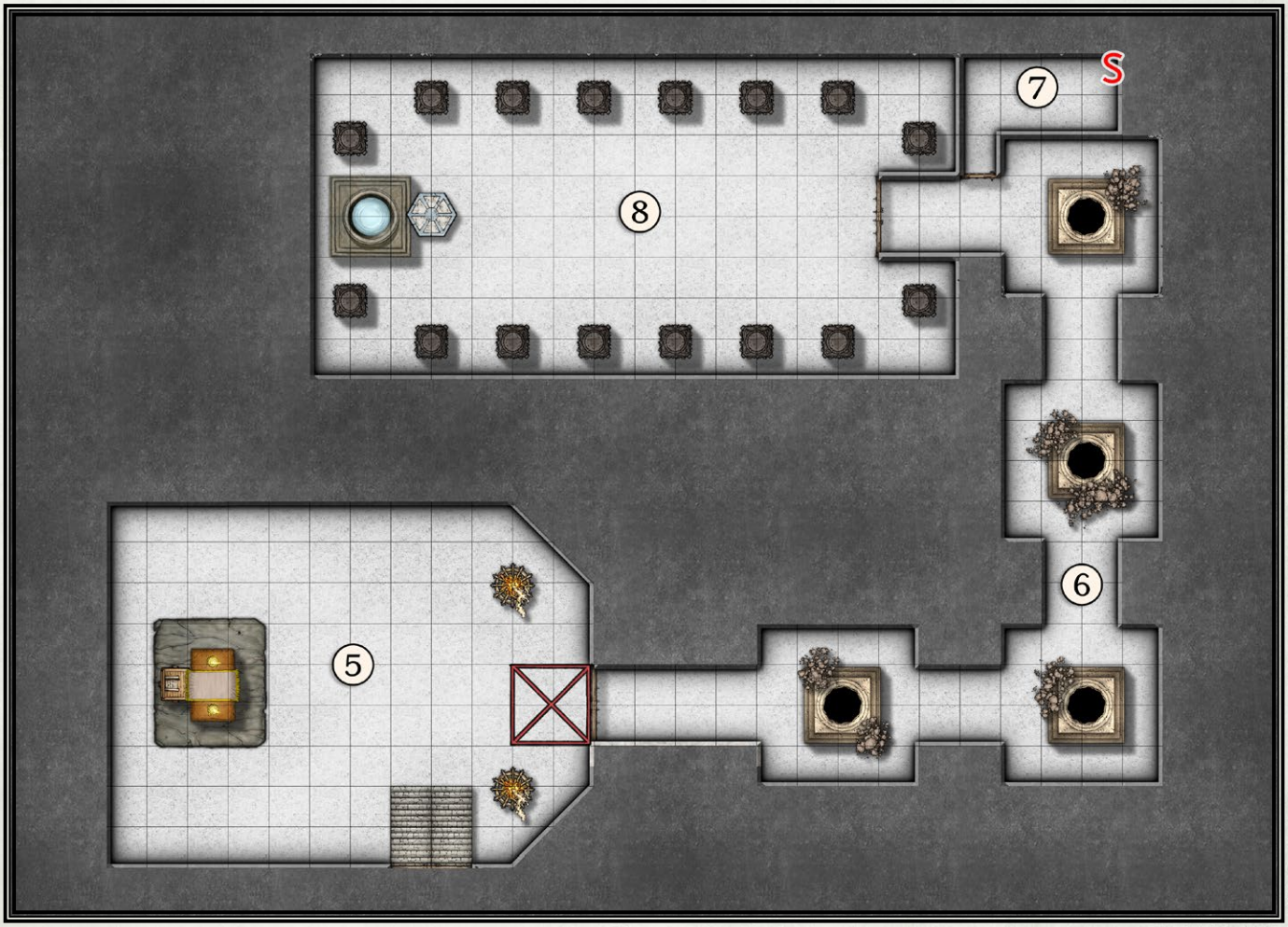
Opening the Door. The door is sealed while the vortex is active, requiring a DC 16 Strength (Athletics) check to force open. If successful, the party can see the vortex's energy, which appears as a two-foot wide cylindrical beam that curves through Area 6. It can be damaged in the same manner as the vortex itself (see below).

Talking to the Spirits. Amanabuzi can only speak in brief sentences, such as"Lapanalori has been corrupted!" or "You must save us from the darkness!" The party can convince Lapanalori to listen to them by appealing to the water spirit's good nature and making a successful DC 16 Charisma (Persuasion) check. If the check is successful, the water spirit releases Amanabuzi before falling into the vortex. If instead the party suggests saving both spirits, Amanabuzi suggests destroying the vortex itself.

Restoring Lapanalori. If the party casts *remove curse*, *greater restoration*, or uses a similar magical effect on Lapanalori, the water spirit regains its senses and calls upon the party to either pull them both free or destroy the vortex.

Pulling the Spirits Free. Freeing Amanabuzi from the water spirit's grasp requires a successful DC 16 Strength (Athletics) check. If Lapanalori was brought back to its senses and the party is attempting to free them both, the same check can be made with advantage to the roll. Remember to apply damage to party members who end their turn within 5 feet of the vortex. Once one or both spirit is pulled free, the vortex disappears.

Destroying the Vortex. The vortex can be attacked directly with magical weapons or spells. It has an AC of 13 and 40 hp. It is immune to necrotic damage and vulnerable to radiant damage. Destroying the vortex frees both spirits and removes the taint of corruption from Lapanalori.



Map 1.3: Temple Lower Level

Alternate Solutions

Players might attempt other means of completing their goals in this area. Perhaps a player attempts to banish Lapanalori or attempt to move the spirits with spells such *dimension door*. Use your best judgement when resolving these situations and reward the party for creative thinking.

Developments and Treasure

The party receives thanks for their aid from any spirit who is freed. If Amanabuzi is freed, the earth spirit offers two leaves from its body. If consumed within one hour, they have the effects of a *potion of superior healing*. After one hour, they lose their magical effect.

If Lapanalori is freed, it offers a blue-green crystal that is cold to the touch. The crystal holds a *greater restoration* spell which can be cast with an action once within the hour. After one hour, the crystal loses its magical ability, but can be sold either way for 200 gp.

The spirits don't know much about what is happening in the temple. They were summoned by one of the temple's spiritlords, but were afflicted with a powerful corruption when they arrived. They leave shortly after, as they are still at risk of becoming tainted by the dark ritual being performed in the hall beyond.

6. Walk of the Faithful

This columned hallway leads directly to the Hall of the Rising Sun (Area 8). The bodies of many more Obanashi clanspeople are strewn about. The walls have been scorched and the great columns severely damaged. Each minute that passes, every creature in the hall must make a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage from falling debris.

A woman's continuous cry of anguish can be heard clearly within this hall. Intermingled with the painful cries are the woman's pained attempts at some sort of prayer. It grows louder as the party approaches the door to Area 8. A successful DC 13 Wisdom (Religion) check identifies the prayer as a cry for help to the elemental spirits of the jungle. If anyone in the party has met Xhosala before, they can identify her voice with a successful DC 15 Wisdom (Insight) check.

DM's Option: Setting the Stage

If you choose to embellish more upon the high level of dark magic in the area, feel free to include additional features such as an unusual dimming of lights and unintelligible whispers from all around, or simply describe the feeling of dread as the party approaches something truly unnatural.

7. Storage

This small room holds a few crates filled with craft supplies, decorations, and robes. None of these are of any particular value. A secret door in the east wall opens into a stairwell that leads to the spirit chamber (Area 4).

8. Hall of the Rising Sun

Matago, leader of the Kambahal, is in this chamber with his pet **chimera** at his side. Xhosala (a **mage**, marked with an "X") is at the edge of the platform, paralyzed. Both Matago and Xhosala are next to the dais in the back of the hall, where Matago channels dark energy from the cylinder to feed his powers. Three **blightwalkers** are positioned in the middle of the hall (each marked with a "B"). An **ukuni assassin**, Nneka, hides behind one of the columns (marked with an "N".)

A wave of blood red light washes over you from the entrance of this grand chamber. Near the rear of this columned hall, a huge iron carving of a sun atop the symbol of Ubtao hangs over a large platform. A humanoid figure bearing lizard-like features is bound against the carving with vine rope. A spiral of crackling energy pours out from a stone cylinder atop the platform, curving through and out the body of a kneeling robed woman and coelescing into an aura around a tall, gaunt man wearing tribal marked red and black robes. The woman's cries of pain drown out most other sounds within the area.



Aura of Corruption

Similar to the spirit chamber (Area 4), this area is rife with corrupted energy. Each party member must make a DC 14 Wisdom saving throw or be affected by the corruption. Those affected have disadvantage on saving throws and concentration checks until the end of their next turn, at which point they may repeat the saving throw. A successful save ends the effect and the character becomes immune for the next 24 hours.

Against the Kambahal

Matago draws power from the cylinder atop the platform, which holds the *Daijobi Senga*. This power grants him lair actions during this encounter. He attacks if threatened. Xhosala, leader of the Obanashi, is caught within the power conduit that feeds Matago's power. At the start of the encounter, Artus shouts Xhosala's name, idenifying her as one of his missing allies.

Refer to the following advice when running this encounter.

Dealing with Matago. If the party is not immediately aggressive, Matago introduces himself as leader of the Kambahal and scion of the great god Shavolak. He is mad with power, demanding the party surrender before Shavolak's infinite power (see Matago's stat block for information on roleplaying him). The dark mage remains near the platform, primarily using spells to attack. He has additional actions granted to him by the *Daijobi Senga* (see below).

The Blightwalkers. These undead are controlled by Matago. The dark mage can have up to two of these at a time. If one falls, Matago can summon another with his *create blightwalker* power. The new blightwalker rises from the remains of the fallen one.

Nneka. The assassin does her best to remain unseen until within range to use her assassinate ability. Even if the party does not attack immediately, she still remains in the shadows, moving into a position to strike.

The Heart of the Wild. The cylinder on the platform is a portal that leads to a pocket dimension that holds the *Daijobi Senga*. Stopping the source from feeding Matago eliminates his access to lair actions and additional benefits (see stat block for details). The column can't be destroyed, but can be stopped if fully contained within a physical or magic-blocking barrier such as *wall of stone* or *wall of force*. The *Ring of Winter* can also be used for this (see the "Artus' Actions" sidebar).

A Friend in Need. A successful DC 14 Wisdom (Perception) check identifies the figure strapped to the sun carving 20 feet above the platform as **Dragonbait**. He is unconscious with 20 hp remaining. He can only be revived with magical healing or a successful DC 16 Wisdom (Medicine) check. Unless the party encountered him in previous adventures, only Artus recognizes him.

Destiny: Xhosala and the Conduit. As Matago could not open the portal on his own, he used Xhosala as a conduit. The corrupted energy drives Xhosala mad within three rounds. Pulling her away from the energy conduit saves her from this, though it doesn't stop Matago from accessing the energy. Only completely containing the cylinder would both save Xhosala and block Matago's additional powers. Any creature making physical contact with Xhosala while in the conduit takes 22 (4d10) psychic damage. Even if freed, Xhosala is in no condition to fight.

Artus' Actions

Artus does his best to protect everyone, but has his own intentions as well. After the third round of combat, he uses the *Ring of Winter* to contain the stone cylinder within a *wall of ice*. Afterward, unless already done, he attempts to free Dragonbait from his bonds by climbing atop the platform.

Use your judgment at other times during the fight. The *Ring of Winter* is extremely powerful, easily capable of turning the tide of any combat. Consider use of its abilities sparingly to avoid unbalancing the encounter. Even if Artus is defeated during the fight, he regains consciousness during the aftermath (see "Dark Side of the Deceiver").

Dark Side of the Deceiver

When all enemies have been defeated and there are no immediate threats to the party, read the following.

> As the last of the enemies fall, a shadowy mist floods out from where Matago once stood, bathing the chamber in hues of gray. An angry voice echoes throughout the area, growling in unintelligible speech. Streams of blood seep from the great stone carving bearing the symbol of Ubtao.

The voice is that of the dark spirit, Shavolak. A successful DC 16 Intelligence (History) check identifies the language as an ancient form of Chultan. The voice only lasts about 10 seconds before Saja N'baza appears.

Light of the Guardian

After 10 seconds of hearing Shavolak's voice, Saja N'baza, a **guardian naga**, appears atop the platform, aglow with a radiant light. The writhing shadows vanish along with the hissing voice of the dark spirit.

Xhosala recovers physically, though her mental state is dependant upon the party's actions during combat. After the party recovers, continue to "A Guardian's Return" below.

Treasure

Matago wears a gold bracelet fashioned into twisting vines and branches. It's worth 225 gp. He carries a *mace of terror*.

Memories of Orolunga

Party members who played through the *Tomb of Annihilation* hardcover can identify Saja N'baza as the naga encountered in the shrine of Orolunga. If Saja N'baza was destroyed in your campaign, a guardian naga named Ejo Lekota (AY-joh leh-KOH-tah) takes her place.

A Guardian's Return

Saja N'baza greets the party and thanks them for cleansing the foul corruption within the temple. She says, however, that their greatest challenge lies ahead, as a great darkness threatens not only Chult, but all the lands beyond its borders.

Rewards

Artus also thanks the party for their help. Though they have yet to find Mesika, Artus offers to pay the party the agreed upon amount if they choose to end their journey here. Should the party decide to keep going, continue to Part 2.



Part Two: Tomb of the Last Sovereign

With the cleansing of the temple and the appearance of Saja N'baza, a new path has opened for the party to journey to the ancient ruins of the city of Mauratal. There, they can learn the true nature of the dark spirit and its connection to both the destinies of Artus Cimber and the lost city of Mezro.

DM's Note. The following "Interlude" section provides a great deal of necessry background that flows into the remainder of the adventure. Much of it is provided to the players through roleplay. Please take a moment to review the information before you continue.

Interlude: Old Legends

If the party speaks with Saja N'baza, she invites them to accompany her and Artus into the shimmering portal positioned atop the large stone cylinder. Once all party members have passed through the portal, read the following.

> You emerge from a crystal clear pool of water, though you remain completely dry. Before you is a large green field spanning a hundred feet. Lush vegetation covers much of the ground, surrounded by a golden mist that sheds light over the entire area. In the center of the field, a great tree stands dressed in leaves bearing the colors of all seasons. A faint golden glow emerges from the trunk.
>
> The iridescent serpent stands before the tree, its eyes piercing you to the soul. "Welcome!" she speaks in a deep echoed voice. "This sacred place is again whole due to your actions and those of others like you. However, there is still much to be done, lest the spread of corruption consume all of Chult and bring about the dark destiny of one who stands among you."

Should the characters inquire as to whom the naga is referring in regards to their "dark destiny," Artus volunteers that the guardian is talking about him. Gaining more information requires a successful DC 15 Charisma (Persuasion) check. This check can be made with advantage if the party traveled with Artus during any other adventure, including the *Tomb of Annihilation* hardcover. On a success, refer to the "Winter's Calling" sidebar.

Otherwise, Saja N'baza continues to discuss both her own origins and her most recent visions.

The Guardian's Tale

The naga tells the party she remembers as far back as when the first human settlers were brought to Chult by the creator, Ubtao. They came from a far-off land to the west, brought by powerful celestials known today as the couatl. However, as mortals often do, many were seduced by dark and twisted magics that threatened the balance of life in the jungle.

Quomec, one of the land's most powerful rulers, fell to darkness, seeking to claim dominion over Chult. The subsequent conflict against his dark magics created a shroud of darkness over the jungle. Quomec was defeated and his dark powers sealed away, but not without consequences. Even a portion of Ubtao's essence had become a powerful shadow entity.

After the conflict, Ubtao built the city of Mezro, a place where his mortal followers could live and flourish in peace. The people of Mezro were taught to pass through the maze of life, becoming one with the true nature of their world. They would become a force for good, aiding Ubtao in guarding against the return of Dendar, the Night Serpent

This balance was maintained for millennia until the people grew complacent, making frivilous demands of Ubtao as a god rather than contributing to the spirit of the jungle that was his power. Now, with Ubtao's departure, his people are left to walk through a maze without end.

Winter's Calling

If the players convince Artus to tell them more about Saja N'baza's comments, they can learn the following information from him:

- Artus wears a magical ring known as the *Ring of Winter*. (see the *Tomb of Annihilation* hardcover for information regarding this item). The ring attempts to lure its wearer into unleashing its icy devastation upon others.
- He took upon the task of guarding the ring from those who would unleash its full potential, which could trigger an ice age that would kill all life in the Realms.
- Decades ago, the ring had nearly taken him over. He was embraced by the evil goddess Auril as one of her chosen.
- He soon freed himself from both the ring and Auril's grasp once he discovered his beloved wife, Alisanda Rayburton, may yet still be alive.
- Far more wary of the ring's effects upon the will of others, Artus uses its powers sparingly.
- Since regaining his freedom, he has dedicated his days to finding and restoring the true city of Mezro. So long as he has that to live for, he can keep the ring from falling into the hands of evil forces who would use its power to bring endless suffering upon the entire world.

The Primordial Spirits

Saja N'baza believes that Ubtao, the Great Deceiver, never really left Chult at all. The primordial had placed much of his own essence into the jungle in the form of powerful nature spirits.

The naga beleives that some of these spirits have become twisted and befouled, spreading their corruption over the jungle. One of such may have been the dreaded atropal, the negative energy entity that may have once been a shard of Ubtao's essence (see *Tomb of Annihilation*). Another was Ifalakuntho, a twisted nature spirit who wove a dread domain in the heart of the Chultengar (see *The Risen Mists*). There are many places harboring corrupted spirits within Chult's ancient ruins.

One such spirit has reawakened the darkness once wielded by the mad overlord, Quomec. Calling itself Shavolak, it seeks to corrupt and destroy all of its bretheren nature spirits, turning Chult into a land of lifelessness and despair. It lives in a realm called the Shadewalk, a twisted mirror of the jungle within the Shadowfell. Obtaining the *Daijobi Senga* would have granted it power to defile Ubtao's domain from this realm.

A Tale of Two Visions

Saja N'baza's visions have foretold of two fates: one in which Shavolak lives, bringing darkness first to Chult and beyond, while the other, should Shavolak be defeated, would restore power to the great spirits that breathe life into the jungle. She believes the party capable of bringing about the latter.

If the party can find and destroy the source of Shavolak's power, not only can they return Mezro from its eternal prison, they may even restore the balance that Ubtao forged thousands of years ago. The guardian also mentions that a warrior named Mesika has already begun her journey there, following cryptic visions of her own.

Mission to Mauratal

The guardian naga knows how to reach Shavolak's realm, which had been unreachable until now. The passage must be opened at two points. One is within the ruins of Mezro to the south. The other lies at the top of the Quomec Ziggurat, the tomb of the late emperor, located within the ruins of Mauratal. Artus is ready and willing to take on either task.

To further pique the party's interest, Saja N'baza tells them of many valuable treasures buried in Quomec's tomb. If the party insists on further incentve, Artus offers the party a 1,500 gp reward in addition to whatever the party finds in the ziggurat. Assuming the party agrees, they receive instructions on how to reach Mauratal.

Paths and Puzzles

Reaching Mauratal is no easy task, as it is located deep within the jungle, masked behind a powerful veil of illusion. Saja N'baza instructs the party to journey southwest to Nguni Plateau (see **Map 1.1**).

Separate Paths. Meanwhile, Saja N'baza suggests that Artus and Dragonbait journey to the Mezro ruins, as only Artus can accomplish the task required there. The guardian does not elaborate further, even if requested to.

An Unusual Key. The naga also gives the party a golden tomīn (TOH-mine), a large gold coin bearing strange markings on its surface. She says it once belonged to Lord Quomec himself. (Characters who completed the *Heart of the Wild* adventure, recognizes the coin as the now cleansed *heart of blight* that was recovered from the Forsaken Tree).

Destiny: Path of the Saurial. Dragonbait volunteers to journey with Artus to Mezro. The party can, however, convince the paladin come with them instead. Doing so requires a successful DC 15 Charisma (Persuasion) check.

Xhosala or Wainrath assist the party in healing and recovery (assuming one or both are capable). Once ready, the party journeys to the Nguni Plateau.

What Did We Say About Splitting the Party?

You may run into a situation where some party members may wish to go with Artus to Mezro. Should that arise, have the guardian tell them the journey to Naurutal requires all of them, and that Artus' destiny lies apart from their own. Artus, similarly, points out that his presence alone endangers the party members. If necessary, imply to an insightful character that should the party divide itself on this journey, they won't get very far until they are again reunited.

To the Fallen City

Manage overland travel as described in the Introduction. When the party makes their way beyond the stretches of treacherous jungle and rocky wastes, they experience a dramatic change in scenery.

> This area bears a stark contrast to the path taken to reach it. The ground is soft, covered in bright grass and patches of beautiful blue and white flowers. A small pack of tiny winged lizards flitter playfully. The edge of the outcropping basks in the glow of an unobstructed shaft of sunlight.

