GUILD

TACTICAL MAPS

# ADVENTURE ATLAS



A collection of ready-to-play encounters for
*Tactical Maps: Reincarnated*

TACTICAL MAPS

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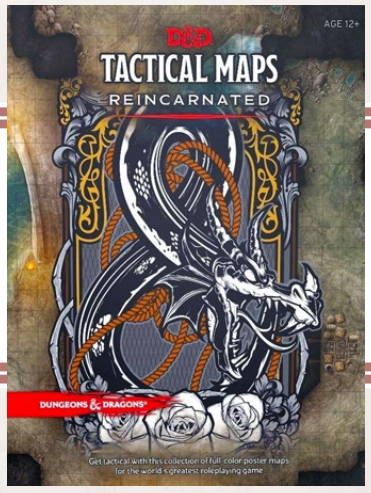
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### About this Product

*Tactical Maps: Adventure Atlas*, is a compilation of adventures created to provide a versatile collection of short, ready-play encounters suitable for any campaign or adventure setting.

Though playable on its own, this adventure collection can also be used as a companion product to *Tactical Maps: Reincarnated* published by Wizards of the Coast.





# Introduction

Adventure anytime! *Tactical Maps: Adventure Atlas* makes playing *Dungeons & Dragons* easy. This supplement provides everything you need to plan an evening (or even just an hour) of D&D for characters of any level with very little preparation. Just pick an adventure from this supplement, take a few minutes to read it over, and game time is good to go.

You can also use this supplement to throw down a new adventure when the players take the story in a surprising direction. Several of the adventures in this supplement take only an hour or so of time, allowing for side-trek sessions that fit into diverse stories and hectic schedules.

This supplement can be enhanced with *Tactical Maps: Reincarnated*. Each of the twenty-two maps included in that product is detailed as a full fantastic location in the *Adventure Atlas* and given four short adventures, meaning this supplement includes 88 ready-to-play adventures.

## Running the Adventures

To run this adventure, you need the D&D fifth edition core rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. The *Sword Coast Adventurer's Guide* is helpful but not necessary.

The *Monster Manual* contains stat blocks for most of the creatures found in this adventure. All the necessary stat blocks are included there or in appendix A. When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block in the *Monster Manual*, unless the adventure's text instead refers you to the monster appendix in this book. If a humanoid NPC has a race listed that is not human, adjustments for that NPC's statistics can be found in appendix B.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*, unless the adventure's text directs you to an item's description in appendix C.



### Abbreviations

The following abbreviations appear in this book:

- hp = hit points
- AC = Armor Class
- DC = Difficulty Class
- XP = experience points
- pp = platinum piece(s)
- gp = gold piece(s)
- ep = electrum piece(s)
- sp = silver piece(s)
- cp = copper piece(s)
- NPC = nonplayer character
- LG = lawful good
- CG = chaotic good
- NG = neutral good
- LN = lawful neutral
- N = neutral
- LE = lawful evil
- CN = chaotic neutral
- CE = chaotic evil
- NE = neutral evil
- DM = Dungeon Master

### Setting

The adventures and locations contained in the *Adventure Atlas* are set in the Forgotten Realms, but by adjusting just a few details (such as the names of deities or the ethnicity of NPC humans) you can make them a part of almost any D&D setting you choose, including a world of your own creation.

#### Nonspecific Surroundings

Each location's specific surroundings are kept general so you can place it anywhere you like in the world. A location's description could reference a nearby mountain range, river, or village without giving a specific name to allow you to place the location wherever makes sense for the story you are telling.

## Locations & Adventures

This supplement contains information for twenty-two locations based on the maps in the *Tactical Maps: Reincarnated* product from Wizards of the Coast. Four short adventures are included with each location. Each adventure is meant for a party of characters with an average level of 1 – 20. A breakdown of the adventures by level is included on the following table.