The plateau reaches 2,000 feet high, allowing a full view of the landscape across northern and western Chult. From here the party can see over the Aldani Basin as well as a few notable sites such as the ruins of Mbala, the Heart of Ubtao, and the ziggurat at Orolunga.

Investigation of the area doesn't garner too much. The tiny lizards are harmless. A successful DC 13 Wisdom (Survival) check determines the flowers to be native to Chult, if still extremely rare.

Return of the Stormreavers

When the party investigates the illuminated edge of the outcropping, they notice a strange shimmer in the air directly beneath them. The thick tree canopy below shifts and moves in strange patterns, some even becoming translucent, partially revealing new areas below.

Once this effect has been seen, Uzoma Kayebo, a **couatl** disguised as a human druid, appears on the other side of the plateau. He greets the party and asks them what they seek. If the party mentions Saja N'baza or presents the golden tomīn given to them, Uzoma simply nods in acknowledgement, claiming he has been awaiting their arrival for a long time. He also adds that one of their own already awaits them within the fallen city. Only if the party mentions Mesika's name does Uzoma confirm her identity.

A Lack of Hostilities. Uzoma poses no threat, nor does he show any when he appears. If the party is overly aggressive, Uzoma attempts to allay their suspicions. However, if the party turns violent, the couatl disappears and doesn't reappear until the following day.

Feel Like... Somebody's Watching Me....

Players who completed *The Risen Mists* will recognize Uzoma as the spiritual leader of Kayebo Village. He spent years among the clans, watching and awaiting the restoration of the Bakumora. After the party defeated Ifalakuntho, Uzoma's path has led him here to guide the Stormreavers once again.

The Long Way Down

Uzoma can guide the party to Mauratal, but warns them the path is treacherous, guarded by spirits both ancient and evil. Assuming the party wishes to continue, Uzoma returns to his true form, a winged serpent with brightly colored, feathered wings. As he does, more **couatl** descend upon the plateau (one for each party member). They then perform a special enchantment allowing them to grow and serve as mounts.

> The winged serpents gather near the shaft of sunlight, coordinated in a beautiful, hypnotic dance. Uzoma leads them in a song whose words are ancient and unfamiliar. Lightning crackles from the skies, striking each serpent and causing them to grow to nearly twice their size. One approaches each of you, beckoning for you to climb aboard.

Uzoma tells the party he will guide them to the city, but their time is limited so they must keep up with him at all costs. Once each party member has selected their mounted guide, they soar off of the plateau toward the shifting weave of trees below.

> The upper canopy becomes translucent as you fly through a maze of trees, thick brush, and ancient stone columns. A chilling wail pierces the air, and shadowy forms in the shape of monstrous humanoids streak from the dark corners. "Here they come!" Uzoma shouts. "Brace yourselves!"

The Chase Begins

During this encounter, you can use the Couatl Chase chart provided in the Appendix. While on Uzoma's trail, five **shadow demons** attack the party (these demons have a fly speed of 60 ft.). Consider the following advice when running this encounter.

Keeping Up. Each party member starts about 60 feet behind Uzoma. Each round, they can move up 60 feet. They can also boost their move an additional 30 feet by spending an action and making a successful DC 15 Wisdom (Survival) check. However, they cannot move ahead of Uzoma, who is leading the way. At the end of every round after all actions are taken, each player must roll on the "Couatl Chase Complications" table below.

From the Shadows. The shadow wraiths attempt to keep the party from reaching the ruins of Mauratal, attacking indiscriminately. If they hit a party member with a claw attack and that character fails its Strength saving throw, the character and its mount loses 60 feet of distance from Uzoma. If the character's strength is reduced to half or less, they immediately fall from their couatl mount (see "Falling Off" below).

Losing the Way. If a party member reaches more than 240 feet away from Uzoma, they lose their path. Relocating Uzoma requires a successful DC 16 Wisdom (Perception) check. If that check fails, their couatl mount eventually loses its enchantment and falls to the ground below.

Falling Off. A party member who falls off their mount or whose mount loses their enchantment falls from the sky to one of the elevated plateaus below. They must make a DC 14 Dexterity saving throw, taking 52 (15d6) points of falling damage on a failed save, or half as much on a successful one. Their couatl mount perishes in the fall.



Alternate Travel Methods

There may be some players or even entire parties that may not need to ride the couatl in order to get to Mauratal; for example, winged characters and those who use magical means such as the *fly* spell. If this is the case, they must have a flying movement of at least 60 to fly on their own and keep up with Uzoma.

In addition, the character is still subject to the same saves and complications as if they were mounted with the exception of "Falling Off."

The aura around Mauratal is extremely powerful. Due to this, instant transportation via use of magical effects such as *teleport* or *gate* simply fail.

Ending the Chase

The chase lasts for eight rounds, after which Uzoma and the party pass through the final illusionary wall masking the location of Mauratal. Once through, any remaining shadow wraiths flee back into the illusory terrain. Uzoma then renews the enchantment, allowing the remaining couatl to fly out and retrieve any fallen party members.

Destiny: Minimal Casualties. If the party makes it to Mauratal without anyone falling or losing their path, they gain the *Mark of the Feathered Serpent* story award in addition to affecting the outcome of the adventure's ending.

Couatl Chase Complications

d20	Encounter
1-2	You are forced to make an unexpected tight turn. Make a DC 15 Wisdom saving throw. If failed, you fall behind Uzoma by 30 feet.
3-4	You fly through a tangle of vines and branches. Make a DC 15 Dexterity saving throw or lose 30 feet of distance from Uzoma.
5-6	An unexpected dive requires you to maintain your grip. Make a DC 15 Strength saving throw or lose 30 feet of distance from Uzoma. If you fail this check by 5 or more, you fall off your mount.
7-8	You are struck by falling debris. Take 17 (5d6) bludgeoning damage and make a Constitution saving throw. On a failed save, you lose 30 feet of distance from Uzoma. If you fail this check by 5 or more, you fall off your mount.
9-10	A shadow demon attempts to force our mount from its determined route, forcing you to locate a new path. Make a DC 15 Intelligence saving throw. On a failed save, you lose 30 feet of distance from Uzoma and a shadow demon takes an opportunity attack against you.
11-20	No complications

The Ruins of Mauratal

Refer to **Map 2.1** for locations. Most of the city has been destroyed by either fire or flood, save a few areas. Uzoma and his brethren bid the party farewell and tells them that should they need to leave, they can hold the *golden tomīn* in the light of the sun for one minute. This summons an enchanted couatl to bring someone back. Once a player leaves, however, there is no return unless they use *teleport* or similar magic and using the activated *teleportation circle* in the tower as their destination (see "Tower of the Learned").

> The sun manages to pierce through patchy clouds in this flooded region. The remains of long-destroyed buildings litter the area for hundreds of feet in any direction before being overtaken by hard, blackened earth, as if the remainder of the city had been burned into ashes. The top half of a gigantic warrior statue peers out from the murky waters surrounding the few structures that managed to survive.
>
> Beyond the smaller structures, the ground plateaus into a large garden elevated above the water. At the rear of the garden plateau, a set of stone steps rise to the base of a large ziggurat towering over the area — the fabled resting place of the mad overlord, Quomec. You're certain few people, if any, have seen these ruins in centuries.

Denizens of the Fallen City

For every 10 minutes the party spends wandering through this region (unless underwater), there is a chance they encounter one of the many denizens of the area. A roll of 1 on a d10 indicates a random encounter. Use the Mauratal Encounters table to determine the encounter type.

Mauratan Encounters

d20	Encounter
1	1d6 **assassin vines**
2-5	1d4 **wights**
6-11	1d4 **giant crocodiles**
12-15	1 **froghemoth**
16-19	1 **venom troll** and 2 **trolls**
20	2 **rot trolls**

The Flooded Wastes

The waters flowing through the region are dark and murky, limiting visibility beneath to no more than 30 feet. Most of the watery areas descend to about 90 feet deep, and the ruined buildings beneath the waters have long since been raided by Adrinyth and her minions (see "The Jade Sanctuary"). Every minute spent searching the waters, there is a 1 in 10 chance the party encounters a pack of three **giant sharks**.

Treasure. If the party searches for at least 10 minutes and makes a successful DC 15 Intelligence (Investigation) check, they find a chest partially buried in the rubble of one of the sunken buildings. The chest contains precious gems worth 900 gp and an *ioun stone (sustenance)*.

Tower of the Learned

Only the top two levels of this square stone tower rises from beneath the waters. The floors underwater are filled with packed rubble and debris, all of which are barely holding the tower together. Any attempt to force apart the debris requires a successful DC 16 Strength (Athletics) check. Doing so, however, causes the entire structure to collapse. Anyone caught within 30 feet of the collapsing tower must make a DC 14 Dexterity saving throw or take 22 (4d10) bludgeoning damage from the debris.

Above the surface, the tower can be entered via the lower level through either the window or a crack in the wall.

Lower Level

This 40-foot square area was a study or library. The shelves and bookcases are broken and mostly waterlogged. Any books have long since been destroyed or rotted away.

A DC 14 Wisdom (Perception) check locates a sealed ivory scroll case beneath some of the collapsed furniture. It is rigged with a poison needle trap that springs if the case cover isn't opened in the right way. It can be noticed with a successful DC 15 Wisdom (Perception) check and disarmed with a DC 15 Dexterity check by someone proficient with thieves' tools. A creature who triggers the trap must make a DC 16 Constitution saving throw, taking 27 (5d10) poison damage on a failed save, or half as much on a successful one.

Treasure. Inside the case is a letter and a *scroll of protection versus undead*. The letter is written in an ancient dialect similar to Omuan (see **Player Handout #2**). It reads:

> *Leuia,*
>
> *I have compiled as much research as possible and have a theory on what we may be facing. Without Ubtao to guide us, Quomec has brought doom upon us all.*
>
> *It is now up to you, my most trusted apprentice, to carry on our traditions. When you find this, leave immediately. Protect yourself and use the circle in the laboratory. The prince and I leave now to warn Commander Zumoch.*
>
> *Nellioc*

Upper Level

This area can only be reached from the level below. The door is locked, requiring a DC 15 Dexterity check by someone proficient with thieves' tools to pick open.

> This 30-foot square chamber is similar in condition to the one below. Shelves, books, and furniture are scattered about, mostly ruined beyond repair. It was once been a laboratory, but most of the materials have either been destroyed or taken. A 10-foot wide circular indentation is carved into the floor with small stones fitted along the edges.

Examination of the small stones reveal that each bears a different sigil. There are a few empty spots within the circle for more stones. A successful DC 16 Intelligence (Arcana) check identifies this as a permanent *teleportation circle*



Map 2.1: Ruins of Mauratal

(created as per the spell). If the party found the letter in the level below, they can make this check with advantage. With 5 minutes of searching, the party can recover six of these stones scattered about the room.

The Tower Circle. The circle is dormant and can only be activated with the proper sigil sequence. Use the **Player Handout #1** and the **Tower Circle Sequence** in provided for you as a presentation of the runes (both are in Appendix E). A successful Intelligence (History) check identifies the sigils as numbers 1-8. Three complete sets of the stones in numerical order need to be placed in order to operate the circle. (Alternatively, if you wish to save time, you can allow the party a DC 17 Wisdom (Insight) check to solve the puzzle). Once solved, travel to and from this location is possible using the *teleportation circle* spell.

The Jade Sanctuary

Refer to **Maps 2.2 and 2.3** for locations.

> A large, building sits on this plateau, surrounded by fields of twisted trees and brush. A path leads through the trees to the entrance, which are torn off the hinges. The top of the once domed roof has been completely destroyed.

The Forgotten Ones. While walking through the wooded area, ghostly figures randomly appear and disappear, fleeing from the sanctuary. A successful DC 13 Wisdom (Perception) check identify these apparitions as mostly cityfolk, with children among them. These are all **ghosts**, ten in total. If stopped, any of them tells the party they've been "running from the darkness coming from the ziggurat, but can't seem to get away." They then continue running, vanishing into the air. If attacked directly, they all appear and attack the party. If the area is consecrated with a spell, such as *hallow*, the ghosts simply disappear.

The Watchful Dragon. Once inside the sanctuary, if the party attempts to leave without disturbing the pit in Area 3, Adrinyth and her wrymlings emerge and confront the party as soon as they are outside (see area 4).

1. Main Hall

This area receives light only from the sky above, which can be seen through the gaping hole in the domed roof. Decorative carvings are embedded into the old floor tiles and stone walls. The stonework bears tiny flecks of green that reflect off any bright light shone upon it. Dust, debris, and humanoid bones lie scattered all over the ground.

On the west wall is a large stone mural, much of it damaged and scorched. It depicts a towering humanoid with a beast's head, decorated in greens and reds. The figure is surrounded by ancient beasts, many resembling dinosaurs. and winged serpents The figure is pointing toward a grand multi-tiered structure. Small humanoids march in the direction the towering figure points. A DC 15 Intelligence (History) check reveals this to be a depiction of Ubtao leading humankind into Chult.

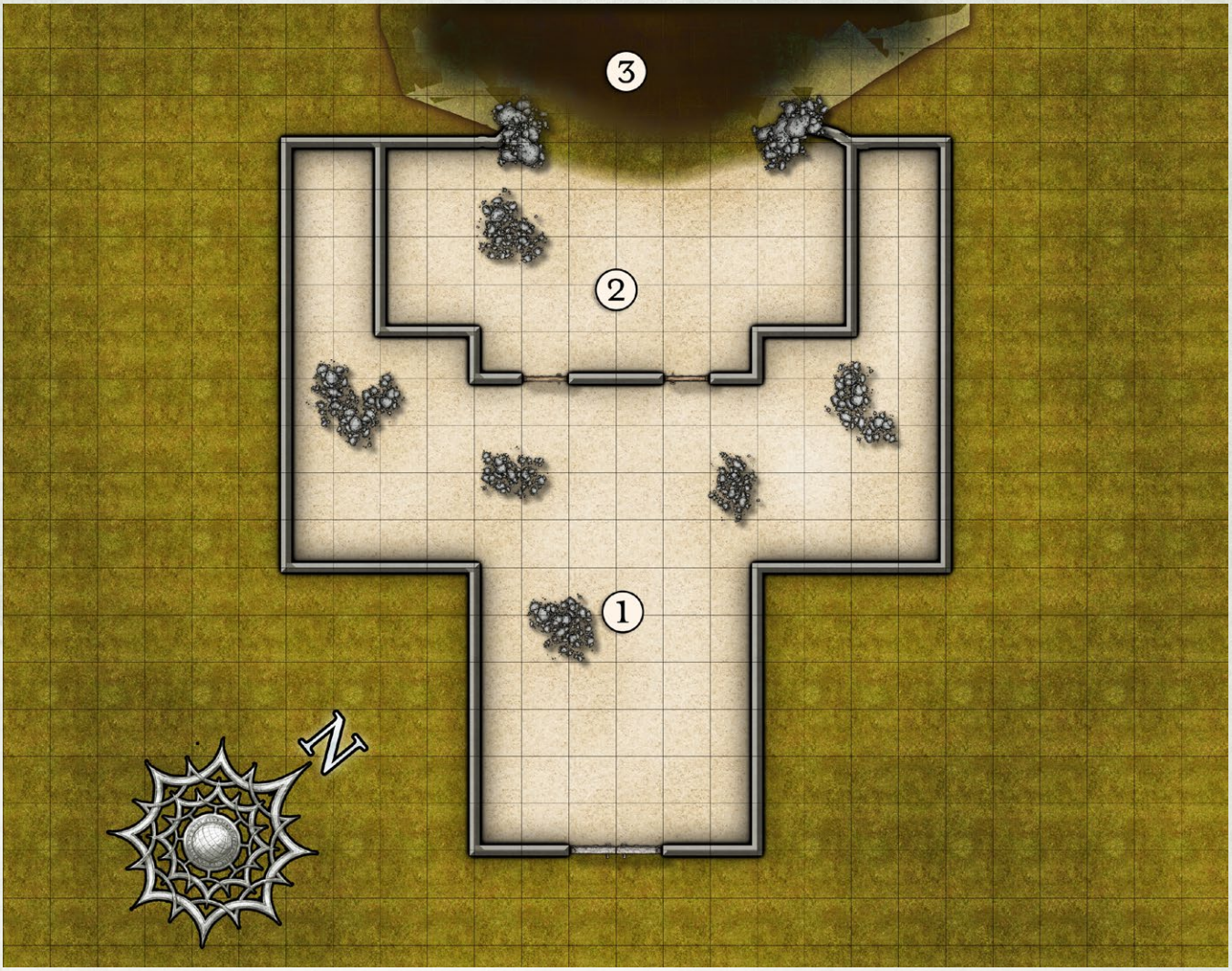
2. Meeting Chamber

Once a meeting and prayer chamber, this room now resembles the site of a great battle. Piles of old bones lie about the area. A dais, which once held a small altar, has been shattered.

3. The Pit

The back wall of the building collapsed long ago, leading to a rear courtyard with a great pit dug into the ground. This pit leads to Adrinyth's lair (see area 4). If the party disturbs the pit by dropping items into it, casting spells, or even shouting into the hole, Adrinyth and her children emerge. Climbing down the pit leads into area 4.





Map 2.2: Jade Sanctuary - Upper Level

4. Adrinyth's Lair

Adrinyth, an **adult black dragon**, lairs here with two **black dragon wyrmlings**. She discovered this area by chance and has decided to nest and secure her hoard here. If the party climbs down the pit from area 3, Adrinyth waits and hides in the dark until they are within reach for an ambush. Consider the following advice when managing this encounter.

The Wyrmlings. While Adrinyth tries to find the best tactical advantage, the two wyrmlings strike from the air against light to unarmored opponents, then strike directly at spellcasters once identified.

Extended Lair. Though she sleeps in area 4, Adrinyth's lair actions can be performed anywhere within the sanctuary.

Striking a Bargain. If spotted before combat begins, an extremely persuasive party member can bring Adrinyth into a dialogue. Such an attempt requires a successful DC 18 Charisma (Persuasion) check. If the check succeeds, the dragon hears the party out. An offering of a valuables, such as 1,000 gp, or a permanent magic item of rare quality or higher, is a sufficient bribe. If asked about the area, she says the city must have fallen long before she found it. She's picked clean most of the treasures in the area, but is unable to find a way into the ziggurat. Her talkative nature doesn't last long before she demands the party leave before she decides to make a meal of them.

Treasure. Adrinyth's lair is covered in bits of coins, trinkets, and gems. A thorough search reveals 1,400 gp in coins, 1,100 gp in gems, a *potion of superior healing*, a *potion of water breathing*, a *circlet of blasting*, a *mithral breastplate*, and a *robe of useful items*.

Garden Plateau

The party encounters **Mesika** here, who is being chased by a **tyrannosaurus zombie** and two **brachiosaurus zombies**. She manages to hide behind the remains of a ruined wall, but it appears her hiding place won't last long. Unless they are hiding, she spots the party and signals for help.

> This plateau is the only sizable portion of the city left above the murky waters. The air is thick with a smell of rot and overgrown vegetation. The stairs to the south lead beneath the surface of the water to the rest of the sunken city. On the north end is a stone ziggurat marked with strange glyphs. A clearing in the center might have once been a small gathering area. A 10-foot wide weathered carving of a maze decorates the floor.

Dreaded Dino Dilemma

The party has three rounds to position themselves while the zombies hunt for Mesika. Moving close enough to surprise the zombies requires a successful DC 15 Dexterity (Stealth) check. That free time runs out as soon as the dinosaurs spot a party member or a party member attacks one of the zombies. Once combat begins, Mesika joins the fight to help defeat the zombie dinosaurs.

Oh, Sorry. Was That You?

The players may decide to hide or sneak past, leaving Mesika to fend for herself. If they choose to do so, Mesika continues to run and hide until she eventually evades the zombies. From that point, any Dexterity (Stealth) checks made to avoid the zombies and get to the ziggurat are made at disadvantage. The party encounters Mesika again once they reach the ziggurat. In addition, the party doesn't earn Destiny points for "***Destiny: Joining Forces***" as described below..

Warrior of Mezro

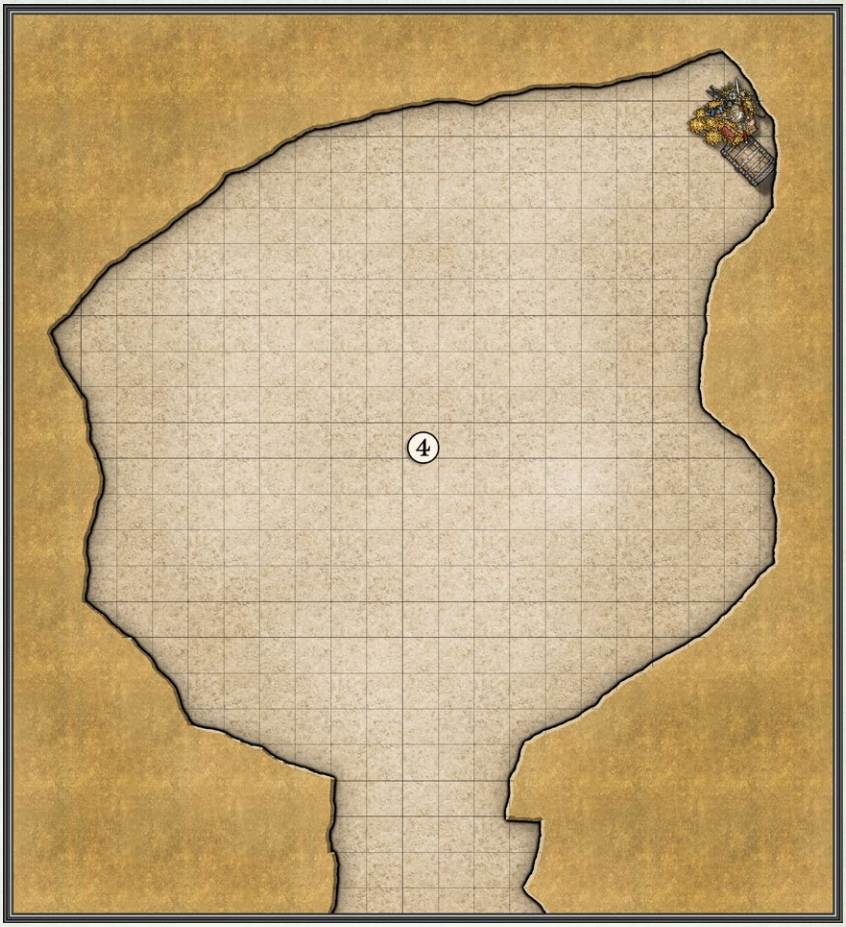
Mesika approaches the party and, if applicable, thanks them for their help. If this is the first time anyone in the party is meeting her, she introduces herself as a sentinel originally from Mezro. If anyone in the party has already dealt with Mesika (she appears in *Heart of the Wild*, *The Risen Mists*, and as Nerissa in *DDAL07-01 City on the Edge*), she greets them warmly, pleased to see them again.

Mesika is here to enter the Quomec Ziggurat in the hopes of destroying Shavolak, who she believes may be a corrupted aspect of Ubtao, the creator god of Chult. If the party has additional questions, she can provide them with the following information:

- If this is the first time they've met Mesika, she'll provide details about herself and her mission (see appendix A for information and roleplaying tips for this NPC).
- Her visions and memories have steadily grown stronger, often leading her to encounter Artus Cimber and Dragonbait.
- The strength of these visions at times leaves her confused, sometimes even forgetting the little bits of identity she retains.
- Her most recent visions and memories, however, guided her to the Nguni Plateau, where Uzoma was waiting for her. The couatl told her to trust her visions, as they come from a place of love and hope. He also said that others would soon be joining her on her mission.
- She does not know why she knows about the nature of Shavolak or even why he must be destroyed, but she also knows doing so will finally lead her back to her home.

In addition, she asks if the party has recently encountered Artus and hopes he is well. She regrets not being able to rendezvous with him near the Obanashi clan village.

Destiny: Joining Forces. Once the party is ready, Mesika suggests they join forces and continue toward the ziggurat. Alternatively, if the party was rude or hostile toward Mesika, or refuses to take her with them, she continues on her own, taking the steps the party doesn't and disappearing after she reaches the first level. The party doesn't encounter her again until they reach Quomec's Tomb.



Map 2.3: Jade Sanctuary - Adrinyth's Lair

The Quomec Ziggurat

The ziggurat has an extremely powerful ward upon it. The **only way** for the party to reach the top is by climbing the steps with the *golden tomīn* in their possession. The ward extends 50 feet from the base and is impassible without the coin. Attempting to teleport in or onto the ziggurat fails. Characters attempting to fly toward the top instantly fall when they reach within 50 feet of the base of the ziggurat. Those attempting to climb the walls, physically or magically, encounter an invisible, impassible barrier when reaching the top of the wall of the level they're on.

This large ziggurat is made of a blackened stone pressed with sparkling bits of blues and yellows, presenting something akin to twinkling stars. It has four separate levels with sets of stairs angled across the face, alternating from the left side of the ziggurat to the right side after each level. The bottom level is covered in overgrown vines and plants.

Between each set of steps, carvings are embedded into the face of the stone walls, depicting a set of ancient glyphs. At the top of the 80-foot ziggurat, you can barely make out an ornamented stone structure.

Getting to the Top

From the base of the ziggurat, the party can choose to take one of two flights of stairs, on the left or right of the face.

History of the Highlord

Between the steps is a large carving depicting a set of glyphs and ancient markings. The largest one depicts a sarcophagus surrounded by a pack of writhing vines. The glyphs can be deciphered by using *comprehend languages* or similar magical effects, as well as with a successful DC 18 Intelligence (History) check. If Mesika is in the party, she can decipher the meanings as well, if asked. The depictions are of the history of the city and its immortal ruler, Quomec, one of the first bara of Ubtao. They follow from top to bottom as follows.

- **Fourth Level:** The god Ubtao brings three tribes from the lands of Katashaka, Maztica, and Aeonus. Guided by the couatl, they meet upon the Peaks of Flame.
- **Third Level:** Greatest of the human tribes, the Tabaxi (a name now adopted by the cat-folk of Chult), built grand cities in the name of Ubtao.
- **Second Level:** A great darkness came with the humans, many of whom were seduced into betraying Ubtao. A great battle erupted between the peoples, consuming the city.
- **First Level:** The ruler, seeking redemption, sealed both himself and the darkness within his tomb, warded by the spirits of the jungle itself.

First Steps

When reaching the top of the steps from the ground to the first level, the party is surrounded by koni-matabo vines that spring out from the walls. Each creature must succeed on a DC 20 Dexterity saving throw or be restrained and stung by venomous barbs, taking 22 (4d10) poison damage.

At the beginning of their turns, restrained creatures can break free or be pulled free with a successful DC 15 Strength (Athletics) check, or by dealing enough damage (see below). Creatures still restrained at the end of their turn take an additional 22 (4d10) poison damage. The vines can restrain three creatures at a time.

The vines can be destroyed (AC 12; 15 hit points; immune to poison damage). Destroying three vines causes the remainder to retreat into the overgrowth.

Second Steps

On the second level, two **xill** lie in wait to ambush the party. They begin on the Ethereal Plane and use their *ethereal shift* feature to attempt to surprise the party. Party members with a passive Perception of 15 or more avoid being surprised.

Third Steps

The floor of this level is covered in various patches of roots, branches, and vines. A complex system of triggers is set along this walkway. They have the following features:

Trigger. There are three pressure plates along the ground. Stepping on any of them triggers the trap.

Effects. Eight-foot tall sharp metal blades set vertically along the wall spring out every 5 feet on the walkway, creating a wall in front of and behind each character. Each creature must make a DC 14 Dexterity saving throw or take 17 (5d6) slashing damage. Regardless of success or failure, the floor collapses beneath the creature's feet into a spiked pit. The creature must then make another DC 14 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one. The blades and floor both slowly move back into their starting positions a round after the trap is triggered.

Countermeasures. The pressure plates are extremely hard to see, requiring a successful DC 16 Wisdom (Perception) check to spot. They can be disarmed by someone proficient with thieves tools who succeeds on a DC 16 Dexterity check. If any creature is standing on the piles of brush, the trees and vines stop the creature's fall into the pit. After the first trap is triggered, a DC 14 Wisdom (Insight) check reveals how the patches of brush can be used.

Fourth Steps

The final set of steps leads to the top of the ziggurat and a small temple in the center. Two **xill** lie in wait to ambush the party. Party members with a passive Perception of 15 or more can avoid being surprised.

> At the top of the ziggurat is a field of dead trees and rotted plants. A stone building stands at the center of this area, its walls decorated with a myriad of colorful glyphs, sigils and symbols along the walls and ornamented domed roof. Bronze double doors mark the only visible entrance.

Temple of Renewal

Refer to **Maps 2.4 to 2.5** for locations. This expertly crafted structure show no signs of weathering. As with the rest of the ziggurat, there are no magical means by which to teleport or phase into the temple. Attempts to do so instantly fail.The **only way** to enter is by opening the bronze double doors.

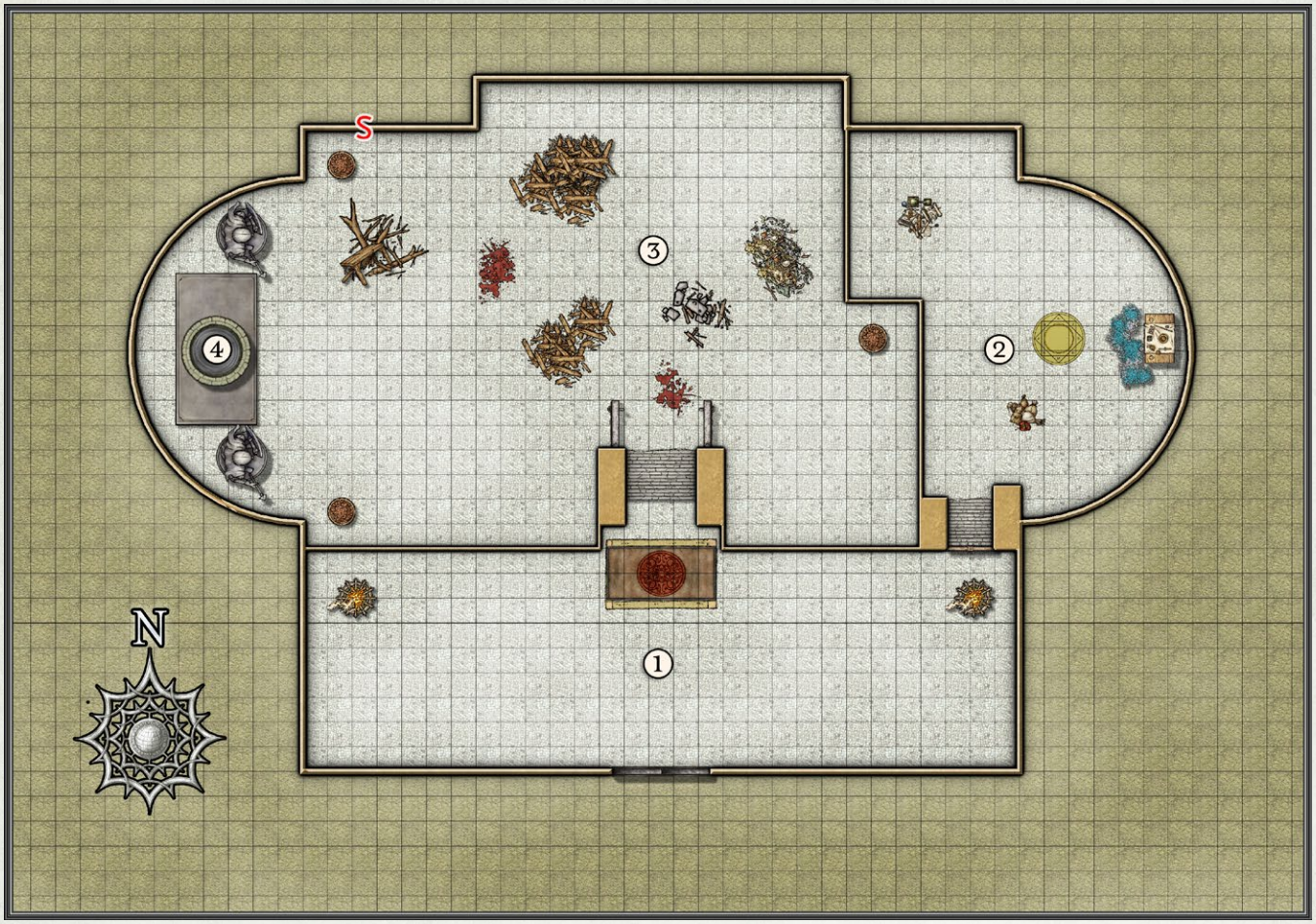
The doors are ornately decorated with line carvings and patterns of topaz, jade, and lapis lazuli embedded into the framework. The carvings converge upon a circular indentation between the doors about five feet off the ground. Inserting the *golden tomīn* into the indentation causes the coin to emit a golden glow, which bleeds out into the line carvings on the doors before they open, splitting the coin in two on either side. After being used in this way, the coin becomes part of the door frame and isn't recoverable.

1. Grand Hall

This room is decorated in bright-colored paints and murals depicting the different peoples of Mauratal. The symbol of Ubtao is carved into the base of a great fountain in the center of the room. The room has two exits.

Zumoch, an undead guard commander, protects this hall along with four **phantom warriors**. They appear when the first party member moves at least 20 feet into the area. Zumoch demands the party members identify themselves and their intentions. If the party insists they've come to help, or mention Shavolak or Uzoma, the undead guardians don't show any hostilities. If confronted in an aggressive manner, they attack.

While preventing an attack is easy, a successful DC 14 Charisma (Persuasion) roll is required to gain any information. Zumoch can provide the following information to the party:



Map 2.4: Temple of Renewal - Upper Level

- Zumoch and his guards were the last line of defense against the minions of the spirit of corruption known as Shavolak.
- The spirit was capable of infecting the hearts and minds of others, causing them to commit unspeakable acts. Before others realized what had happened, their ruler, Quomec, declared himself emperor and put to death anyone not disavowing Ubtao.
- With the help of the highlord's most trusted advisors, Master Nellioc and Prince Ahutan, Quomec was freed of the dark spirit's grasp, but the act caused Ahutan himself to become possessed by the darkness. He murdered everyone in the temple.
- Using a holy artifact, Quomec called upon an aspect of Ubtao and sealed Shavolak's power within the dungeons below, which would then forever become Quomec's tomb. The city destroyed, the few survivors left Nauratal, rejoining the path Ubtao had originally gifted to them.

Destiny: A Vow for Justice. Should the party gain this information from Zumoch, the undead commander finds the return of the dark spirit troubling. He requests the party vow to put an end to Shavolak and grant him and his fellow soldiers a peaceful rest. If Mesika is with the party, she takes the vow immediately. If every party member does the same, Zumoch tells them about a secret treasure room in the dungeons behind the dais in the temple proper (area 3).

2. Ritual Chamber

A number of trinkets and holy relics lie scattered about this scorched chamber, most of them damaged by fire. The remains of a small altar are against the east wall, the base of the altar decorated in beautiful yellow and white flowers.

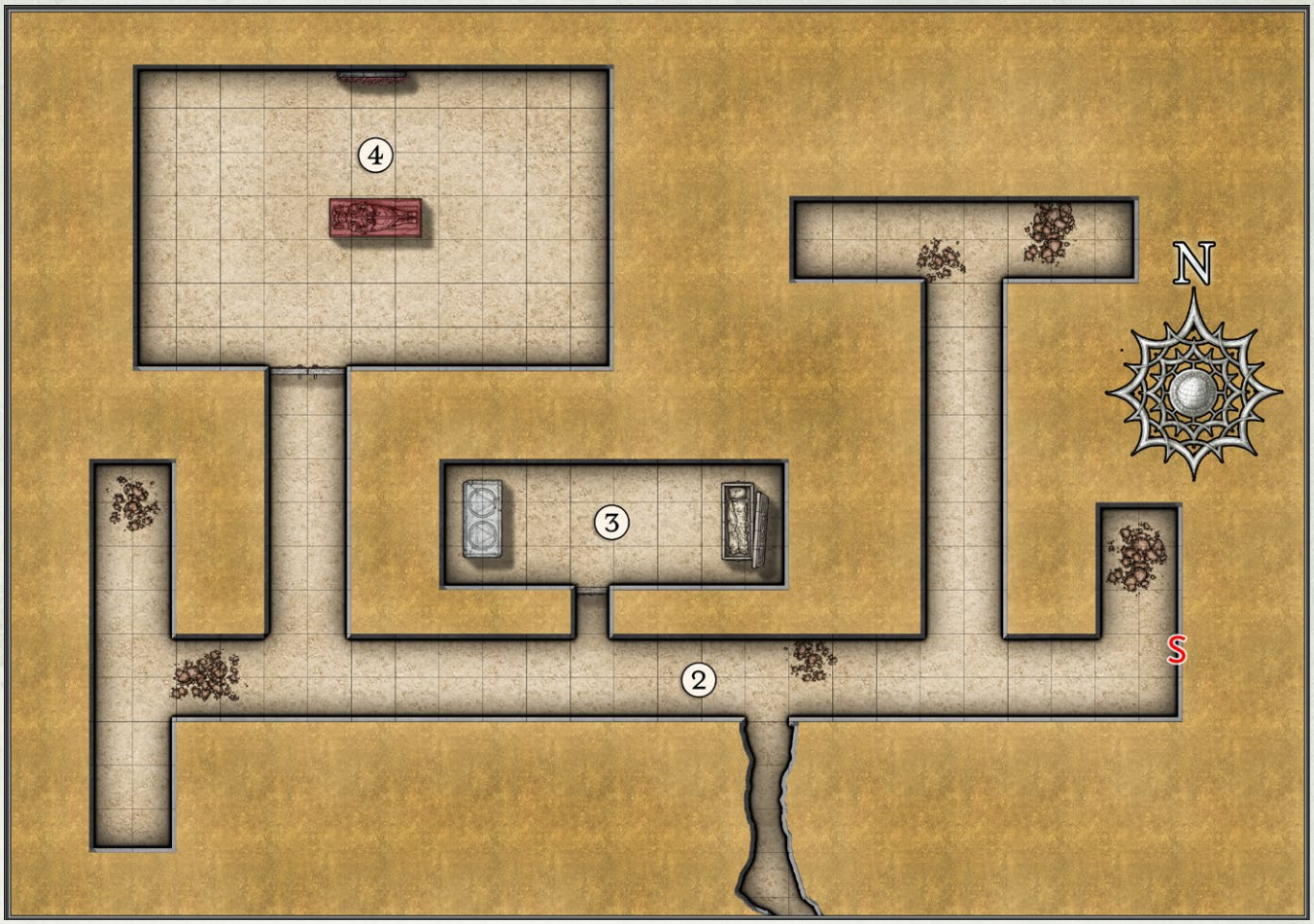
An Altar's Resident. If the characters approach the altar, Caldee, a **pixie,** emerges from the patch of flowers. She's happy to see the party, asking about new types of food, entertainment, or interesting trinkets. If the party doesn't take well to her, she disappears back into her flower patch. If the party entertains her by giving her food or playing music, she makes fast friends with them.

Caldee knows the same information as Zumoch from area 1, giving it freely if the party feeds or entertains her. If the party simply tries to question her at start, a successful DC 16 Charisma (Persuasion) check is required to avoid her becoming bored and leaving them be.

Treasure. If the party spends 5 minutes searching through the broken relics, they can find a small statue made of jade and lapis lazuli. It's worth 500 gp.

3. Temple Proper

This room is covered in broken furniture, rotted plants, and scattered bones. Smears of dried blood stain the stonework all along the walls and floors. The symbol of Ubtao is barely visible beneath the debris. A cylindrical pool of dark water sits atop a dais on the other side of the chamber.



Map 2.5: Temple of Renewal - Lower Level

The Shadow Pool. If the party investigates the pool of water, anyone gazing into it must make a DC 16 Wisdom saving throw or take 16 (3d10) psychic damage and become frightened. The water is actually a mass of writhing shadows. A creature that makes its save and stares beyond the shadows sees the pool itself is the entrance to a shaft that descends below the temple. Narrow steps are set around the inner wall of the shaft leading into darkness below. When the party attempts to descend through the shaft, continue to area 4.

Treasure. A secret cache is hidden in the wall behind the dais. It can be found with a DC 15 Intelligence (Investigation) check. If the party learned of the cache's location from Zumoch in area 1, the check automatically succeeds. The wall cache is a miniature reliquary containing valuable jade and obsidian trinkets worth a total of 900 gp. In addition, the party finds a jar of *keoghtom's ointment* with 5 doses, a *scroll of greater restoration*, and a *lantern of revealing*.

4. Secret Tomb Passage

Once inside the shaft, the party must make their way through to reach Quomec's tomb. No light brighter than dim light can be shed in this area, including magical light from spells or abilities. The only item that sheds bright light is the *lantern of revealing* the party can acquire in area 3. During their descent, strange, unintelligible whispers echo through the area.

Narrow Steps. Characters can descend the narrow stairs at half their movement. Moving at full speed requires a DC 14 Dexterity (Acrobatics) check. Attempts to dash down the steps give disadvantage to the Dexterity check. The stairs descend for 75 feet, ending at a 10-foot wide opening in the ceiling of area 5, which drops another 15 feet to the ground.

Enemy Vine. When the first party member travels 30 feet down the shaft, two **giant vine blights** crawl up the wall and attack. A creature struck by the vine blights while on the stairs must make a DC 14 Dexterity saving throw or fall down the pit, taking the appropriate falling damage (see chapter 8 of the *Player's Handbook*). A creature that frees itself from the blight's *entangling plants* ability must also make the same saving throw.

5. The Highlord's Path

Upon entering this area, the echoed whispers grow louder. In addition, shadowy figures appear and disappear out of the corners of the eyes of any creature in the area. Each party member that enters this area must make a DC 14 Wisdom saving throw. A failed save means they're distracted by the effects of the powerful corruption. For the next hour, they have disadvantage on initiative checks and also on Wisdom and Intelligence saves.