## Adventures by Level

| Lvl | Adventure | Location | Map |
|---|---|---|---|
| 1st | Copper Kings | Grassel's Farm | I |
| 1st | Guild Heist | Tallow Town | V |
| 1st | Goblin Occupation | Dark Path Cave | N |
| 1st | Kobold Club | Chromatic Vault | U |
| 1st | Kobold Smugglers | Snow Wall | P |
| 1st | Revenge of the Cult | Hermit's Path | T |
| 1st | Rise and Die | Three Grave Road | K |
| 1st | The Lost Sword | Shadowhold | B |
| 2nd | Druid's Revenge | Tallow Town | V |
| 2nd | Dryad Rage | Grassel's Farm | I |
| 2nd | Gnoll Place to Hide | Fort First Watch | H |
| 2nd | Magmin Mayhem | Chromatic Vault | U |
| 2nd | Something Stinky | Karaktul Outpost | M |
| 2nd | The Terrifying Fauna | Three Grave Road | K |
| 3rd | Big Bairn Breakout | Snow Wall | P |
| 3rd | Cult of Shadows | Shadowhold | B |
| 3rd | Owlbear Love | Grassel's Farm | I |
| 3rd | Stone Face Bandits | Hermit's Path | T |
| 3rd | The Chaos Candles | Tallow Town | V |
| 3rd | Troll Nap | Dark Path Cave | N |
| 4th | Ash-Cult of Imix | Isle of Eternal Flame | S |
| 4th | Farm Breakout | Grassel's Farm | I |
| 4th | Goblin Toll | Three Grave Road | K |
| 4th | Steal the Darkness | Tallow Town | V |
| 4th | Tap Tap Tap | Karaktul Outpost | M |
| 4th | The Beasts Within | Fort First Watch | H |
| 5th | Dhreda's Return | Shadowhold | B |
| 5th | Lonely Necromancer | Dark Path Cave | N |
| 5th | Mage Malfunction | Chromatic Vault | U |
| 5th | Stone Scholar | Djinni Cave | A |
| 5th | The Lost Paladin | Hexholm | L |
| 5th | This Ore That | Crystal Cavern | O |
| 6th | A Gap in History | Hexholm | L |
| 6th | Brass Guardian | Chromatic Vault | U |
| 6th | Hobgoblin Takeover | Fort First Watch | H |
| 6th | Save the Svirfneblin | Karaktul Outpost | M |
| 6th | Servants of Yan-C-Bin | Djinni Cave | A |
| 7th | Finish the Job | Dark Path Cave | N |
| 7th | Lair of the Lamia | Shadowhold | B |
| 7th | Shadar-Kai Rivalry | Hexholm | L |
| 7th | Salamandrian Magmaforge | Isle of Eternal Flame | S |
| 7th | Treant Emergency | Hermit's Path | T |
| 7th | Unstable Stone | Djinni Cave | A |
| 8th | Finding Biss | Caves of Tapeesa | Q |
| 8th | Hungry Hungry Dragon | Djinni Cave | A |
| 8th | Mind Tricks | Karaktul Outpost | M |
| 8th | Reclaim the Stronghold | Hexholm | L |
| 8th | Tearing the Web | Crystal Cavern | O |
| 8th | Unwanted Tenants | Stonehaven | J |
| 9th | A Miner Problem | Crystal Cavern | O |
| 9th | A Portal Too Far | Three Grave Road | K |
| 9th | Family Gathering | Blood Stone Circle | F |
| 9th | Giant Panic | Fort First Watch | H |
| 9th | Giant Troubles | Stonehaven | J |
| 9th | Lava Fingers | Mad King's Hoard | R |
| 10th | Gold Negotiations | Mad King's Hoard | R |
| 10th | Save Qimmiq | Caves of Tapeesa | Q |
| 10th | Summoning the Priestess | Crystal Cavern | O |
| 10th | The Mage's Weather | Hermit's Path | T |
| 10th | Wet Behind the Ears | Stonehaven | J |
| 11th | Fomorian's Slaves | Altar Outpost | C |
| 11th | Genie Bet | Mad King's Hoard | R |
| 11th | Raw Materials | Stonehaven | J |
| 12th | New Royalty | Mad King's Hoard | R |
| 12th | Research for Bahamut | Azureal's Prison | E |
| 13th | Alternate Adventurers | Altar Outpost | C |
| 13th | Return of Kalarel the Vile | Throne of Orcus | G |
| 14th | Battle of the Breach | Snow Wall | P |
| 14th | The Cult's Test | Azureal's Prison | E |
| 14th | The Demons Within | Altar Outpost | C |
| 15th | Phlogaroth the Flamebather | Isle of Eternal Flame | S |
| 15th | Kalarel's Hubris | Throne of Orcus | S |
| 15th | Usurpation | Blood Stone Circle | F |
| 16th | Awakened Army | Altar Outpost | C |
| 16th | Cellmates | Azureal's Prison | E |
| 16th | Reconsecration | Blood Stone Circle | F |
| 16th | White Death | Caves of Tapeesa | Q |
| 17th | Avatar of Slaughter | Blood Stone Circle | F |
| 17th | Tenebrous Rising | Throne of Orcus | G |
| 17th | The Cursed Land | Dragon Knight's Temple | D |
| 18th | Blue Family Reunion | Azureal's Prison | E |
| 18th | Imix, Prince of Eternal Flame | Isle of Eternal Flame | S |
| 18th | Restoring Silverdusk | Dragon Knight's Temple | D |
| 19th | Demon Prince of Undeath | Throne of Orcus | G |
| 19th | Restoring Silverdusk | Dragon Knight's Temple | D |
| 20th | Fire and Ice | Snow Wall | P |
| 20th | Lair of the Shadow Wyrm | Dragon Knight's Temple | D |
| 20th | Stalking the Nightwalker | Caves of Tapeesa | Q |