This tunnel leads directly into the tombs (areas 6-7). Other than the varied whispers, the area is dead silent. If Mesika is with the party, she says the tainted air is familiar somehow.

Secret Door. A secret door is located on the east wall of this level. A successful DC 18 Wisdom (Perception) check is required to locate it. It's a one-way door that leads back up to a storage closet attached to area 3. Returning to this point must be done via the pit shaft.

The Darkness from Within

Make a note to describe the corruption around the characters as eerie and disturbing. Corruption is more than just simple fear; it's an evil, twisted, defiled presence that infects a person's very mind and soul from within. It's enough to make even the most fearless of creatures take pause.

6. Tomb of the Guardians

This stone chamber was once decorated with several bits of pottery and stonework, all of which now lay shattered all over the floor. Two stone coffins painted in greens and reds sit on opposite sides of the chamber.

Southern Coffin. The lid of this coffin is cracked and the coffin itself is empty, save for a set of decorative cloth wrappings. There are markings engraved into the cracked lid. A successful DC 15 Wisdom (Religion) check identifies these as ritual markings representing a deity's devoted servant. They are meant to keep the soul at peace under the watchful eye of their deity. This coffin belonged to prince Ahutan

Northern Coffin. This coffin holds the body of Master Nellioc. It is sealed with a magical glyph carved onto the lid. A *detect magic* or similar spell reveals the ward placed on the coffin. It counts as an 8th level enchantment for purposes of dispelling. The lid can be forced open with a DC 16 Strength (Athletics) check. It can also be destroyed by dealing 50 hp of damage versus an AC of 14. A creature who opens the lid (choose one creature at random if it was a group effort) must make a DC 16 Constitution saving throw. On a failed save, that creature is cursed, suffering a level of exhaustion and becoming vulnerable to necrotic damage for 24 hours. The curse can be removed with a *remove curse*, *greater restoration*, or similar magic.

Treasure. Inside Nellioc's coffin is a collection of rare herbs and material components that can be sold for 450 gp.

7. Quomec's Tomb

Ahutan, a **death knight**, is here (see the "Confronting Ahutan" sidebar for more information). He doesn't attack right away, instead planning to deceive the party into thinking he is Quomec. The traitor prince has been in these tunnels for thousands of years. He was dead during much of that time, but was raised into undeath when Shavolak's power reawakened.

DM's Note: If Mesika was left behind, she regroups with the party here.

A strange greenish glow emanates from this stone chamber. The walls are painted in rich color patterns, its beauty masked by the sickly green hue. A container constructed of dark red stone is set into the floor in the center of the chamber. On the north wall, several jugs and decorative relics are placed in carved square insets. Between them, a 5-foot diameter stone disc hangs upon the wall. The disc is decorated with several precious gems, placed in the midst of sigil carvings that intertwine around a carving of a complex maze at the center.

Standing near the eastern wall, a ghastly figure wearing a decorative suit of plate armor and a golden crown motions toward you. "Friends", he says wearily, "my name is Quomec. Long have I awaited for the great Ubtao to send someone to this dreaded place."

A DC 16 Wisdom (Religion) check identifies the symbol on the disc to be similar to Ubtao's symbol, but the maze itself is different.

Quomec's Ward. The greenish glow comes from Quomec's coffin, which emanates a powerful ward that keeps the death knight from leaving the area. More importantly, it also prevents undead and corrupted beings from touching the stone disc and opening a sealed gateway into Shavolak's realm, also hidden beneath the ziggurat. His plan is to fool the party into breaking the seal, which he himself can't approach.

Like Father, Not Like Son. Ahutan takes care to not seem threatening, immediately apologizing for his appearance and speaking in Common (using the *tongues* spell) so all can understand him. Assuming the party is not immediately hostile, he tells them he sealed himself here thousands of years ago to prevent the darkness that destroyed his city from escaping. He is, however, cursed by the power that corrupted him long ago and believes he is paying penance for his betrayal to Ubtao.

Destiny: Breaking the Seal. Ahutan tells the party if his spirit is cleansed, he'll give the party a weapon of holy power they can use to stop Shavolak once and for all. In order to cleanse his soul, he requests one of the party members place their hand upon the stone disc and recite an incantation he provides. This is all, of course, an elaborate lie. If the party is suspicious, allow them a DC 16 Wisdom (Insight) check



to determine that something is amiss. Once Ahutan's ruse is discovered, the death knight attacks. If instead, the party agrees and performs the incantation, a wide crack splits the seal through the center, allowing the death knight to take advantage of his lair actions (see the "Confronting Ahutan" sidebar). He also attacks after the seal is broken.

Confronting Ahutan

Ahutan is a **death knight** with the following additional abilities:

Ahutan's languages include Abyssal, Infernal, and Nexalan.

Innate Spellcasting. Ahutan's spellcasting ability is Charisma (save DC 18). He can innately cast the following spells requiring no material components:
At Will: *darkness, detect evil and good, detect magic, tongues* (self only)
1/day each: *calm emotions, confusion*

***Summon Blightwalkers* (2/day)**. Ahutan can use an action to magically summon two **blightwalkers**. They attack any creature that is a visible threat to him. Ahutan can only use this ability if there are no summoned blightwalkers currently in his service.

Breaking the Seal

If the characters broke the seal on the stone disc, Ahutan also gains the following modifications:

Challenge. Ahutan has a Challenge Rating of 19 (22,000 XP)

Longsword. Ahutan's longsword deals an additional 1d8 necrotic damage (for a total of 22 (5d8) necrotic damage instead of 18 (4d8) necrotic damage).

Lair Actions. Ahutan gains the following lair actions:

- Ahutan targets one creature and summons a mass of writhing shadows beneath its feet. The target must make a DC 18 Dexterity saving throw or become grappled. The target takes 27 (6d8) damage at the start of each of its turns. The target can free itself with a DC 18 Strength (Athletics) check, by dealing a total of 30 points of necrotic damage to the shadows (AC 14), or by succeeding on a DC 18 Strength saving throw at the end of its turn.
- Ahutan creates a 15-foot radius globe of shadow centered on a targeted area within 60 feet. The globe has the effects of a *darkness* spell. In addition, any creature who starts their turn in that area must make a DC 18 Wisdom saving throw or take 27 (6d8) psychic damage on a failed save, or half as much on a successful one. Also on a failed save, the target becomes frightened until the end of its next turn.

Ending the Battle

Ahutan uses every means at his disposal to fight the party until he's defeated. After he is brought down to 0 hp or less, his body bursts into a swarm of writhing shadows before he dissipates into nothing..

The Highlord Awakens

Two rounds after Ahutan's defeat, the greenish light from the ward vanishes and the spirit of the true Quomec appears above his coffin (a middle-aged, dark haired human wearing ornamented armor decorated with colored feather plumes). The highlord is grateful to the party for putting his son's spirit to rest and cleansing his tomb.

Quomec knows that Shavolak intends to return to Chult and insists this cannot be allowed. He explains that Shavolak is a corrupted aspect of Ubtao, a being of negative energy created by the abuse of power by mortals. Since Ubtao is gone, Shavolak can only grow more powerful. The dark spirit must be destroyed before he grows so powerful that none can stop him.

To the Shadewalk

With Ahutan dead, Quomec can safely open the portal that leads into the Shadowfell. From there, the party can journey to the the dark spirit's realm known as the Shadewalk. The portal can be opened using the artifact the highlord used to seal it, a shard of Shavolak's own essence. He asks them to retrieve the shard beneath his coffin and touch one of its ends to the center of a large mural in the garden above. They can use a secret stairwell located in the dead end opposite the chamber. to leave the temple.

With the Highlord's Blessing. Before he bids the party farewell, he offers each party member a blessing. The party can choose one between: a *blessing of health*, *blessing of protection*, or *blessing of understanding* (see Chapter 7 of the *Dungeon Master's Guide* for information on these blessings). The blessings remain active until the party member leaves the Shadewalk. After the party has made their choices, Quomec vanishes and the coffin rises up out of the inset in the floor and slides to one side.

Treasure

Beneath the coffin is an ornate box (worth 50 gp). Inside is a *void shard*, a six inch shard of dark, smoky glass. The relics in the tomb are worth 350 gp. Quomec's coffin can be opened with a successful DC16 Strength (Athletics) check. Inside is a plain urn containing Quomec's ashes. It rests next to his hammer, *Oathbinder* (see the Appendix D for description of this item) and an ornate suit of plate armor that's valued at 2,000 gp.

Return to the Garden

If the party hasn't located the secret door on the east wall of area 5, they locate it easily. When they reach the exit, they find Artus and Dragonbait waiting for them. The former Harper provides the following information (choose to give as much or as little as you like depending on what the party asks):

- Saja N'baza asked him to return to the Mezro ruins in search of information regarding the nature of the city itself.
- He discovered that the the power which Ubtao imbued into the city also extends into both the Feywild and the Shadowfell.
- Artus believes that the fall of Mezro in the Material Plane has given Shavolak the power to extend his dark energies to our world through its location in the Shadowfell. Destroying Shavolak would bring those forces back into balance.
- A puzzle Artus solved in the ruins some time ago opened a seal which had gave a brief glimpse of the true Mezro (these events are referred to in detail in the *Ruins of Mezro* adventure book by Will Doyle). He now believes if Shavolak could be destroyed, it would allow Mezro to return to its former state.

Opening the Path

The party can easily find the location Quomec referred to. On the floor in the small clearing on the Garden Plateau is a 10-foot wide circular mural. Carefully woven into the center of the colorful design is a carving of a dark spire surrounded by flames. Bringing the *void shard* into contact with the carving opens the Shadowfell portal.

To the Shadowfell

Opening the portal reveals a swirling dark mass in the area where the mural used to be. When the party is ready, they enter the portal by simply jumping in. Once everyone enters the portal, read the following:

> As you pass through, you're surrounded by a swirling, writhing mass of dark energy rippling with a crackle of red lightning that rips through you. You see no sign of your companions as you're hurdled through the spinning vortex.

Deadly Vortex

Have each party member make a DC 15 Constitution saving throw. On a failed save, they take 27 (5d10) necrotic damage. They travel through the negative energy vortex for a minute before emerging within a dark, twisted landscape, the portal still open in front of them.

Everyone is present, with the exception of Artus. He can still be seen within the vortex, a mass of shadowy tendrils wrapped around him, attempting to pull him away. The *Ring of Winter* shines brightly with a chilling blue aura as Artus struggles to break free.

Destiny: Darkness Unrelenting. The party has two rounds to react while Artus is trapped in the vortex. If they grab onto Artus, he can be pulled from the portal with a successful DC 18 Strength (Athletics) check. The tendrils can also be attacked, each having an AC of 15 and 30 hp each. Destroying three of them allows Artus to pull himself out. Instant transport spells such as *teleport* or *dimension door* don't work when cast into the vortex. Feel free to let the players come up with other creative ways to free Artus.

Light of the Bara

If Artus is pulled free, the tendrils reach out from the vortex in pursuit. If he is not freed, he becomes enveloped by the shadows. Regardless of the outcome, Mesika reacts on the following round.

> Mesika's body convulses backward and a brilliant globe of light bursts from her. A monstrous voice hisses from the portal as the light expands, pushing the shadows away from Artus before enveloping them completely. As the radiance burns away the vortex and its denizens, Mesika's eyes shine brightly, changing color into a distinctively brilliant sea-green. Artus sucks in a deep breath in astonishment before he breathes out a single word —"Alisanda..."

An Unexpected Reunion

After the portal is sealed, the light disappears and Mesika collapses. If no one in the party moves to revive her, Artus does so himself. After a minute, Mesika recovers her energy and tells the party that she recovered many of her memories. If questioned, she relays the following:

- She is a warrior who trained under the teachings of Alisanda Rayburton, Artus' wife and one of the barae (holy guardians) of Mezro. Alisanda (known as "Sanda" to her friends) was training her to be her replacement should the bara fall in battle.
- Alisanda's special power as a bara was to transfer her consciousness into any warm-blooded animal and take control of them.
- Mezro's barae were forced to seal the city during the Spellplague, never to return until Chult could be cleansed of the corruption left behind by the magical cataclysm.
- Unable to leave the city, Alisanda had no way of contacting Artus or anyone else outside of Mezro. So, for the first time, she tried to instill her consciousness into a human, her protégé, Mesika.
- The stress of using her powers in such a way, coupled with the backlash of the Spellplague, caused both Alisanda's and Mesika's minds to fracture.
- Mesika awoke on the outskirts of Mezro with no memories other than small bits of her identity. Though she's been recovering over time, she still can't separate her own memories from that of the bara, but believes their minds are still linked.

Bringing Back the Balance

Mesika is certain that all her visions, the defeat of Ras Nsi and Acererak, the cleansing of the *Heart of the Wild*, the destruction of Ifalakuntho, and the imminent fall of Shavolak are foreshadowing the restoration of balance in Chult. Restoring Chult will do the same for Mezro.

Though Shavolak is too powerful to face directly, Mesika knows a way to defeat him and asks for the party's help in accomplishing this. Once they return home, she can pay them a 4,000 gp reward. It is all she has left to give. If the party accepts, continue to part 3.

> **Fortune and Glory? No Thanks!**
>
> If anyone in the party refuses to take on Mesika's request, she can tell them how they can get home. Her newly recovered memories gave her knowledge of a portal leading back to the Material Plane located at the base of the mountains to the west, about day's travel from here. The NPCs thank and say farewell to any departing party members, who can cross through the portal easily and return to Chult.



Part Three: Trials of the Deceiver

The Shadewalk is a demiplane accessible only via the Shadowfell. It sits upon an island in the area where the city of Mezro is located on the Material Plane. Mesika plans to lead the party across the Bridge of Sorrows, taking them directly into Shavolak's domain. However, before the dark spirit can be confronted, he must be separated from the source of his power.

Chult in the Shadows

In the Plane of Shadow, the jungles of Chult are on a large island mass, separated from the main continent, by a small chain of islands in the sea. The land itself is made up of twisted and rotting forests surrounding pockets of desolate ashen wastes and scorched, rocky crags. From the large outcropping upon which the party stands, they can see the dark pit that is the mirror of the Aldani Basin. To the southeast, a billowing cloud of shifting smoke in the shape of a bestial skull floats above where the Peaks of Flame should be before the land tapers off into the vast, gray sea.

Mauratan's Circle. If the *teleportation circle* in Mauratal's "Tower of the Learned" was activated in part 2, the same active circle can be found approximately 100 feet to the southeast of where the party appeared.

Across the Wastelands

To reach the Bridge of Sorrows, the party must journey through the dark jungles and badlands, which could take a few days. You can choose to skip directly to the Bridge of Sorrows. If you would rather run the party's journey, use the Wasteland encounters column in Appendix B of the *Tomb of Annihilation* adventure.

If you require additional information on descriptions and effects within the Shadowfell, these can be found in Chapter 2 of the *Dungeon Master's Guide*.

Waking Nightmares

During the journey, choose two party members who need sleep. Those two characters have horrible dreams that relive their worst fears. It's up to them whether or not to share these with the party. Let the players describe what they experience on their own. If they choose not to, play on their background and character flaws.

Artus is also a bit shaken. If asked, he says he has terrible nightmares filled with death and darkness. He thinks the *Ring of Winter* is far more powerful in this plane, and he's wary of using its powers here. He promises he would do nothing to cause the party harm, but using the ring would have to be a last resort.

In truth, the nightmares are being instigated by the coven of hags that dwell near the Bridge of Sorrows. If you're using the "Shadowfell Despair" optional rule in the *Dungeon Master's Guide*, all party members have disadvantage on their Wisdom saving throw on the day they arrive at the bridge.

Night Hags

A coven of three **night hags** resides at an abandoned 30-foot square guard outpost near the bridge. They are

polymorphed into human women. One pretends to be running into the outpost building, chased by three **dire wolves**, which are actually their pets. The wolves run when the party approaches the building.

The hags offer the party a meal (a tasty-smelling stew) as thanks for chasing the wolves away. Any creature eating the food must make a DC 15 Constitution saving throw or become poisoned for 24 hours. A successful DC 15 Wisdom (Survival) check identifies something wrong with the food.

Dealing with the Hags. If at any point the characters are overly suspicious or violent, the hags attack, with the wolves arriving the following round. Alternatively, if the party threatens them with a successful DC 16 Charisma (Intimidation) check, the hags peacefully let them go. They attack anyway, however, if the party decides to search their belongings.

Treasure. The hags keep their valuables underneath a floorboard in the building. A DC 15 Intelligence (Investigation) check can locate it. Inside are gems and trinkets worth 350 gp and a fist-sized emerald the hags used as their *hag eye*. It's worth 200 gp.

Bridge of Sorrows

This bridge appears to cross onto a small island; however, a portal to the Shadewalk is located in the center of the bridge. The bridge spans 200 feet across the water.

> This 30-foot wide stone bridge appears centuries old. Broken bits of bone, both humanoid and animal, are inlaid into the stonework. The gray waters beneath the bridge are unnaturally stiil. At about halfway across the bridge, dark, smoky wisps of air flow past you, and the view of the small island shifts into the entrance of a city. Massive gates mark passage between thick, fortified walls of dim gray stone. A twisted spire in the center of the city towers over the walls. The air is chilly here, with the only light coming from within the city. In the distance you make out a great mountain range which encircles the region from edge to edge.

Developments

Characters who fly or teleport over the bridge by any mundane or magical means simply appear on the other side on a small island about a half-mile in diameter. Only those who cross the end on the ground can find the portal.

Echoes of the Lost Ones. Once through the portal, party members hear sorrowful cries and wails of despair from all around them. These are the cries of the the dead whose souls can't rest within this corrupted region. Have each party member make a DC 14 Wisdom saving throw. On a failed save, they are afflicted with Shadowfell Despair (see Chapter 2 of the *Dungeon Master's Guide*).

Irunji, The Shadewalk

The city of Irunji serves as both a source and a gateway for Shavolak's power. Unlike Mezro, the city's western gate is the only entrance into the city, which leads into a complex maze of streets and districts. The maze ends at Blightspire, Shavolak's dwelling in the center of the city.

Spell Modifications

Some spells have altered effects or don't function at all when cast while in this region.

- Spells that allow the party to instantly transport into and out of the city either fail or teleport the creature directly to the city gates.
- Spells that move creatures into other planes of existence such as *astral projection*, *banishment*, *etherealness*, or *plane shift* do not function within the city walls.
- Spells that create or shed light do so at half their distance. Likewise, spells that deal radiant damage in an area of effect, see their areas halved.
- Divination spells such as *clairvoyance, commune*, and *divination* either fail or provide false readings.
- Instant transport spells that would allow movement through the walls such as *dimension door, gate, passwall, teleport*, or similar spells either fail or transport the creature directly to the city gates.

Movement Restrictions

Once inside the city, or within 50 feet of the city walls, flying or climbing is restricted to a height of 30 feet. Attempts to fly higher results in the character suddenly flying toward the ground after reaching 30 feet high. Ropes thrown up to scale the walls seem to always fall short. Ladders built to climb just aren't quite high enough.

Leaving the Shadewalk

Due to the magical restrictions of the demiplane, the only way to leave is via the Bridge of Sorrows. Once in the Shadowfell, spells that allow planar travel, such as *plane shift*, can be used to reach the Material Plane. Additionally, such magic can't be used to return directly to the Shadewalk. The party would have to return to the Shadowfell and use the portal.

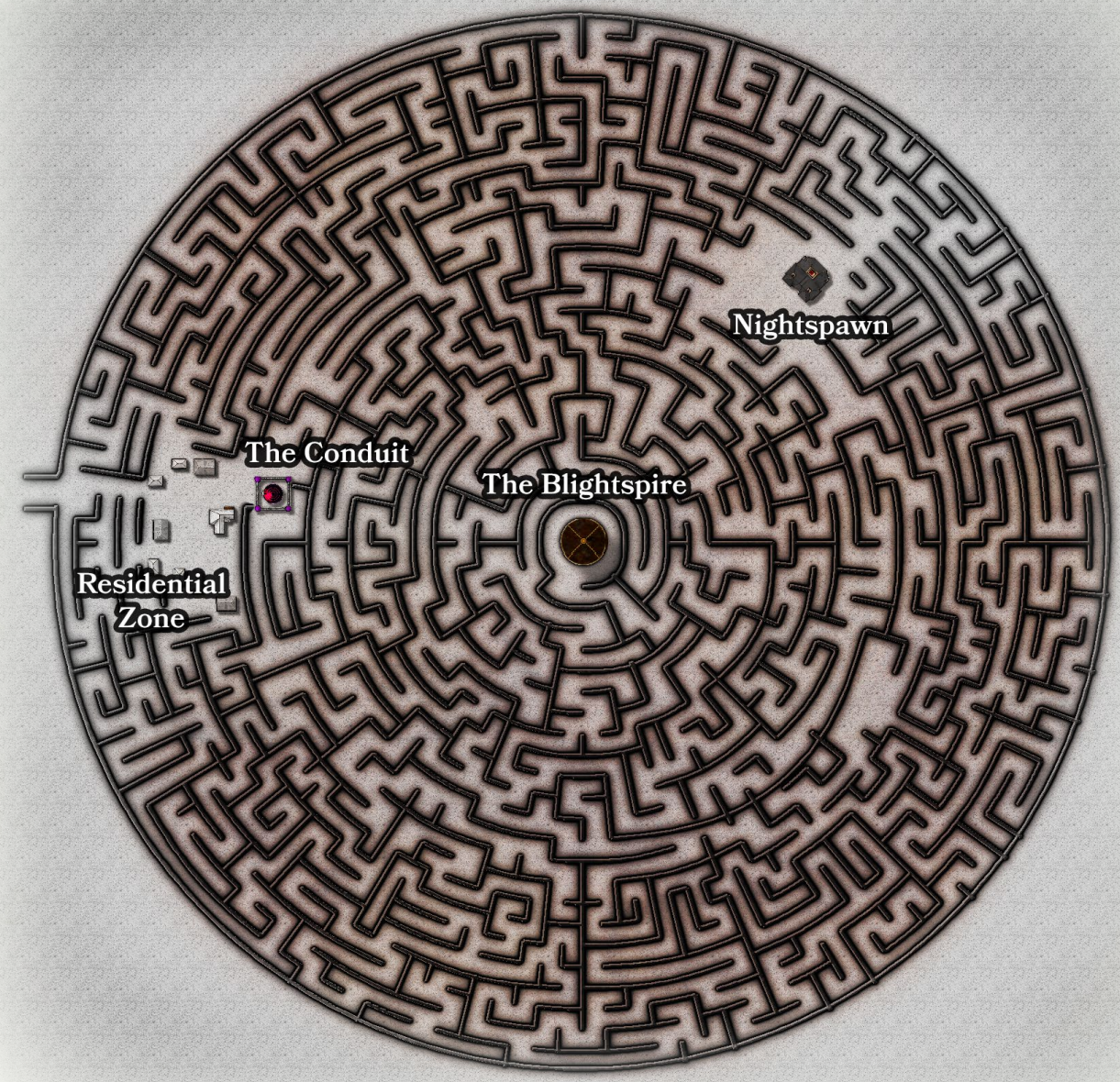
> **But... Why Not???**
>
> The city's interior was built so that there are no quick and easy shortcuts around traversing the maze. Higher level players may not be pleased with being so restricted. An advised response would be to ask why anyone would build a magical maze to keep others out if anyone could just fly over it. However, if you would like to quicken the pace of play, you could opt to allow some creative methods from the players toward passing through the maze more easily.

City Locations

Refer to **Map 3.1** for locations. The city itself spans about a mile in diameter. The map is mostly a representation as the labyrinth itself is constantly shifting.

Major Locations. Aside from the maze itself, there are only four major locations beyond the city gates: the Residential Zone, the Conduit, the Nightspawn, and Blightspire. Each has its own description and encounter apart from the maze itself.

Shadowkin. The major population within the city are known as shadowkin. These humanoids are mostly used as labor and eventually harvested for their life essence. They can be of any race, but have muted, grayish skin and appear gaunt and thin. Use **commoner** stats for these creatures and add resistance to necrotic damage.



Map 3.1: Irunji, The Shadewalk

Entry Gates

Two **stone golems** guard the city entrance. They are merged with the stone wall on either side of the entrance as if under the effects of a *meld into stone* spell. They emerge and attack the party as soon as the first party member comes within 20 feet of the entrance.

Scent of Power. Once beyond the city gates, Shavolak senses the power emanating from the *Ring of Winter*, alerting him to the party's presence (see the "Destiny: Winter's Calling" section in the Residential Zone).

Residential Zone

Beyond the gates, an assortment of stone huts and buildings in myriad shapes seem randomly scattered about, separated by narrow walkways and alleyways. Some of the structures are marked by plain cloth banners painted with symbols and glyphs. A putrid smell lingers even within the chilled air.

Various crowds of people make their way to and from the buildings. Though they hail from many different races, all of them appear sickly, with graying skin and dressed in mostly plain black and gray cloth and leathers.

Developments

A 30-foot-wide passage across from the entrance gates is the only exit from this area. The shadowkin here are all enslaved laborers working for Shavolak. They don't speak to the party, or even to each other for that matter, though they give a somewhat apathetic nod in greeting should someone walk in their path before they keep moving around them.

Hidden Messages. After spending a minute in the area, a small child approaches the party and hands them a crumpled piece of parchment (if the party members appear unapproachable, the child hands the note to Mesika instead). The letter simply has a sigil written on it. A DC 12 Wisdom (Perception) check notices it matches one of the painted sigils on the banner of a building near the main passage (Lythene's Hideout). One of the NPCs takes notice of it if the party can't.

If the party becomes rude, hostile, or attempts to rob the shadowkin, they alert a group of guards, consisting of a **champion**, a **mage**, and four **veterans**. They arrive within three rounds. If the party appear apologetic and succeeds on a DC 14 Charisma (Persausion) check, the guards simply walk away.

Destiny: Winter's Calling. A minute after receiving the note, Artus drops to his knees in pain. A blue-white frosty air emanates from his body. The *Ring of Winter* dissolves away Artus's glove and surrounds his arm in a shell of ice. If no one in the party takes any action after the first round, a figure calls out from the large building in a loud whisper — "Hurry, before you're noticed by the others!" Any creature touching Artus must make a DC 15 Constitution saving throw taking 21 (6d6) cold damage on a failed save, or half as much on a successful one. Abilities that grant resistance or bonuses to save versus cold or magical effects don't apply. As soon as one party member tries to help Artus, Dragonbait takes the other side.

The party member and Dragonbait must repeat the save two more times before they can reach the building. If at least one more party member helps carry Artus, each one gains advantage to their roll, taking no damage on a failed save. Once they reach the building, the effects subside, allowing Artus to recover. He tells the party he could feel Shavolak watching him and attempting to assault his mind.

A Painful Sacrifice

If no one in the party moves to help Artus by the second round, Mesika and Dragonbait pick him up and hurry him to the building. If the party still doesn't move to help, this act causes either Mesika or Dragonbait (choose one) to suffer permanent damage, resulting in the loss of 21 permanent hit points and the loss of use of one of their arms. Such damage can only be restored by a *regenerate* spell or similar effect.

Lythene's Hideout

Lythene, an elf **mage** and Borvun Giantbeard, a dwarf **gladiator** are here with a dwarf **priest** and two elf **scouts**.

This large building is filled with crates and boxes. An old wooden longtable decorated with various parchments and drawings takes up the center of the room.

Lost Souls

Lythene and Borvun greet the party, informing them that they are safe from the dark spirit's prying eyes here. The banner outside is a powerful ward that masks their presence while in this building.

The two are pleased to finally see other people here. They explain that they arrived here almost a month ago with the rest of their companions, who now serve Shavolak. If the party has additional questions, they can provide them with the following information.

- They journeyed to Chult to find and eliminate the source of the *death curse*. After the curse had ended, they continued exploring the jungle's many ruins.
- They stumbled upon a shadow gate near Hisari, bringing them into the Shadowfell. They ended up here while searching for a way out.
- Many within their group, began acting strangely on the first day, disappearing on the following day. It was discovered that secret passages lead from this area into a shifting maze.
- Lythene's brother, Varga, placed a ward upon this building in the hopes of keeping everyone hidden until they could recover their lost. Varga, however, also vanished a day after the others.
- Three of their number were seen on the third day, wandering among the rest of the populace only known as "shadowkin." They work within the maze and live in this area, until eventually sacrificing themselves to the Conduit - a device that feeds power through the maze into the Blightspire.
- The Conduit is powered by an eternal fire that Shavolak uses to absorb the lifeforce of the shadowkin and use it to extend his powers outside of this realm.

A Risky Mission

Lythene and Borvun have spent weeks researching the people and the city to free those bound by Shavolak. The ward Varga placed can only last a few more days. The party's arrival, however, has given them hope.

Lythene believes Shavolak may fear the power that Artus carries, as it may be powerful enough to temporarily block the Conduit's flame and weaken Shavolak's abilities (***Note:*** it is up to the players whether or not they wish to mention the *Ring of Winter* by name). If such is the case, they finally have a chance to purge the dark spirit from his home. The Conduit is nearby, but the Blightspire can only be reached through a shifiting maze designed to break the will of those who travel through it. With this in mind, Mesika recommends a plan.

Mesika's Plan: The Shadow Labyrinth. If Artus can use the ring on the Conduit at the right moment, Shavolak can be ambushed before he or his forces have time to react. Mesika requests the party travel through the maze and infiltrate the Blightspire. Once the Conduit is weakened, the party can use that window to bring the dark spirit down. The other NPCs agree to help if this would be their only chance to get their companions back.

Borvun has a pair of *sending stones*. He gives one to the party and keeps one for himself. Once the party is in the dark spirit's lair, they can use the stone to signal the strike upon the Conduit. Once the party agrees to the plan, Lythene can lead them to area 3, where the entrance to the maze is hidden.

Who's With Us?

Unless otherwise discussed, Mesika and Dragonbait choose to remain with Artus. Alternatively, if the party can request either one to go with them instead, but not both. Neither of them would leave Artus alone with strangers in his unstable condition. However, if one of them suffered permanent wounds from carrying Artus to the building (see "Residential Zone), neither of them accompany the party.

Alternate Planning. The party may also recommend alternatives to Mesika's plan of action or choose that some of them should stay with Artus. In this case, Mesika insists that facing Shavolak will likely require all of their abilities. If there are still players insistent on remaining, you can choose to remind them of the following:

- Mesika is both their benefactor and the person who hired them for this quest to begin with.
- Defeating Shavolak is the main goal, without which the rest of Chult is doomed to oblivion.
- Any players whose character remain here will have to sit out for the rest of the adventure.

The Conduit

The center of this 50-foot wide circular area is dominated by a 20-foot tall cylindrical monolith made of a rough hewn black rock. Five feet up from the ground, a three-foot-wide hole is carved out of the center, within which burns flames of deep reds and violets, surrounded by small crackles of red lightning.

Developments

This area is occupied by three shadowkin, all of them appearing very sickly and emaciated. If left alone for more than a round, the three gather in front of the cylinder. The flame within erupts and showers over the shadowkin, leaving no trace of them.

The Maze Entrance. The entrance to the shadow maze can be opened by placing one's hand for three seconds upon a specific unmarked section of the wall behind the Conduit. Lythene, who's witnessed others entering the maze, can show the party the entrance. Locating the entrance without yet meeting Lythene is extremely difficult, requiring at least 10 minutes of searching and a successful DC 21 Intelligence (Investigation) check. Once the entrance is opened, it appears as a swirling portal filled with smoke and shadows. The entrance stays open for three rounds, after which it must be opened again.

The Blighted Flames. The eternal fire within the Conduit doesn't react at the party's approach as it did for the shadowkin. A creature reaching into the flames, however must make a DC 16 Constitution saving throw, taking 22 (4d10) points of necrotic damage and 22 (4d10) points of fire damage on a failed save, or half as much on a successful one. In addition, a creature failing their save suffers one point of exhaustion. Neither the flames nor the cylinder can be affected by any magical attacks or effects. Characters attacking the cylinder for more than three rounds calls the attention of the guards from the Residential Zone (see "Hidden Messages" in the Residential Zone).

The Shadow Labyrinth

You appear in a long curving corridor that travels around corners to the north and south. The walls here are 30 feet high. There is no ceiling, instead replaced by a thick layer of shadowy mist.

Navigating the Maze

As the party wanders through the network of shifting corridors, they'll come across encounters that must be resolved before choosing the next direction. Determining how long they spend in the labyrinth is as follows:

Labyrinth Encounters. Each time the party chooses a direction, roll on the Labyrinth Encounters table to determine the scenario they encounter within the maze. The encounters marked as "Special" can only be run once. If the encounter comes up again, simply reroll until you get to a valid encounter.

Hallways and Chambers. Unless noted in encounter's description, the halls of the labyrinth are 20 feet wide.

Choosing a Direction. After each encounter, the party can choose a direction, as marked in each individual encounter. When they make their choice, roll 1d6. If the number falls within the range of the choice made, it counts as a correct choice. If the roll does not match their chosen direction, it counts as an incorrect choice. Regardless of the result, roll on the Labyrinth Encounters table to determine their next encounter. The party must make a total of **five correct path choices** (which you track without the players' knowledge) before reaching the Blightspire at the center of the maze. Making an incorrect choice does not subtract from the number of correct choices.

For example, the party completes an encounter, which provides two directions: Left (1-3) and Straight (4-6). The party chooses to go straight. You roll 1d6. If the result is a 4 through 6 (which matches their choice), they gain one toward their correct path total. If instead, the result is a 1 through 3, they do not gain anything to their total and simply continue to the next encounter. Once the party has tallied five correct path choices, their next encounter is the Blightspire (**Note: "**Special" Encounters automatically add one to the total number of correct paths).

Mastering the Labyrinth

The encounters and directions exist primarily for DMs that have no problem with indeterminite time frames on their game sessions. Also, too many random encounters can tend to bog down the adventure. If you wish to save on time or just don't feel like leaving things to the roll of a die, you can choose to decrease the amount of correct paths requred to reach the Blightspire. You can also choose the encounters yourself instead of determining them randomly.

Labyrinth Encounters

d100	Encounter	Directions
01-05	Bones	Left (1-3), Straight (4-6)
06-10	Camp	Right (1-3), Straight (4-6)
11-15	Collapsing Cavern	Left (1-3), Right (4-6)
16-20	Crystalline Shards	Left (1-3), Straight (4-6)
21-25	Fungus	Right (1-3), Straight (4-6)
26-30	Hall of Eyes	Left (1-3), Right (4-6)
31-35	Lost Ones	Left (1-3), Straight (4-6)
36-40	Mirrored Walls	Right (1-3), Straight (4-6)
41-45	Plants	Left (1-3), Right (4-6)
46-50	Shadowkin	Left (1-3), Straight (4-6)
51-55	Shadows	Right (1-3), Straight (4-6)
56-60	Statue	Left (1-3), Right (4-6)
61-65	Stream	Left (1-3), Straight (4-6)
66-70	Viscous Pool	Right (1-3), Straight (4-6)
71-75	Voices	Left (1-3), Right (4-6)
76-80	Walkway	Right (1-3), Straight (4-6)
81-85	**Special:** Markings	Straight (Automatic)
86-90	**Special:** Nightspawn	Straight (Automatic)
91-95	**Special:** Orb	Straight (Automatic)
96-00	**Special:** Sage	Straight (Automatic)

Bones

The walls and floor of this 50-foot part of the maze are made up of the bones of various creatures mashed together to form a path. Once the party reaches the middle of the path, three **giant skeletons** burst from the walls and floor and attack. Any party member within 5 feet of a skeleton when it appears must make a DC 14 Dexterity saving throw or be knocked prone.

Camp

The party finds an abandoned encampment. The leftover bones here don't seem to indicate whether they belonged to an ambushing enemy or the camp owners themselves.

Treasure. If the party searches the camp, roll on the following table to determine what they find.

d6	Treasure
1	None
2	An engraved platinum necklace (200 gp)
3	1d6 precious gemstones (50 gp each) in a small pouch
4	A crystal ball with the durability of steel (900 gp), could be used as an arcane or druidic focus
5	*Potion of superior healing*
6	*Spell scroll* (choose a 5th level spell)

Collapsing Cavern

This cavernous hall is extremely unstable, with collapsing pits, rocky debris, and large stalactites. Creatures attempting to pass through must make a DC 15 Dexterity saving throw or take 44 (8d10) bludgeoning damage.

Crystalline Shards

The walls of this 80-foot section have shards of crystal embedded into them, cut into a myriad of shapes. Light reflected by the shards is converted into beams of radiance that fire in multiple directions. Each party member must make a DC 15 Dexterity saving throw, taking 33 (6d10) radiant damage on a failed save or half as much on a successful one.

This save is repeated each round until the party reaches the end of the hall or all light sources are completely extinguished. After the first saving throw, a successful DC 14 Wisdom (Insight) check can determine the source of the beams.



Fungus

The walls and floors of this area are covered in patches of mold and fungus which combust into poisonous spore clouds whenever a creature is nearby. Creatures attempting to pass through this section must make a DC 15 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much on a successful one. In addition, on a failed save, the target suffers nightmarish hallucinations, giving them disadvantage on attack rolls and saving throws for 1 hour. This effect can be removed with spells or effects that cure poison such as the *protection from poison* spell.

Hall of Eyes

A **death tyrant** is in this area under the effects of an *invisibility* spell. When the party reaches the middle of this 60-foot hallway, a multitude of large eyes open along each side of the walls. Any creature who can see must make a DC 14 Wisdom saving throw or take 14 (4d6) psychic damage and become disoriented. The beholder attacks at the beginning of the next round, automatically surprising the disoriented characters.

Lost Ones

Three members of **the lost** charge at the party, howling cries of sorrow and pain.

Treasure. The lost carry a total of 250 gp and a random item determined on the table below.

d4	Treasure
1	*Potion of heroism*
2	*Potion of invulnerability*
3	*Potion of superior healing*
4	*Spell scroll* (choose a 4th level spell)

Markings

This encounter occurs only once.

Strange sigils and markings line the walls of this area. An **allip** wanders this hall, moving back and forth along the walls, emitting soft whispers. The allip attacks if threatened. A creature approaching it in a non-threatening manner and making a DC 15 Wisdom (Perception) check can make out the whispers. "To read the obscure, you must look for the obvious."

Examining the sigils with a successful DC 14 Intelligence (Investigation) check notices Chultan letters intermingled within the sigils. If read from the start of the hall to the end, the letters read: "Unchain the stones, cripple the shadow". This is in reference to the chained motes attached to the Shavolak's lair (see "The Blightspire").

Mirrored Walls

The walls of this 90-foot hall are polished into reflective surfaces. Any creature that can see their reflection notices a shadowy humanoid shape poised to attack the party member's reflection. Each round the party is in this hall, choose three random party members. For each of the random party members, the "shadow" makes a melee attack roll with a +8 bonus. On a hit, the target takes 27 (5d10) psychic damage.

After the first round, a successful DC 15 Wisdom (Insight) check reveals that creatures not looking in the mirrors don't get attacked. Any party member that makes an effort to not look at their reflection can pass through unharmed.

Nightspawn

The passage opens into an 80-foot-square area. Four rows of cages are lined up in a set of ten for each row. A 40-foot-square building is located behind the field of cages. Hardy prisoners are brought here to be converted into shadowkin. The building is a small barracks. Calboth, a human **champion** whose body is made mostly of shadow, resides here with a **mage** and two **veterans**.

Each cage has a glowing red sigil carved into the base. Most of the cages are filled with shadowkin, their faces staring blankly through the bars. Three of them, however contain those that have not yet succumbed to the will of the labyrinth: an elf **mage** named Mikayne, a dwarf **gladiator** named Jerrid, and a halfling **master thief** named Kristen. Each one calls out for help upon spotting the party.

The cages are locked, requiring a successful DC 15 Dexterity check to pick open. They can also be forced open with a successful DC 16 Strength check. Once the party talks to any of the NPCs or tampers with the cages, Calboth and his companions rush out and attack. NPCs that are freed have no gear or prepared spells. They could be convinced to help in the battle if given weapons.

Meeting the Survivors. If rescued, the NPCs thank the party. They are part of the group that arrived here with Lythene and Borvun (see "Residential Zone"). If asked about Lythene's brother, Varga, they say that unfortunately, Varga is already one of the shadowkin. Mikayne believes, however, that the will of the shadowkin can be restored with Shavolak's defeat. If offered a proper set of gear, and with a successful DC 15 Charisma (Persuasion) check, the party can convince one of the NPCs to travel with them (DMs choice).

Treasure. Inside the building is a stockade of non-magical weapons (a total of 30 of various types found in the *Player's Handbook*). If the party searches the building and makes a successful DC 15 Intelligence (Investigation) check, they can find a stash of gems and trinkets worth 1,500 gp, an *elixir of health* and a *mantle of spell resistance*.

Plants

Three **assassin vines** and three **shambling mounds** are concealed in this hall, which is filled with various types of lush jungle plants and flowers. Characters have disadvantage on Wisdom (Perception) checks to notice these monsters before they attack. A successful DC 13 Intelligence (Nature) check can identify the enemies while they are still hidden.

Orb

This encounter occurs only once.

A crystal orb sits upon a 5-foot tall pedestal in the center of this hall. If examined, faint images appear within the sphere in random patterns: a burning flame, a greenish cloud, a flash of lightning, a frozen landscape, a radiant glow, and an inky darkness. Any creature physically touching or attempting to scry into the orb must make a successful DC 16 Wisdom saving throw or take 27 (5d10) psychic damage.

If the orb is targeted with any magic spell or effect that inflicts acid, cold, fire, lightning, necrotic, poison, radiant, or thunder damage, the orb emits a glow in a 30-foot radius. Any creature within the glow gains resistance to the corresponding damage type for the next 24 hours. Each creature can only gain resistance to one damage type. Gaining resistance from the orb to a different damage type replaces any current resistance already gained from the

orb. Characters who already have damage resistances or immunities to a damage type from other sources don't gain anything from the orb using the same damage type.