# Tactical Map Adventures

The following adventures can be played on their own or used with the *Dungeons & Dragons* product *Tactical Maps: Reincarnated* from Wizards of the Coast. If you plan on playing a character in these adventures, stop reading now. If you plan to run these adventures as the Dungeon Master, read on! As the DM you have the power to change any details of the adventures to make them more fun for your gaming group.

## Djinni Cave

For more than a century, the djinni Cazra Kabhan made her home in this cave at the top of a 20,000-foot-tall mountain, where the barrier between the Material Plane and the Plane of Air is thin. She offered to temporarily serve mortals who made the trek to her home, provided they passed her test of will.

The djinni desired to aid those pure of heart and strong of mind, so she created a magic diamond called the *aeli stone*. Good mortals with great resolve who touched the stone received a boon from the item, while those with less kindness and wisdom were hurt - or worse.

Though Cazra has long since returned to her palace in the Plane of Air, her influence and the *aeli stone* remain in the cave, which is why locals call it Djinni Cave.

### Djinni Cave Features

Djinni Cave has the following features:

- The naturally occurring cave has a 20-foot-high ceiling.
- Climbing the walls of the cave without equipment requires a successful DC 12 Strength (Athletics) check.
- The cave is at a high altitude (see "High Altitude" in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide*).
- Creatures with a fly speed have that speed increase by 10 feet while inside the cave.
- While active, the *aeli stone* brightly lights the entire cave (see area A3).

### Djinni Cave Areas

The following areas are keyed to the Djinni Cave map.

#### A1. Mephit Nests

Each of these piles of rubble allows the elemental energy in the cave to mix with the rubble's dust, creating **dust mephits**. Each nest holds 1d4 + 1 hiding mephits. The mephits only attack to defend themselves.

If the characters notice the mephits, they come out of hiding and ask the characters to tell stories of death. A character who tells a story about a personal experience with death and succeeds on a DC 11 Charisma (Performance) check earns the mephits' admiration. The mephits follow the character around for 1d6 hours, asking for more stories and performing favors that don't put the little elementals in harm's way. After the time elapses, the mephits get bored and return to their nests.

The mephits have seen what happens when creatures touch the *aeli stone*. They do not touch the stone themselves, only describing what it can do (see area A3) to characters that have earned their favor with a story.