The orb can be destroyed with magical weapon attacks or spells that deal damage types different from those listed above. The orb has an AC 15 and 45 hp.

Sage

This encounter occurs only once.

Keritrina, a half-elf **archmage**, travels through this area with Astrine, an **adult silver dragon** polymorphed into an elf. They greet the party upon approach and explain they're just passing through. Keritrina tells the party she's a scholar on a research mission. If asked about Shavolak, she tells the party that much of his power is harnessed from the primordial essence of a deity. Finding and releasing them weakens the dark spirit significantly (this is in reference to the chained motes that can be reached within the Blightspire). Before Keritrina can say more, Astrine curtly interrupts her, saying "Keri, it's not your place to toy with the fates." At that point, they tell the party they must be on their way.

If at any point the party asks if they would join them, Astrine responds, "Don't you know? You've been chosen to prove your people worthy. Who are we to interfere with that?" The pair disappear if the party pursues or tries to stop them.

The Sage and the Dragon

The players may have additional questions in regards to these NPCs. Their clothing and jewelry are uncommon and they speak with somewhat thick accents. A successful DC 18 Intelligence (History) check determines their style of clothing and equipment bear slight similarities to those worn by the people of Maztica to the west, but no more information can be gained from that.

Shadowkin

A group of shadowkin wander through this section of the maze. Though they don't speak, they can offer directions. If the party asks them the direction of the Blightspire and make a successful DC 14 Charisma (Persuasion) roll, they gain one correct path toward the required total to reach the Blightspire.

Shadows

This hall is filled with a 40-foot globe of magical darkness (possessing the effects of the *darkness* spell). Three **shadow demons** and a **warlock of the fiend** lie in wait to ambush creatures who walk into the field of darkness.

Treasure. The warlock carries a jeweled dagger worth 300 gp and a *potion of fire resistance*.

Statue

A statue of a Chultan ruler is in the middle of this hall with one arm pointed toward the party and the other toward its side, palm raised, as if holding something. On the ground are a dozen stone puzzle pieces that form into a maze. Characters succeeding on a DC 13 Intelligence (Religion) check identify the statue as a representation of Ubtao. A successful DC 14 Intelligence (Investigation) check can deduce how to put the pieces together and that they should be placed into the palm of the statue. If the party deduces that on their own, they gain advantage to the roll toward fitting the pieces together.

The stone pieces form a small tablet in the shape of Mezro. Once placed in the statue's palm, it turns, pointing in the direction of the Blightspire. Automatically add one to the party's correct path total and bypass the direction roll.

Stream

The floor of this 60-foot hall is a rushing stream of water with a depth of 25 feet. The water appears to flow in and out of the wall, with no apparent source. Three corrupted **water elementals** are concealed beneath the surface of the water, attacking any creature attempting to cross.

Viscous Pool

The hall dead-ends at a 20–foot-wide pool of fetid swamp water. An underwater passage lies 15 feet below the surface of the pool, which is a total of 20 feet deep. Creatures swimming through the passage must make a DC 13 Constitution saving throw or become poisoned for 1 hour by the putrid water. The passage leads into a 20-foot diameter pool within a 40-foot wide cavern. An **aboleth** lairs here with two **giant crocodiles**.

Voices

When the party enters this hall, they are assaulted by a cacophany of maddening visions and whispers. Each party member must make a DC 15 Wisdom saving throw or take 27 (5d10) psychic damage and gain a short term madness for 1d10 minutes (see "Madness" in chapter 8 of the *Dungeon Master's Guide*).

Walkway

This 40-foot-long hall has a narrow 3-foot-wide stone walkway surrounded on either side by a spiked pit that is 20 feet deep. Two **cloakers** descend upon any character attempting to cross the walkway. A successful DC 14 Dexterity (Acrobatics) check is required to cross the narrow path without falling in. The roll is made with disadvantage if the character is in combat. Characters who fall into the pit take 21 (6d6) piercing damage.

The Blightspire

See **Map 3.2** for locations. Once the party reaches this area, the path to the labyrinth disappears and becomes a solid wall.

A building made of jagged black stone towers above the rest of the city, its upper spires reaching into the cold, gray sky. Three large chunks of the dark rock float near the top, each one linked to the upper spire by thick iron chains. The structure widens near the bottom, where a grand entryway lies open in its center. An ominous dark red glow emanates from within, rhythmically pulsing ilike a beating heart.

Entering the Spire

This area, similar to others touched by Shavolak's power, is tainted with a powerful corruption. Creatures entering the area must succeed on a DC 14 Wisdom saving throw or succumb to the maddening visions and whispers, gaining disadvantage to all Intelligence and Wisdom ability checks for the next hour. If the party released the shadowkin in the Nightspawn (see "The Shadow Labyrinth"), they gain advantage to this saving throw. This effect can be removed with a *remove curse* spell or similar magical effect.

1. Grand Altar

This area is guarded by a **nycaloth** and four **blightwalkers**.

> This great hall spans 60 feet in diameter. The walls and floors are made of the same polished stone as the labyrinth. A ring of braziers encircle the chamber, the fires radiating a reddish violet flame. In the center of the area, the symbol of a maze surrounded by strange sigils is engraved into a raised stone dais. A trail of inky shadow writhes from the center of the symbol into the ceiling 30 feet above.

Developments and Tactics

The nycaloth is invisible, attacking after combat starts. Only two of the blightwalkers patrol the area. During the first round of combat, the other two blightwalkers appear from the braziers. The enemies fight until defeated.



The Symbol. The engraved maze is a representation of Shavolak, though the similarities to the symbol of Ubtao are fairly obvious. The shadow trail is 2 feet wide. Touching, placing objects into, or casting spells at the shadow trail have no effect. The trail simply flows directly through anything that touches it. The sigils are connected to the inscription on the floor of area 4. They don't translate into any known language. The stairs on either side of the chamber lead up to area 2.

2. Crosswalk

This passage is a connecting point between the upper spire and the grand altar below. Three secret doors in the walls open up to hidden ramps that lead to areas 5, 6, and 7. The ramps are made of semi-translucent stone (almost like blackened glass) and can be fully seen when within 10 feet of them with at least a dim light source.

3. Guardian's Chambers

The door to this room is locked and trapped. The trap requires a DC 16 Wisdom (Perception) check to notice and a DC 16 Dexterity (Sleight of Hand) check to disarm. If the trap is sprung, a stone block comes smashing down from above the doorway. Any creature within 10 feet of the door must make a DC 15 Dexterity saving throw or suffer 28 (8d6) bludgeoning damage.

Viscanda, a half-elf **conjurer** is here with a **blackguard** and two **shadow demons**. They do not immediately attack, but Viscanda warns the party they should leave.

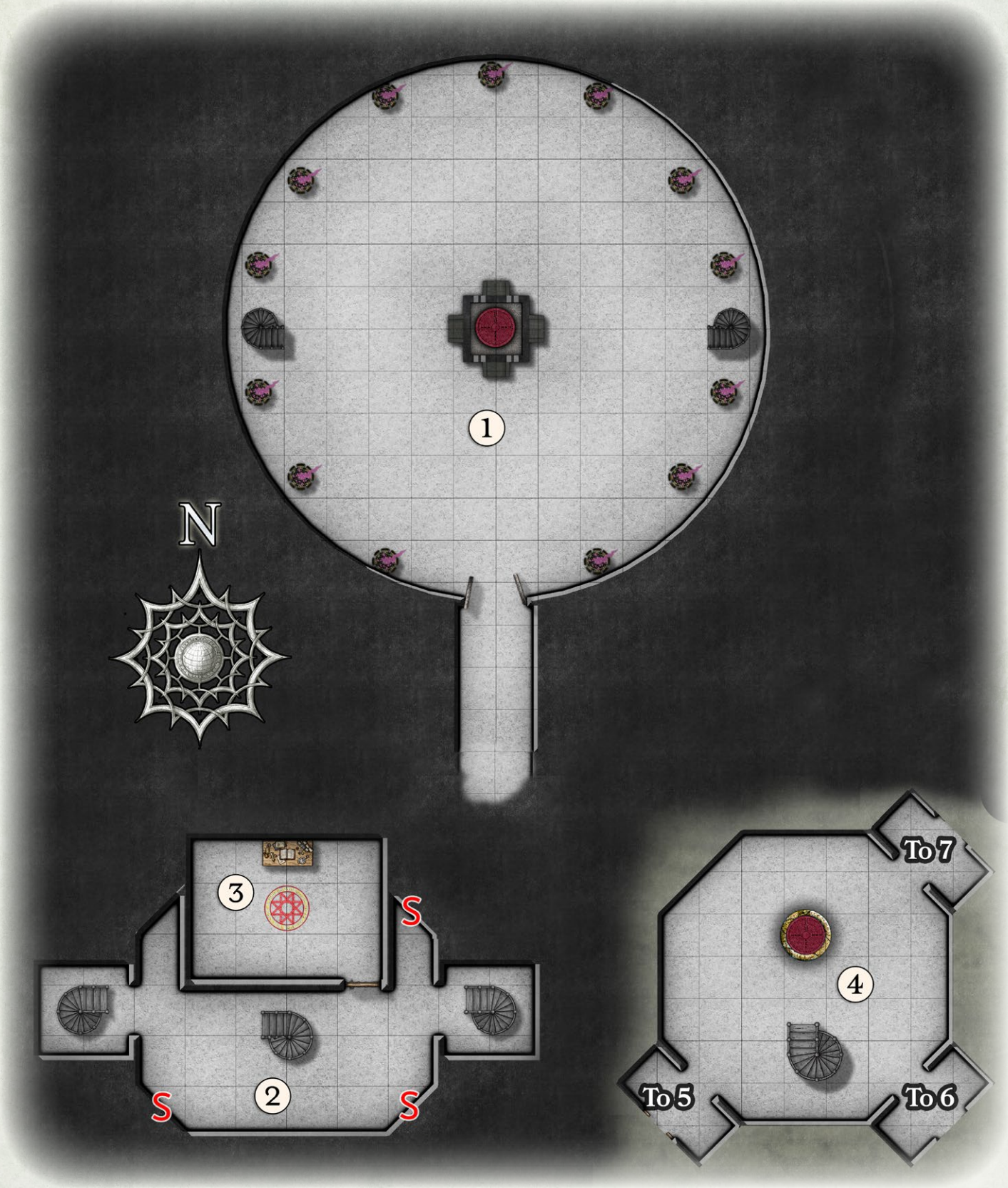
> A long table takes up the north wall of this chamber, littered with notes, maps, and markers. A ritual circle made of iron bands and stone carvings is built upon the center of the floor.

Developments

Viscanda is a servant by force, masking her free will while here. She and her companions defend themselves if attacked. She attempts to flee at the first opportunity, never to return.

Destiny: The Hidden Prisoner. If the party doesn't immediately attack, Viscanda continues her warning that the party is destined to lose under Shavolak's infinite powers. A successful DC 14 Wisdom (Perception) check notices that in between her speech, she mouths the words "Please help." If the party wishes to keep up the charade, they must succeed on a DC 15 Charisma (Deception) check before the blackguard notices something wrong. If the party attacks without harming Viscanda, the conjurer joins the fight as the party's ally.

Viscanda's Mission. If Viscanda survives, she explains she infiltrated Shavolak's forces in search of her father, Gavori, who was manipulated by the spirit. She discovered too late, however, that Gavori had been killed. She's been working since then to undermine the enemy from within. (If the party completed *Heart of the Wild*, they recognize Gavori as the name of the blackguard in command of the Kambahal). Viscanda offers to help the party. If they refuse, she leaves on her own. Either way, before she departs, she tells the party of the chained motes attached to the spire. Each one contains a powerful elemental spirit, a piece of



Map 3.2: The Blightspire

Ubtao's essence. Each one feeds a portion of Shavolak's power. She also tells them Shavolak's lair can be reached using the runic circle on the level above.

Treasure. The table has maps and notes about the different regions in Chult, as well as tactical placements for attacks and ambushes. A scroll case can be spotted in the midst of the papers with a successful DC 14 Wisdom (Perception) check. Inside the case is a *scroll of raise dead*.

4. Upper Spire

The walls and floor here are covered in sinuous patterns of markings and sigils that pulse with a deep red glow. The markings converge upon a large circular pattern carved into the floor and three smaller ones in the surrounding alcove chambers.

The Central Circle

The large carving is very similar to the one on the dais in the grand altar (area 1). However, a successful DC 14 Wisdom (Perception) check notices grooves carved around the sigils that encircle the rest of the carving, as if buttons to be pushed. A successful DC 13 Intelligence (History) check notes the sigils to bear similarities to Chultan letters but slightly warped. The letters in order spell out "AKVLHASO".

Dark Pathways. Pressing the buttons in the correct sequence ("SHAVOLAK"), generates a 2-foot wide column of inky shadow identical to the one on the dais in area 1 Together, they become a connected portal. passing through area 2, down onto the dais in area 1. Stepping into the shadow transports a character directly into Shavolak's lair located beneath the spire.

Unchained. If the chains are broken or the spirits freed from within the rock motes, the pulsing light becomes extremely faint and the shadow portal leading into Shavolak's lair (area 8) opens automatically.

The Alcove Circles

Each of the three alcoves has a smaller version of the sigil circle. In the center of each, a 3-foot-wide black iron chain is wedged into the floor and leads out a nearby window. A closer examination of the chains reveals small carvings in the metal bearing the same pulsing light as the rest of the markings.

Looking out the window spots the chain's trail leading to one of the floating stones circling the spire, as well as a small opening on the side of each. A character succeeding on a DC 14 Wisdom (Perception) check can make out the shapes of the translucent ramps leading from the chained motes into the crosswalk (area 4).

The Chains. Each chain link is thick and durable (natural AC 15, 30 hp). If destroyed, the attached rock structure is freed (the attaching ramp shatters easily) and floats off into the distant sky. Breaking all three chains provides the same effect as freeing the spirits trapped within (see "Fury of the Dark Spirit" in area 8). The chains can also be used to climb to the floating rock motes. Climbing across the chains is a precarious task, requiring a successful DC 16 Dexterity (Acrobatics) check or a DC 16 Strength (Athletics) check. The motes can be reached via magical or mundane levitation or flight as well, but instant teleportation spells still don't function.

5. Shard of Summer

A 20-foot-wide cavernous room is carved within this floating rock. In the center floats a 3-foot-wide smoky crystalline orb, inside of which is a **pixie**. Its shape is barely visible within the orb. Several cracks appear in the ceiling, casting rays of radiant golden light into the room. The rays create a rough semi-circle of light around the orb's location.

Destiny: Hajira, the Summer Spirit. The orb is immune to damage from attacks and magical spells. A successful DC 14 Wisdom (Perception) check notices the faint shape of the pixie reaching out, pointing toward the golden rays. Moving the orb into any of the rays of light causes the orb to emit a golden glow before it shatters, releasing the pixie. This can also be accomplished by reflecting the light onto the orb or casting any spell that deals direct radiant damage onto the surface of the orb itself.

Once the pixie is freed, it grows into a full-sized humanoid resembling a golden-skinned winged elf. It thanks the party and tells them it returns to the jungle to once again rejoin its essence. It doesn't answer any questions, but before it vanishes, it cures the party of any curses, diseases, exhaustion, or any similar ailments.

Spirit Prisons

It's possible some players may spend a lot of time or become frustrated over how to free the spirits in areas 5,6,and 7. To keep things moving, you can allow each character a DC 13 Wisdom (Insight) check or an Intelligence (Investigation) check with the same DC to provide them with additional clues to help them along..

6. Shard of Autumn

This room is similar in size and shape to area 5. A crystalline orb floats in front of a small tree, its branches spread wide and decorated in red and golden leaves. Every few seconds, a leaf falls from the tree and vanishes when it hits the ground. The surface of the orb is cloudy, the shadow of a tiny humanoid barely visible within.

Destiny: Edalu, the Autumn Spirit. The orb and the tree are immune to damage from attacks and magical spells. There are no branches positioned over the orb. If a branch is moved to where one of the leaves fall upon the orb, the crystal surface emits a soft orange glow before it shatters. This can also be accomplished by redirecting one of the leaves to fall upon the orb before it vanishes.

Once the orb is broken, a **dryad** appears. It graciously thanks the party, telling them it now returns to bring its essence into the jungle. It heals the party of all hit points and renews expended hit dice, as if they had taken a long rest. It's then absorbed into the tree before both it and the tree vanish.

7. Shard of Spring

This room is similar in size and shape to area 5. A 3-foot-wide smoky crystalline orb floats in the center of the area, holding a sylph (use the stats of a **pixie**, if necessary). A field of colorful flowers bloom along the floor of this cavern. Light curtains of water trickle down from cracks in the stone ceiling.

Destiny: Makeya, the Spring Spirit. The orb is immune to damage from attacks and magical spells. a successful DC 13 Wisdom (Perception) check notices the falling waters

form a semi-circle around the orb but doesn't fall upon the orb itself. Moving the orb to allow the waters to fall upon it cause the orb's surface to glow a bright green before it shatters. The water can also be collected and poured upon the orb.

Once the orb shatters, the sylph grows to the form of a medium humanoid with blue-white, gossamer wings. It thanks the party and tells them it now departs to return its essence to the jungle. Before it vanishes, it renews any expended spell slots, magical abilities, and features that would normally renew as if the party had taken a long rest.

8. Shavolak's Lair

When the party takes the shadow portal from area 1, 2, or 4, they appear in a small walkway that leads into the main chamber. The only light source in this area are the sigil carvings along the walls. These, however, are not bright enough to count as dim light. **Shavolak** awaits the party in the darkness. The party is his biggest threat to accomplishing his goals. He is beyond reasoning with and fights to his very end.

> A bitter frost lingers in this chamber, bearing no visible source. This area is composed of polished black stone. A multitude of sigils and glyphs are carved along the walls, all pulsing with an eerie reddish glow.

Fury of the Dark Spirit

Shavolak's actions and statistics are dependent upon prior actions taken by the party. Refer to the following advice when running this encounter.

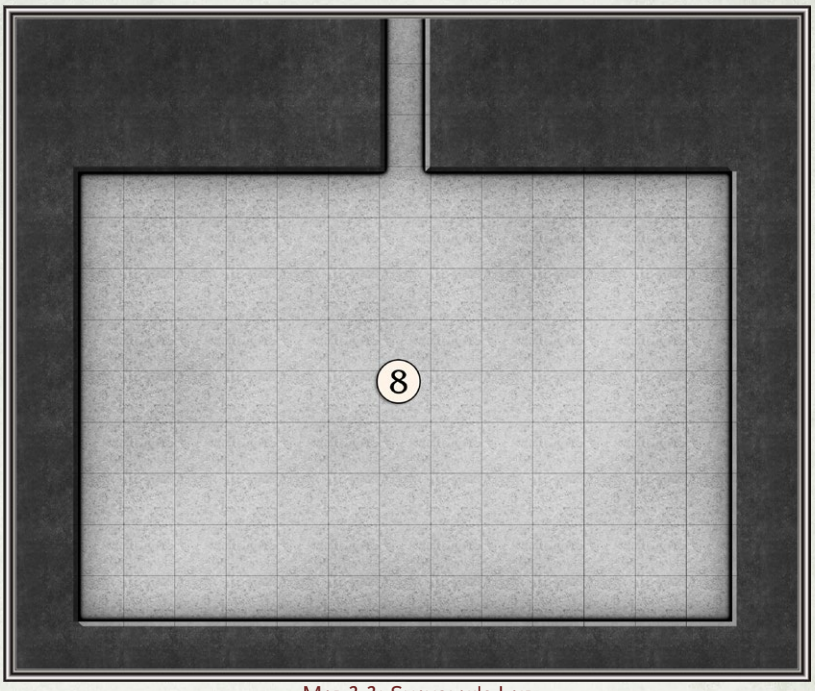
Aura of Chaos. If the party didn't release the spirits within the chained motes, or cut the chains, an aura of corruption protects this area. When the party walks past the entry hall, they're assaulted by waves of energy intermingled with flashes of black lightning and shadowy images of grinning, demonic faces. Each party member must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attack rolls and ability checks. Those failing their save can repeat it at the end of each of their turns. A successful save ends the effect. Creatures who succeed on their save become immune to the effect for the remainder of the encounter.

Coordinated Assault. If the party uses the *sending stone* to communicate with Artus, the warrior and his companions begin their attack on the Conduit. Within a minute, Shavolak lets loose a howling cry of fury, the fiery aura around his body diminishing. Any party members successfully using stealth to approach Shavolak can surprise him if they attack within three rounds after Shavolak becomes distracted.

Measure of a Monster. Shavolak's statistics are altered depending upon the party's choices (see the "Facing Shavolak" sidebar).

Shadow's Fall

Once Shavolak is defeated, his body explodes into a cloud of tiny winged shadow creatures before dissolving into the air. The Blightspire and the labyrinth both dissolve into nothing, leaving the party standing 100 feet from the edge of the Conduit. Continue to "Chosen Fates".



Map 3.3: Shavolak's Lair

Facing Shavolak

Choices and actions taken by the party can severely weaken Shavolak's powers and abilities.

Once the attack on the Conduit is underway by Artus and company, apply the following adjustments to Shavolak's combat stats:

- Strength and Constitution scores are reduced by 3 (making them 23 and 17 respectively).
- Maximum hit points are reduced to 209.
- Attacks with the *Blightreaver* are +13 to hit and deal 16 (2d10+6) necrotic damage and 11 (2d10) cold damage.
- Remove the ***Regeneration*** feature.

If the chained motes were freed, either by the chains being cut or the spirits being freed, apply the following adjustments:

- Armor Class is reduced to 18.
- Cannot use the *Create Blightwalker* lair action.
- Cannot use the *Wave of Chaos* lair action.

Chosen Fates

With Shavolak defeated, the party must still contend with the fates of Artus, Mesika, and the inhabitants of Mezro. Much of how the conclusion unfolds is dependent upon the party's choices during the adventure.

> With the maze and the spire both gone, the Shadewalk is nothing more than a barren landscape with but a few standing structures. The mountains in the distance to fade into mist, signaling that this demiplane is collapsing. A column of blue-white radiance shines like a beacon to the Conduit, now only a hundred feet away. You hear Artus howling in pain and anguish, a dreadful sound that echoes throughout the desolate terrain.

Allow the party to move closer before continuing.

> You see Artus blasting the fires of the Conduit with the *Ring of Winter*, creating an expanding layer of frost over the ground around him. His face is contorted into a mask of pain and rage, his eyes emanating a bright blue-white glow similar to the energy from the ring. Ice statues of Lythene and Borvun stand a few feet away. Mesika, further away, yells "Artus, please stop! Don't make me do this!" Dragonbait, blade in hand, dashes forward toward his friend.

The Savage Cold

Artus has lost control of the *Ring of Winter,* which is exponentially more powerful on this plane. A successful DC 13 Intelligence (Arcana) check determines that if the plane collapses while Artus is in this state, the *Ring of Winter* will eventually spread its power through the Conduit's connection, bringing a plague of icy death into both the Shadowfell and the Material Plane.

Ever-Expanding Frost. The area within a 60-foot sphere around the Conduit has a temperature of -40 degrees Fahrenheit, making the very air itself harmful to breathe. Any character beginning their turn in this area must make a DC 17 Constitution saving throw, suffering 35 (10d6) cold damage on a failed save, or half as much on a successful one. In addition, creatures that fail suffer one level of exhaustion. A creature reduced to 0 hit points is instantly petrified and can't make death saves. These effects can't be mitigated by resistances or immunities to cold damage.

Artus and the Ring. While in this condition, Artus has an AC of 18, immunity to both fire and cold damage and resistance to bludgeoning, slashing, and piercing damage from non-magical weapons. A creature who physically touches Artus must succeed on a DC 17 Constitution saving throw, becoming petrified into an ice statue on a failed save.

Allow the party one round to react before continuing to the next section.

Weaving Your Players Into It

With such a vast variety of possible characters, it would be nearly impossible to predict what each party member might be capable of. For this circumstance, make sure you reivew the events that occur within "How It All Ends" and decide what part your players have in finalizing that event. Perhaps a stout warrior reaches the Conduit to help Dragonbait restrain Artus or even attack him. Maybe the party's mage or druid uses their magic to change the weather or temperature, allowing the party to advance. Or a quick-moving character rushes into Mesika's protective aura to reach Artus' location.

Whether their choice bears success or failure, it's up to you whether or not they affect the overall outcome. If the players come up with a creative idea that directly affects the outcome determined by the Destiny Point table, consider rewarding them by changing the outcome to a better resolution. In the end, it's always best to choose which result would provide more fun and excitement for both you and your players.

How It All Ends

Tally up the number of Destiny Points using the Destiny Point tracker provided in the Appendix and refer to the possible ending events below. Remember to take a look at the "Weaving Your Players Into It" sidebar for additional options. During the sequence the characters react, read the following:

> A strong odor of wild roses and fresh baked ham overpowers the bitter breeze as Dragonbait charges toward the Conduit. At the same time, a burst of radiant energy explodes around Mesika's form, the warrior rushing toward the center of the expanding frost from the other direction. Only seconds remain before what is sure to be another cataclysm once the demiplane collapses upon you.

0-3 Destiny Points

Once Dragonbait and Mesika reach Artus, the ring summons a globe of ice shards around Artus' body, instantly reducing any creature within 20 feet of it to 0 hit points (you can, if you like, allow players to make a DC 17 Dexterity saving throw to avoid the shards). Mesika dies in front of Artus, the shock and sadness immediately enabling him to take control of the *Ring of Winter.* The last thing the party sees is a look of both confusion and anger on Artus' face before everything disappears around them. The party then find themselves standing in the center of the ruins of Mezro, with no sign of Artus or the others. Go to "Conclusion."

4-6 Destiny Points

The ring summons the globe of shards as above (0-3), except Mesika's barae aura protects her from the cloud of shards. She tearfully plunges her sword into Artus' chest. The light in Artus' eyes fades as they stare into Mesika's. His body turns to dust as he collapses, the *Ring of Winter* falling from his hand and vanishing in a cloud of frosty vapor. The party then find themselves standing in the center of the ruins of Mezro with Mesika and Dragonbait. Go to "Conclusion."

7-9 Destiny Points

The ring summons the globe of shards as above (0-3), except Mesika's barae aura protects her and everyone else from the cloud of shards. Her aura takes the form of a tall, slender human woman with long, flowing hair. Her appearance causes Artus to take control of the ring, its power instantly fading as the demiplane collapses. The party then find themselves in the center of the ruins of Mezro along with Artus, Mesika, Dragonbait, Lythene, and Borvun.

The Long-Sought Passage. A shimmering portal floats near the door of the ruined Temple of Ubtao. The bustling streets of the city as it once was can be seen beyond. Mesika smiles and says, "We did it. Mezro is finally free." Continue to the "Conclusion."

10 or More Destiny Points

The ring summons the globe of shards as above (0-3), except Mesika's barae aura protects her and everyone else from the cloud of shards. Her aura engulfs the entire area, bathing it in warmth. Within the aura appear the glowing images of two forms. One is of a tall, slender human woman with long, flowing hair. The other is a 50-foot muscular humanoid

wearing the resplendent robes of a Chultan king or emperor. Their appearance causes Artus to immediately take control of the ring, its power fading as the demiplane collapses.

The party then find themselves in the center of the City of Mezro, its shining streets filled with the bustle of people. Artus, Mesika, Dragonbait, Lythene, and Borvun are all here, along with all of the residents of the Shadewalk. No longer shadowkin, they've all been restored to their former selves. Continue to "Conclusion."

Ending the Adventure

The end of the adventure can be either somber, or happy, or both, depending on the chosen events.

What Comes Next?

The following provides a view of possible things to come.

Bittersweet Endings

If either Artus or Mesika are killed, the event leaves Mezro trapped within its own demiplane and leaves behind a mystery surrounding what happened to the *Ring of Winter*. Such a mystery is sure to bring new stories and perhaps another adventure.

The Portal to Mezro

Access to the true Mezro within the ruins opens up a world of new adventures and opportunities for the characters. In addition, both Mesika and Alisanda have both been made whole. Sadly, the *Ring of Winter* doesn't function on Mezro's demiplane. To be reunited, Artus, Alisanda or both would have to sacrifice their immortality to live out their mortal lives together. This, of course, could also be used to plant the seeds of another adventure.

Mezro Restored

If Mezro was fully restored, it completely displaces the ruins currently on Chult. Anyone who traveled to the ruins instantly appears in the same place within the restored city. Mesika's and Alisanda's splintered souls are both restored. In addition, the heroic acts of the party have restored Ubtao's power over Chult. He promotes Mesika to the ranks of the holy barae and grants Artus the position as one of his Chosen. No longer needing the *Ring of Winter* to keep himself from aging, Artus plans to journey with Sanda into the Feywild and take the ring into the court of the Summer Queen, where it can finally be destroyed.

Completion of the Trials

If the players gain access to Mezro through either method, the barae confirm the theory of many of Ubtao's ardent worshippers. The harmony between the jungle and those who live within are what gives Ubtao his power. The corruption of one does the same to the other. With his power waned, Ubtao had stepped away from his people until they relearned to walk the maze of life that he taught them when they first came to Chult. The party's actions renewed Ubtao's power and his faith in his people (also, see "Story Awards" below).

Rewards

The following rewards are available depending on the adventure's outcome.

Artus or Mesika

If Artus or Mesika survive, either one can reward the party with agreed upon amount of 4,000 gp. If they both survive, they also give the party a *helm of teleportation*. It can be used at any time to return to the teleportation circle in Mezro's College of Wizards.

Ubtao's Blessing

With the full restoration of Mezro, not only is the party awarded an additional 2,000 gp for their services, they are given the choice of one of the following items:

- a *ring of regeneration*
- a *spellguard shield*
- a *tome of understanding*
- a *weapon +3* (DMs choice of type)

Story Awards

The following story awards can be obtained depending on the adventure's outcome.

Honorary Member of the Obanashi

Gained by Rescuing Xhosala in Part 1

You are an honored savior of the Obanashi clan, banishing the corruption of the dark spirit. You may identify yourself as an honorary member of their clan and receive advantage on any Charisma checks made when dealing with any of the good-aligned rural clans living in the Chult wilderness.

Mark of the Feathered Serpent

Gained by successfully following Uzoma in Part 2

You are recognized as a friend to the couatl. Any couatl you encounter immediately regard you as an ally. You have advantage on Arcana and History checks in regards to learning information on couatl. You also gain advantage on all Charisma checks when dealing with them.

Guardians of Mezro

Gained by successfully restoring Mezro in Part 3

You are considered a legendary figure amongst the people of Mezro, always welcome within its walls. Word of your deeds and your role in Ubtao's return have spread throughout the major populations in Chult. Though this may generate a level of notoriety among the Chultan people, it may also serve to cause friction with those who have chosen to abandon Ubtao in favor of other gods.

Appendix A. Non-Player Characters

This appendix details the non-player characters that can accompany the party during this adventure.

Artus Cimber

A former member of the Harpers, Artus Cimber is the keeper of the *Ring of Winter*. He is currently focused on finding his beloved wife, Alisanda, who disappeared along with the city of Mezro during the Spellplague.

Artus has many evil forces searching for him with intentions on claiming the *Ring of Winter* for their own. This has unfortunately placed Artus in a position where he must constantly keep moving. He often travels on his own in order to avoid attention and not endanger those who would travel with him.

For a more detailed background on this NPC, refer to his entry in the *Tomb of Annihilation* hardcover.

Artus Cimber's Traits

Ideal. "The preservation of knowledge and history is important to me."

Bond. "I long to be reunited with my wife, Alisanda."

Flaw. "I am slow to trust strangers - adventurers in particular."

Dragonbait

Dragonbait is a champion of good and a saurial-a race that originated on a distant world and whose members have long lives. Very few saurials dwell in the Forgotten Realms, and no saurial communities are believed to exist anywhere in the world.

Artus Cimber

Medium humanoid (human), neutral good

Armor Class 15 (natural armor)
Hit Points 123 (13d10+52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +5, Cha +7
Skills Deception +7, History +9, Insight +6, Survival +9
Damage Resistances cold (while wearing *Ring of Winter*)
Senses passive Perception 13
Languages Common, Draconic, Dwarvish, Goblin
Challenge 7 (2,900 XP)

Special Equipment. Artus wears the Ring of Winter. He and the ring can't be targeted by divination magic or perceived through magical scrying sensors. While attuned to and wearing the ring, Artus ceases to age and is immune to cold damage and the effects of extreme cold.

Artus wields Bookmark, a +3 dagger with additional magical properties. As a bonus action, Artus can activate any of the following properties while attuned to the dagger, provided he has it drawn:

- Cause a blue gem set into the dagger's pommel to shed bright light in a 20-foot radius and dim light for an additional 20 feet, or make the gem go dark.
- Turn the dagger into a compass that, while resting on Artus's palm, points north.
- Cast *dimension door* from the dagger. Once this property is used, it can't be used again until the next dawn.
- Cast *compulsion* (save DC 15) from the dagger. The range of the spell increases to 90 feet, but the spell targets only spiders that are beasts. Once this property is used, it can't be used again until the next dawn.

Actions

Multiattack. Artus makes three attacks with Bookmark or his longbow.

Bookmark (+3 Dagger). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Ring of Winter. The *Ring of Winter* has 12 charges and regains all of its expended charges daily at dawn. While attuned to and wearing the ring, Artus can expend the necessary number of charges to activate one of the following properties:

- Artus can expend 1 charge and use the ring to lower the temperature in a 120-foot-radius sphere centered on a point he can see within 300 feet of him. The temperature in that area drops 20 degrees per minute, to a minimum of -30 degrees Fahrenheit. Frost and ice begin to form on the surfaces once the temperature drops below 32 degrees. This effect is permanent unless Artus uses the ring to end the effect as an action, at which point the temperature in the area returns to normal at a rate of 10 degrees per minute.
- Artus can cast one of the following spells from the ring (spell save DC 17) by expending the necessary number of charges: *Bigby's hand* (2 charges; the hand is made of ice, is immune to cold damage and deals bludgeoning damage instead of force damage as clenched fist), *cone of cold* (2 charges), *flesh to ice* (3 charges; as *flesh to stone* except that the target turns to solid ice with the density and durability of stone), *ice storm* (2 charges), *Otiluke's freezing sphere* (3 charges), *sleet storm* (1 charge), *spike growth* (1 charge; the spikes are made of ice), or *wall of ice* (2 charges).
- Artus can expend the necessary number of charges and use the ring to create either an inanimate ice object (2 charges) or an animated ice creature (4 charges). The ice object can't have any moving parts, must be able to fit inside a 10-foot cube, and has the density and durability of metal or stone (Artus's choice). The ice creature must be modeled after a beast with a challenge rating of 2 or less. The ice creature has the same statistics as the beast it models, with the following changes: the creature is a construct with vulnerability to fire damage, immunity to cold and poison damage, and immunity to the following conditions: charmed, exhaustion, frightened, paralyzed, petrified, and poisoned. The ice creature obeys only its creator's commands. The ice object or creature appears in an unoccupied space within 60 feet of Artus. It melts into a pool of normal water after 24 hours or when it drops to 0 hit points. In extreme heat, it loses 5 (1d10) hit points per minute as it melts. Us the guidelines in chapter 8 of the *Dungeon Master's Guide* to determine the hit points of an inanimate object if they become necessary.



Dragonbait

Medium humanoid (saurial), lawful good

Armor Class 17 (breastplate, shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	17 (+3)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Wis +6, Cha +7
Skills Athletics +5, Medicine +6
Senses passive Perception 13
Languages understands Common but can't speak
Challenge 5 (1,800 XP)

Divine Health. Dragonbait is immune to disease.

Magic Resistance Aura. While holding his holy avenger, Dragonbait creates an aura in a 10-foot radius around him. While this aura is active, Dragonbait and all creatures friendly to him in the aura have advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Dragonbait makes two melee weapon attacks.

Holy Avenger (+3 Longsword). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage when used with two hands. If the target is a fiend or an undead, it takes an extra 11 (2d10) radiant damage.

Sense Alignment. Dragon bait chooses one creature he can see within 60 feet of him and determines its alignment, as long as the creature isn't hidden from divination magic by a spell or other magical effect.

The saurial's language is a combination of clicks and whistles beyond the human range of hearing, so Dragonbait tends to rely on scents to communicate emotions. To be understood by most speaking creatures, he must "shout" a scent. Dragonbait's known scents include: brimstone (confusion), roses (sadness), lemon (pleasure or joy), baked bread (anger), violets (danger or fear), honeysuckle (tenderness or concern), wood smoke (devotion or piety), tar (victory or celebration), and ham (nervousness or worry).

Dragonbait stands 4 feet 10 inches tall, weighs 150 pounds, and has a dry, wrinkled hide. He wields a *holy avenger* longsword and carries a blue, red, and white shield. Though be bas traits in common with paladins, Dragonbait isn't a member of any class. Using an ability known as the Shen-state, he can determine the alignment of any creature within 60 feet of him.

Dragonbait's Traits

Ideal. Dragonbait emits a lemon scent while thinking about exploring the world, seeing its many wonders, and helping others along the way. (Translation: He has the heart of an explorer.)

Bond. Dragon bait gives off the scent of wood smoke while doing things to aid a friend's quest. (Translation: He would do anything for a friend.)

Flaw. Dragonbait "shouts" the scent of ham while going where others fear to tread. (Translation: He will burl himself into danger no matter bow frightening)



Mesika

Mesika is a warrior from the city of Mezro and a devout servant of Ubtao. As one of the temple's brightest students, she one day aspired to becoming one of Mezro's *barae*, the city's immortal paladins.

In 1385 DR, the Year of Blue Fire, the Spellplague had engulfed all of Chult. Mesika was near the outskirts of the city when she was enveloped in what she could only describe as a rainbow of fire. When she awoke, the city was nothing more than a flooded ruin. Parts of her memory are missing, but they have slowly been returning to her through visions. She journeyed to Port Nyanzaru where she soon discovered that over a century had passed, and the land was plagued by a mysterious death curse. After learning that Ras Nsi was still of this world, she was convinced the remaining barae must have survived somehow.

Now, under the guise of a traveler named Nerissa, she searches for the mystery behind what happened to Mezro, all the while fulfilling her vow to vanquish the forces of darkness and corruption in Chult. She believes wholeheartedly that Ubtao saved her life for a purpose and fulfilling that purpose will one day allow her to return home.



Mesika's Traits

Ideal. We must do everything in our power to protect our world from the forces that seek to corrupt it.

Bond. I have long been separated from my home and people. I hope the memories and visions that I receive will in time help me to return home.

Flaw. I despise all forms of dark magic to a fault, and often place myself in grave danger to eradicate it.

Mesika

Medium humanoid (human), lawful good

Armor Class 16
Hit Points 84 (13d8 + 28)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Str +4, Dex +6
Skills Acrobatics +7, Athletics +4, Insight +6, Perception +6
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Common
Challenge 5 (1,800 XP)

Evasion. If Mesika is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Unarmored Defense. While Mesika is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Unarmored Movement. While Mesika is wearing no armor and wielding no shield, her walking speed increases by 20 feet (included in her speed).

Actions

Multiattack. Mesika makes three melee attacks.

Khopesh Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Reactions

Parry and Counter. Mesika adds 3 to her AC against one melee or ranged attack that would hit her. To do so, she must see the attacker. If the attack misses, Mesika can make one melee attack against the attacker if it is within her reach.

Appendix B. New Monsters

This appendix details new monsters not available in the *Monster Manual* or any other supplement.

Blightwalkers

These undead abominations are born from spirits of the land that have been corrupted through years of being trapped in an blighted regions.

Spawns of Corruption. In regions strong with magical enchantments or a powerful connection to the Feywild, spirits of nature thrive, often becoming one with the weave of magic throughout the region. When such an area becomes corrupted by dark energies such as from the Abyss or the Shadowfell, the essences of these spirits become tainted, filled with rage and hatred of the world from which they expelled.

Defilers of Nature. Often bound by powerful necromancers, these corrupted spirits embody suits of armor melted onto dead flesh. Normal plants wither and die beneath their footsteps. Each emanates an aura of death and decay that eats away at the souls of any who come within their reach. Manifestations of rage, they fight viciously and without mercy.

Blightwalker

Medium undead, chaotic evil

Armor Class 15 (armor scraps)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	5 (-3)

Damage Vulnerabilities fire
Damage Immunities necrotic, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common and Abyssal but can't speak
Challenge 3 (700 XP)

Corruption Aura. A creature that touches the blightwalker or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage.

Actions

Multiattack. The blightwalker makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Death Gaze. The blightwalker targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Constitution saving throw against this magic or take 15 (3d10) necrotic damage.



Xill

Brutal and viscious, these four-armed, red-skinned, reptilian humanoids roam the Ethereal Plane delivering their calculated savagery to unsuspecting foes.

Death from the Veil. Xill delight in the pain and suffering they inflict upon their vicitms. They can shift into any plane that borders the Ethereal Plane at will, often capable of appearing anywhere at anytime. Coordinating such attacks upon their prey is their preferred method of combat and hunting.

Organized Brutality. Though often viewed as barbaric, many Xill are part of a structured, civilized society overseen by ruthless totalitarianism. Not much is known of their culture other than their desire to kill. Some paralyzed victims are left alive become incubators for laying eggs.



Xill

Medium fiend, lawful evil

Armor Class 16 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	7 (-2)

Saving Throws Dex +5, Con +6
Skills Acrobatics +5, Athletics +7, Perception +5
Senses passive Perception 15
Languages Infernal
Challenge 6 (2,300 XP)

Ethereal Shift. As a bonus action, the xill can magically shift from the Material Plane to the Ethereal Plane, or vice versa. .