#### A2. Whirlwind Pits

Each of these pits is 50-feet deep, and creatures within 10 feet of a pit can hear a faint howl as wind rushes over it. A *detect magic* spell reveals each pit radiates an aura of evocation magic. Cazra dug and enchanted the pits as a security measure.

When a creature without a flying speed starts its turn within 5 feet of a pit or climbing the wall of a pit, it must succeed on a DC 13 Strength saving throw or get hurled into the pit by a sudden strong wind, taking bludgeoning damage from falling and landing prone. A creature starting its turn in the pit must succeed on a DC 13 Strength saving throw or take 7 (2d6) bludgeoning damage as they get knocked around the pit's floor by a sudden wind.

A *dispel magic* spell suppresses a single pit's winds for 1 hour.

Climbing the walls of the pit without equipment requires a successful DC 12 Strength (Athletics) check. The check is made with disadvantage if the wind is blowing in the pit.

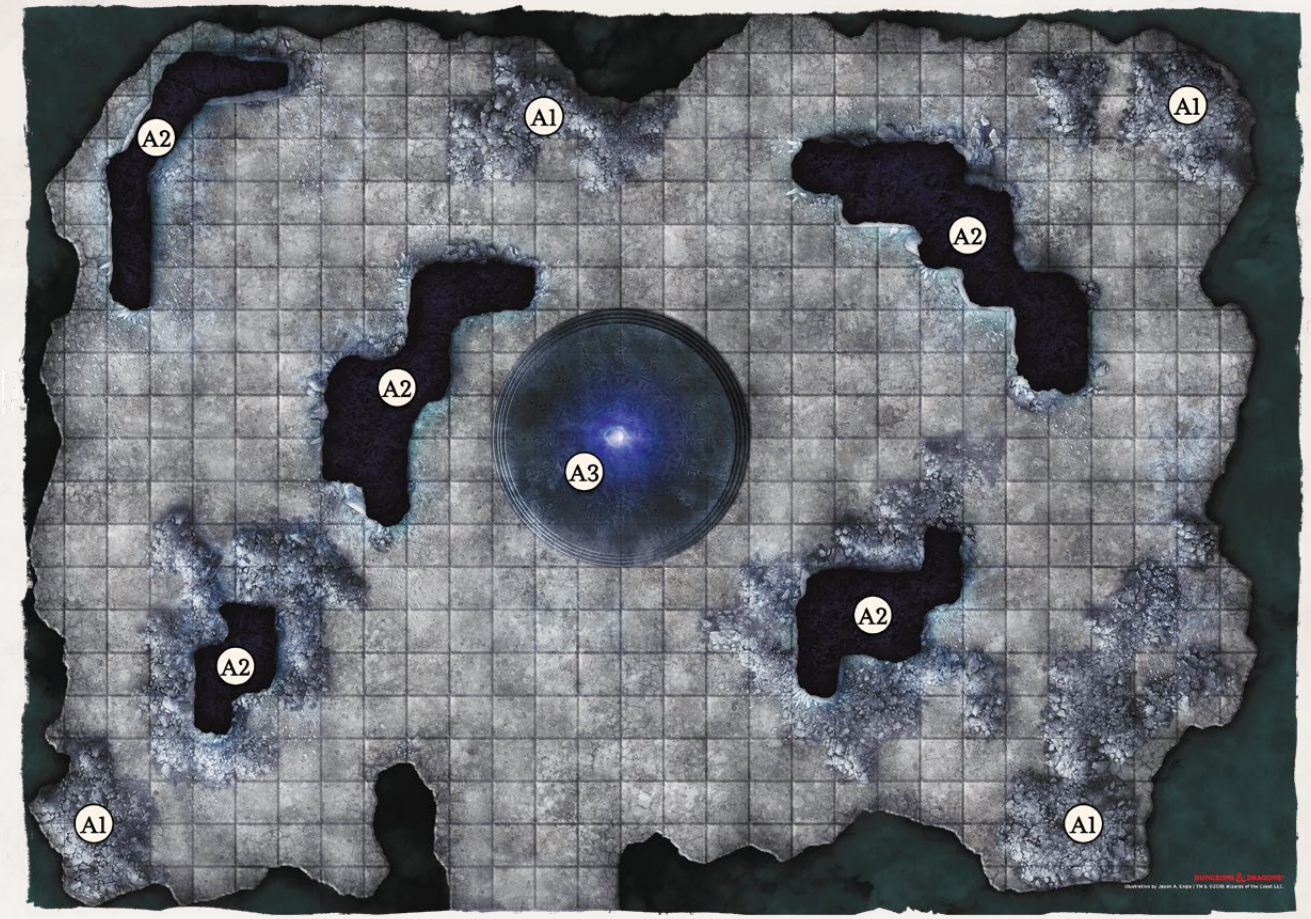
#### A3. Dais of the Aeli Stone

The 1-foot-diameter *aeli stone* is embedded in the floor of a raised 3-foot-high dais at the center of the cave. The dais is carved with Auran symbols that read, "Test your will and touch the stone for my gifts!" A *detect magic* spell reveals the stone and dais radiate auras of conjuration magic.

***Touching the Stone.*** A creature that touches the stone must attempt a DC 15 Wisdom saving throw. On a success, the creature gains a fly speed of 60 feet for 1 hour, or increases their fly speed by 60 feet if they already have one. A creature that succeeds on this save by 5 more also gains a *charm of feather falling* (see "Charms" in chapter 7, "Treasure," of the *Dungeon Master's Guide*).

A creature that succeeds on this save by 10 or more can also cast the *wish* spell once without needing any components. The creature must cast the spell before the end of its next turn or it loses the spell. If the creature casts the spell, the *aeli stone* is destroyed.

A creature that fails this saving throw takes 22 (4d10) lightning damage. A creature that fails this saving throw by 5 or more is also blinded for 1 hour. A creature that fails this saving throw by 10 or more is immediately teleported to a random location of the DM's choice in the Plane of Air.