Actions

Multiattack. Mesika makes four attacks: two with its longswords and two with its shortswords. Alternatively, it makes two attacks with its longswords and one with its bite.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.and 7 (2d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or become paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the paralyzing effect of the xill's bite attack for the next 24 hours

Appendix C. Monsters and Threats

This appendix details new monsters that do not appear in the *Monster Manual*.

Allip

Medium undead, neutral evil

Armor Class 13
Hit Points 40 (9d8)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Int +6, Wis +5
Skills Perception +5, Stealth +6
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages Common, Elvish
Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Maddening Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Amanabuzi

Large elemental, neutral

Armor Class 17 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 10
Languages Terran, can communicate telepathically
Challenge 10 (5,900 XP)

Magic Weapons. The elemental's weapon attacks are magical.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage.

Thunderous Strike (Recharge 6). The elemental makes one slam attack. On a hit, the target takes an extra 27 (5d10) thunder damage, and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Assassin Vine

Large plant, unaligned

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	1 (-5)	10 (+0)	1 (-5)

Damage Resistances cold, fire
Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 30 ft., passive Perception 10
Languages --
Challenge 3 (700 XP)

False Appearance. While the assassin vine remains motionless, it is indistinguishable from a normal plant.

Actions

Constrict. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* The target is grappled (escape DC 14). While it is grappled, the target is restrained and takes 11 (2d6 + 4) bludgeoning damage plus 21 (6d6) poison damage at the start of each of the vine's turns. The vine can constrict only one target at a time.

Entangling Vines. The assassin vine can animate normal vines and roots in a 15-foot square starting at a point within 30 feet of it. A creature in the area when the effect begins must succeed on a DC 13 Strength saving throw or be restrained by the entangling vines and roots. A creature restrained by the plants can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a successful check. The effect ends after 1 minute, or when the assassin vine dies or uses its Entangling Vines again.

Blackguard

Medium humanoid (any race), any evil alignment

Armor Class 18 (plate)
Hit Points 153 (18d8+72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5
Skills Athletics +7, Deception +5, Intimidation +5
Senses passive Perception 12
Languages Common
Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, protection from evil and good, thunderous smite*
2nd level (3 slots): *branding smite, find steed*
3rd level (2 slots): *blinding smite, dispel magic*

Actions

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 9 (1d10+4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Brachiosaurus Zombie

Gargantuan undead, unalignedl

Armor Class 14 (natural armor)
Hit Points 145 (10d20 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	5 (-3)	19 (+4)	1 (-5)	7 (-2)	5 (-3)

Saving Throws Con +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 6 (2,300 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

Stomp. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 34 (5d10 + 7) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. Hit: 40 (6d10 + 7) bludgeoning damage.

Poison Breath (Recharge 5-6). The brachiosaurus zombie exhales poison gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6
Skills Athletics +9, Intimidation +5, Perception +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 9 (5,000 XP)

Indomitable (2/day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

Actions

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Conjurer

Medium humanoid (any), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4
Skills Arcana +6, History +6
Senses passive Perception 11
Languages any four languages
Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash, mage hand, poison spray, prestidigitation*
1st level (4 slots): *false life, mage armor, ray of sickness*
2nd level (3 slots): *mage armor, magic missile, unseen servant**
3rd level (3 slots): *fireball, stinking cloud*
4th level (3 slots): *Evard's black tentacles,* stoneskin*
5th level (2 slots): *cloudkill,* conjure elemental**

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Giant Skeleton

Huge undead, neutral evil

Armor Class 17 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	4 (-3)	6 (-2)	6 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft ., passive Perception 8
Languages understands Giant but can't speak
Challenge 7 (2,900 XP)

Evasion. If the skeleton is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Magic Resistance. The skeleton has advantage on saving throws against spells and other magical effects..

Turn Immunity. The skeleton is immune to effects that turn undead.

Actions

Multiattack. The skeleton makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft. , one target. Hit: 15 (3d6 + 5) slashing damage.

Giant Vine Blight

Large plant, neutral evil

Armor Class 15 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	5 (-3)	14 (+2)	10(+0)

Skills Stealth +5
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages --
Challenge 6 (2,300 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Multiattack. The blight can use its constrict attack on two separate targets..

Constrict. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 19 (4d6 + 5) bludgeoning damage, and a Large or smaller target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (Recharge 5–6). Grasping roots and vines sprout in a 20-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 14 Strength saving throw or become restrained. A creature can use its action to make a DC 14 Strength check, freeing itself or another entangled creature within reach on a success.

Lapanalori

Large elemental, neutral

Armor Class 18 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	8 (-1)	12 (+1)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 11
Languages Aquan, can communicate telepathically
Challenge 10 (5,900 XP)

Magic Weapons. The elemental's weapon attacks are magical.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8+ 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 22 (4d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 18). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (4d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 18 Strength saving throw and succeeding.

Master Thief

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

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

Saving Throws Dex +7 Int +3
Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7
Senses passive Perception 13
Languages any one language (usually Common) plus thieves' cant
Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Actions

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Matago

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Damage Resistances necrotic
Senses passive Perception 11
Languages any four languages
Challenge 10 (5,000 XP)

Spellcasting. Matago is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, ray of frost*
1st level (4 slots): *false life, mage armor, ray of sickness*
2nd level (3 slots): *blindness/deafness, ray of enfeeblement, web*
3rd level (3 slots): *animate dead, bestow curse, vampiric touch*
4th level (3 slots): *blight, dimension door, stoneskin*
5th level (2 slots): *Bigby's hand, cloudkill*
6th level (1 slots): *circle of death*

Grim Harvest (1/Turn). When Matago kills a creature that is neither a construct nor undead with a spell of 1st level or higher, he regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 5 (2d4) necrotic damage.

Lair Actions

On initiative count 20 (losing initiative ties), and while attuned to the *Daijobi Senga*, Matago can take a lair action to perform one of the following:

Chaos Bolt Matago sends a bolt of corruption at one creature he can see within 30 feet of him. The target creature must make a DC 15 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half a smuch on a successful one. In addition, on a failed save, the target becomes frightened until the end of its next turn.

Create Blightwalker. Matago can use a bonus action to magically summon a blightwalker. They attack any creature that is a visible threat to him. Matago can't use this ability if he already has at least two blightwalkers currently in his service.

Resistance. Matago gains magic resistance, granting him advantage on saving throws against magical spells and effects. This effect lasts until initiative count 20 on the following round, upon which he must use this lair action again to receive the benefits of this effect.

Phantom Warrior (Quomec)

Medium undead, neutrral good

Armor Class 16
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

Skills Perception +2, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 12
Languages Common, any languages it knew in life
Challenge 3 (700 XP)

Ethereal Sight. The phantom warrior can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The phantom warrior can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Spectral Armor and Shield. The phantom warrior's AC accounts for its spectral armor and shield.

Actions

Multiattack. The phantom warrior makes two attacks with its spectral longsword.

Spectral Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) force damage.

Etherealness. The phantom warrior enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Rot Troll

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 138 (12d10 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	5 (-3)	8 (-1)	4 (-3)

Skills Perception +3
Damage Immunities necotic
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 9 (5,000 XP)

Rancid Degeneration. At the end of each of the troll's turns, each creature within 5 feet of it takes 11 (2d10) necrotic damage, unless the troll has taken acid or fire damage since the end of its last turn..

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 16 (3d10) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 5 (1d10) necrotic damage.

Shavolak

Huge fiend, chaotic evil

Armor Class 19 (natural armor)
Hit Points 253 (22d10 + 132)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	20 (+5)	17 (+3)	18 (+4)	21 (+5)

Saving Throws Dex +11, Con +12 Wis +11
Skills Deception +12 Intimidation +12 Perception +11, Stealth +11
Damage Resistances fire, bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned, unconscious
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP)

Innate Spellcasting. Shavolak's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *charm person*, *command*, *crown of madness*, *detect magic*, *Evard's black tentacles*, *invisibility* (self only), *suggestion*
3/day each: *confusion*, *counterspell*, *dispel magic*, *inflict wounds*
1/day each: *circle of death*, *dominate monster*

Legendary Resistance (3/day). If Bael fails a saving throw, he can choose to succeed instead.

Magic Resistance. Bael has advantage on saving throws against spells and other magical effects.

Magic Weapons. Bael's weapon attacks are magical.

Regeneration. Bael regains 20 hit points at the start of his turn. If he takes radiant damage, this trait doesn't function at the start of his next turn. Bael dies only if he starts his turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. Shavolak makes two attacks.

Blightreaver. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 16 (3d10) cold damage.

Teleport. Bael magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Legendary Actions

Bael can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Bael regains spent legendary actions at the start of his turn.

Attack (Costs 2 Actions). Bael attacks once with his hellish morningstar.

Enthralling Darkness. Bael casts *charm person* or *command*.

Teleport. Bael uses his Teleport action.

Lair Actions

On initiative count 20 (losing initiative ties), Shavolak can take a lair action to perform one of the following:

Create Blightwalker. Matago can use a bonus action to magically summon a blightwalker. They attack any creature that is a visible threat to him. Matago can't use this ability if he already has at least two blightwalkers currently in his service.

Wave of Chaos. Shavolak launches a spiral of writhing shadows at a creature he can see within 60 feet of him. The target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage and become restrained until the end of their next turn.

The Lost

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	6 (-2)	7 (-2)	5 (-3)

Skills Athletics +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness
Senses darkvision 60 ft., passive Perception 8
Languages Common
Challenge 7 (2,900 XP)

Actions

Multiattack. The Lost makes two arm spike attacks.

Arm Spike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) piercing damage.

Embrace. *Melee Weapon Attack:* +6 to it, reach 5 ft., one target. Hit: 25 (4d10 + 3) piercing damage, and the target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is frightened, and it takes 27 (6d8) psychic damage at the end of each of its turns. The Lost can embrace only one creature at a time.

Reactions

Tightening Embrace. If the Lost takes damage while it has a creature grappled, that creature takes 18 (4d8) psychic damage.

Tyrannosaurus Zombie

Gargantuan undead, unalignedl

Armor Class 11 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	19 (+4)	1 (-5)	3 (-4)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 6
Languages —
Challenge 8 (3,900 XP)

Disgorge Zombie. As a bonus action, the tyrannosaurus zombie can disgorge a normal zombie, which appears in an unoccupied space within 10 feet of it. The disgorged zombie acts on its own initiative count. After a zombie is disgorged, roll a d6. On a roll of 1, the tyrannosaurus zombie runs out of zombies to disgorge and loses this trait. If the tyrannosaurus zombie still has this trait when it dies, 1d4 normal zombies erupt from its corpse at the start of its next turn. These zombies act on their own initiative count.

Undead Fortitude. If damage reduces the tyrannosaurus 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

Multiattack. The tyrannosaurus zombie makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the tyrannosaurus zombie can't bite another target or disgorge zombies.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Ukuni Assassin

Medium humanoid (any race), any alignment

Armor Class 15 (studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+2)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6 Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistances poison
Senses passive Perception 13
Languages any two languages plus thieves' cant
Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Earth Step (3x/day). The assassin can move through solid earth or rock as if those areas were difficult terrain. If they end their turn there, they are shunted out to the nearest unoccupied space they last occupied.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Stone Camouflage. The assassin has advantage on Dexterity (Stealth) checks made to hide in rocky terrain

Actions

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit*: 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Warlock of the Fiend

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +5, Cha +11
Skills Arcana +4, Deception +7, Persuasion +7, Religion +4
Damage Resistances slashing from nonmagical attacks that aren't silvered
Senses darkvision 60 ft., passive Perception 11
Languages any two languages (usually Abyssal or Infernal)
Challenge 7 (2,900 XP)

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

At will: *alter self, false life, levitate* (self only), *mage armor* (self only), *silent image*
1/day: *feeblemind, finger of death, plane shift, teleport* (self only)

Spellcasting. The warlock is a 17th level spellcaster. Its spellcasting ability is Charism (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*
1st–5th level: (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Mace *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

Zumoch

Medium undead, neutrral good

Armor Class 18 (breastplate, shield)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

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

Skills Perception +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned, unconscious
Senses darkvision 60 ft., passive Perception 14
Languages Common, any languages it knew in life
Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, Zumoch can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If he does so, attack rolls against him have advantage until the start of its next turn..

Turning Defiance. Zumoch and any other allies within 30 feet of him have advantage on saving throws against effects that turn undead.

Actions

Multiattack. Zumoch makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Appendix D. New Magic Item

Player characters can obtain the following item as a reward during the adventure.

Oathbinder

Weapon (warhammer), legendary (requires attunement by a creature of non-evil alignment)

Handed down through generations of holy warriors, *Oathbinder* is a warhammer fashioned from gold, jade, and finished wood. You gain a +2 bonus to attack and damage rolls made with this weapon. In addition, it has all of the properties of a *mace of disruption* (see "Treasure" in chapter 7 of the *Dungeon Master's Guide*).

While holding the weapon, you can use an action to cast *beacon of hope*. Once used, this ability can't be used again until the next dawn.

Sentience. *Oathbinder* is a lawful good weapon with an Intelligence of 12, a Wisdom of 14 and a Charisma of 14. It has hearing and normal vision out to a range of 60 feet.

The weapon can speak, read, and understand Common and Celestial. It has a strong, feminine voice. It knows every language you know while you're attuned to it.

Personality. Imbued with the lifeforce of an ancient celestial, *Oathbinder* is the sworn enemy of fiends and other evil extraplanar creatures. It speaks only when it has something important to say, and can often be openly curt and matter-of-fact when doing so.

Oathbinder is courageous in the face of all that is evil. If its wielder actively chooses to flee from facing an extraplanar evil, such as a demon or powerful undead, and can't provide good justification for doing so, the weapon openly mocks them for their cowardice until the wielder can redeem themselves by defeating a worthy evil opponent.

A protector of life and light, Oathbinder has no patience for those who perform acts spurned by dishonesty and corruption. It strongly protests against any wielder who continuously participates in such actions, and can be very disagreeable when its wielder consistently tolerates others who do the same.



Appendix E. Player/DM Handouts

Player Handout #1: Tower Teleportation Circle

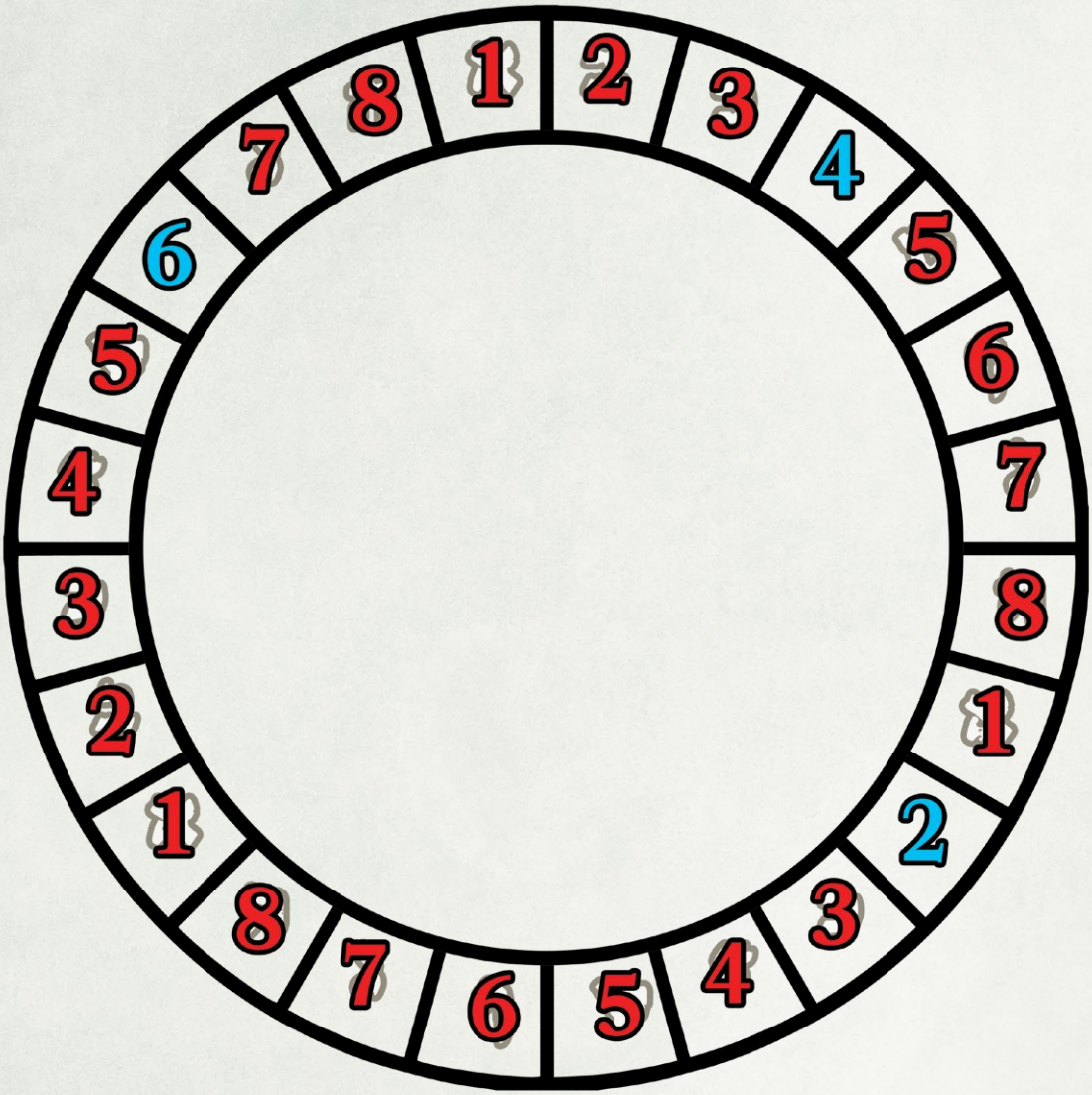


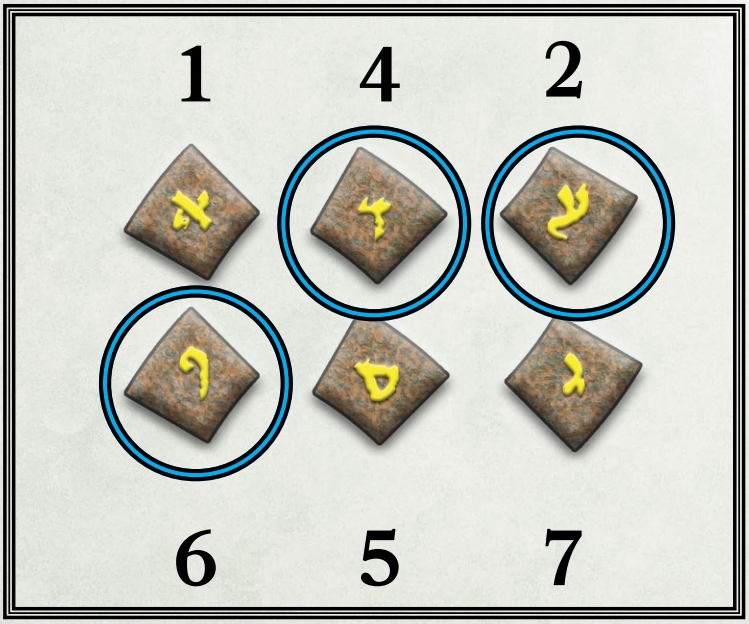
A: Floor Circle



B: Loose Stones

DM Worksheet: Tower Circle Sequence (Solution)





The correct stones to activate the teleportation portal are marked with the corresponding number sigils: 6, 4, and 2.

Player Handout #2: Sage's Letter

Leuia,

I have compiled as much research as possible and have a theory on what we may be facing. Without Ubtao to guide us, Quomec has brought doom upon us all.

It is now up to you, my most trusted apprentice, to carry on our traditions. When you find this, leave immediately. Protect yourself and use the circle in the laboratory. The prince and I leave now to warn Commander Zumoch.

Nellioc

Optional DM Worksheet: Destiny Tracker

This sheet is for keeping track of the various optional Destiny scenarios that come up during the adventure. Keep track of each event and tally the points when you reach the Conclusion to determine the ending outcome.

Part 1

◊ Wainrath is healed in front of the Temple of the Rising Sun.

◊ The Spirit Chamber (area 4 in the temple) is cleansed.

◊ Xhosala is separated from the *Daijobi Senga* conduit before she loses her sanity.

Part 2

◊ Dragonbait does **not** join the party, instead staying with Artus.

◊ The party reaches Mauratal during the chase without any party members losing Uzoma (**worth 2 points)**.

◊ Mesika is welcomed to join the party at the Quomec Ziggurat.

◊ The seal in Quomec's tomb remains intact before defeating Ahutan.

◊ A player character attempts to save Artus from the shadow portal upon arrival in the Shadowfell.

Part 3

◊ A player character helps to carry Artus to Lythene's Hideout.

◊ Viscanda is rescued from the lab in the Blightspire.

◊ All three nature spirits in the Blightspire are released.

Universal

◊ The party has completed the *Heart of the Wild* adventure (**worth 2 points**).

◊ The party has completed *The Risen Mists* adventure (**worth 2 points**).