A: Djinni Cave

***Deactivating the Stone.*** A creature that touches the *aeli stone* pulls it from the dais with a successful DC 18 Strength check made as an action. When the stone is removed from the dais, its magic is deactivated. Placing the stone back into the dais as an action reactivates its magic. A successful *dispel magic* spell (DC 18) deactivates the stone's magic for 1 hour.

***Destroying the Stone.*** The stone has AC 20, 80 hit points, and immunity to lightning, poison, psychic, and thunder damage.

***Treasure.*** The stone is a cloudy, uncut diamond worth 1,000 gp.

## Djinni Cave Adventures

You can create your own adventures in Djinni Cave or use the hooks and encounters from the Djinni Cave Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Djinni Cave Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Stone Scholar | 5th |
| 2 | Servants of Yan-C-Bin | 6th |
| 3 | Unstable Stone | 7th |
| 4 | Hungry Hungry Dragon | 8th |

### Stone Scholar

Dona Agno is a wizard and scholar of the elemental planes. She traveled to Djinni Cave to see the *aeli stone* and panicked when she fell into one of the whirlwind pits, where she accidentally petrified herself with her *wand of wonder*.

***Story Hook.*** Raseir Fasha (NG male Calishite human **mage**) is a friend of Dona. He worries his absent-minded friend hurt herself during her research in Djinni Cave, and he offers the characters 100 gp to look into her disappearance.

***Golem Guardian.*** Dona always travels with Horace, her **flesh golem** guardian. Her last orders to Horace were to guard the entrance of the cave. The golem stands in front of the dais (area A3) and attacks any creatures that enter.

***Petrified Wizard.*** Dona Agno (CN female Turami human **mage**) is petrified at the bottom of one of the whirlwind pits (areas A2). Her 1,000-pound weight means she has been unharmed by the winds, but this also makes hauling her out of the pit a challenge. She can be hoisted up if a rope is attached to her. If the wizard is transported back to Raseir, he can reverse the petrification.

***Treasure.*** If the characters get Dona to safety - and manage to do so without killing Horace - she gives them her *wand of wonder* as thanks.

### Servants of Yan-C-Bin

Zirima and Areris Veprat are cultists of Yan-C-Bin, Elemental Prince of Evil Air. The pair are attempting rituals using the *aeli stone* to call forth Cazra Kabhan



and force the djinni to do their bidding. So far the rituals failed to summon the djinni, but they summoned a few air elementals, which the cultists ordered to attack a nearby village and pillage it for ritual components.

***Story Hook.*** Berta Stormcall (NG female Illuskan human **noble**) leads the people of the village near Djinni Cave. She hires the adventurers to find and stop the source of the elementals, offering 500 gp upon completion of the task.

***Traveling to Djinni Cave.*** Each day the characters travel to the cave, roll a d6. On a result of 6, they encounter a hostile **air elemental**.

***Summoning Ritual.*** When the characters arrive, Zirima and Areris Veprat (CE female and male Mulan human **cult fanatics**) stand on the dais (area A3), chanting in Auran as the *aeli stone* pulses with light and power. On their turns each round, either Zirima or Areris must use an action to keep chanting or their ritual fails. The ritual also fails if the stone's magic is deactivated.

If the cultists maintain the ritual for 3 rounds after the characters arrive, at the end of that third round, Cazra Kabhan, a **djinni**, appears and is bound to serve the cultists as long as they live.

Either cultists can end the hold they have over Cazra as an action, something a character can convince either to do with a successful DC 17 Charisma (Intimidation) check. If freed from the cultists' magic, Cazra helps the characters finish their battle then returns to the Plane of Air.

***Invisible Stalker.*** Zirima and Areris are guarded by an **invisible stalker**.

## Unstable Stone

Farms at the foot of the Djinni Cave's mountain are experiencing a drought. One farmer, Janda Yethara, took the trek up to the cave to try to break the *aeli stone*, an action she incorrectly believed would release a powerful rainstorm. Instead, she put the farms and herself in great danger.

***Story Hook.*** Immil Yethara (NG female Rashemi human **commoner**), Janda's wife, begs the characters to look into her spouse's disappearance. The mountaintop has been rumbling ever since Janda went up to Djinni Cave. The other farmers fear an avalanche, but Immil does not want to flee the area while Janda's life may be at risk.

Immil offers the characters a *bag of holding*, her most prized possession, if the characters find and bring back Janda.

***Collapsing Cave.*** Janda took a hoe to the *aeli stone*, damaging it and causing the stone to erupt with magic. That magical burst conjured two hostile **air elementals** that knocked Janda unconscious. The elementals whirl about in the cave, attacking as soon as they notice the characters enter.

Each round on initiative count 0, the stone shoots lightning at a random character in the cave. That character must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) lightning damage. This lightning also strikes the cave's walls, causing small pieces of debris to fall from the ceiling. Let the characters know this destruction is a warning sign that the cave's collapse is imminent unless the lightning is stopped.

If the stone continues to shoot lightning for 1 minute (10 rounds) after the characters enter the cave, the cave collapses at the end of that tenth round. Each creature in the cave must succeed on a DC 15 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, and half as much damage on a successful one as they flee.

Creatures reduced to 0 hit points by the damage are crushed to death as the cave collapses. This collapse also rains debris down on the farms below, killing Immil unless the characters convinced her to flee the area.

Deactivating the stone's magic or destroying the stone (see area A3) causes it to stop shooting lightning. If the stone's magic is reactivated after being deactivated, it no longer shoots lightning, since its magic stabilizes while in stasis.

***Janda Yethara.*** Janda Yethara (CG female Rashemi human **commoner**) is unconscious, has 0 hit points remaining, but is stable in the north part of the cave.

## Hungry Hungry Dragon

Garturax, a young gold dragon, was poisoned by his mortal enemy, a red dragon called Magmarivox. The poison, called "dragon's liquor," affects only dragons and the sole cure for its effects is consuming a large, magical diamond.

***Story Hook.*** Garturax, a **young gold dragon** affected by the poisoned condition, approaches the characters as they pass near his lair. The dragon tries to appear calm, but a character succeeding on a DC 15 Wisdom (Insight) check knows the dragon is not well. The dragon asks them to retrieve the *aeli stone* from Djinni Cave for him, promising the characters 1,000 gp from his hoard as a reward.

If the characters ask why Garturax does not get the stone himself, the dragon comes clean, explaining he was poisoned and does not think he can make the journey.

***Watching Enemy.*** Magmarivox, a **young red dragon**, watches Djinni Cave, expecting a weakened Garturax to try to retrieve the stone. If she spots the characters leaving the cave with the stone, she approaches before they exit and offers a *wand of secrets* in exchange for the stone. If the characters refuse her offer, Magmarivox attacks, fighting until reduced to 30 hit points before fleeing.

# Shadowhold

Eight years ago, the warlock Dhreda Bazmad performed a blasphemous ritual to open a portal to the Riven, a cursed domain of the Shadowfell. Cracks appeared in the ground outside his tower, opening a pit of darkness that echoed with hungry whispers.

Dhreda kidnapped travelers to hurl into the shadows, gaining maddening epiphanies of knowledge in return. In time he gathered a gang of like-minded cultists to his side, and together they founded the village of Shadowhold around his tower. As their cult grew, so did the hunger of the darkness below.

On a winter's night four years ago, a cadre of paladins swept through Shadowhold and put the cultists to the sword. Dhreda escaped their wrath by hurling himself into the darkness. Presuming him dead, the paladins torched his tower and left. Ever since, the ruins have been known as a place of lingering evil.

Today, the undead husk of Dhreda Bazmad haunts the ghost town, luring the unwary into his bewitched realm. With each new victim, the undead warlock grows one step closer to release.

## Shadowhold Features

Shadowhold is built around an old crossroads, yet few travelers pass this way anymore. The ghost town has the following features:

- Shadowhold rests on a planar portal to the Riven. Creatures can enter this realm through the Shadow Wells (area B4) or the Shadow Rift (area B5). For more details, see "The Riven."
- Due to the malign influence of the Riven, shadows gather here even during the day. Light sources that would be normally be bright are dim inside the town, and dim light becomes darkness.
- No vegetation grows here. All plants in the vicinity died when the rift opened, and the soil is infertile. Spells that affect or conjure plant matter (e.g. *entangle*, *speak with plants*, or *thorn whip*) can't be cast within the town, and living plants brought into its area rapidly wither and die.

### The Riven

The Riven is pitch black, supernaturally cold, and filled with malign whispers. There are no floors, ceiling, or walls: just an endless expanse of darkness. Any portal that a visitor enters through hangs motionless in the dark behind them.

Visitors not tethered to the Material Plane fall if they cannot fly, plunging 500 feet at the end of each of their turns. Any creature that enters the Riven or starts its turn inside the plane takes 5 (1d10) cold damage from the supernatural chill.

If a creature pushes another living creature into the Riven against its will, it gains the benefit of a *divination* spell when its victim dies. Creatures returning to the Material Plane from the Riven gain the same benefit, but they must also make a DC 15 Wisdom saving throw. On a failed save, they gain a randomly determined madness (see chapter 8 of the *Dungeon Master's Guide*) that lasts for 24 hours. At the start of the next day, the afflicted creature can attempt another saving throw to shake off the madness.

## Shadowhold Areas

The following areas are keyed to the Shadowhold map.

### B1. Font

This stone basin once held fresh water drawn from a nearby stream, but it is now a receptacle for stagnant rainwater. Graven, devilish forms jut from the center of the basin, their features worn away by wind and rain.

***Water Monster.*** A **slithering tracker** (see appendix A) lurks inside the basin. When the paladins sacked Shadowhold, one of the cultists was out gathering wood. When she returned, she performed a ritual to transform herself into this monster to seek revenge on those who killed her comrades. After slaying one of them, she returned here to sulk.

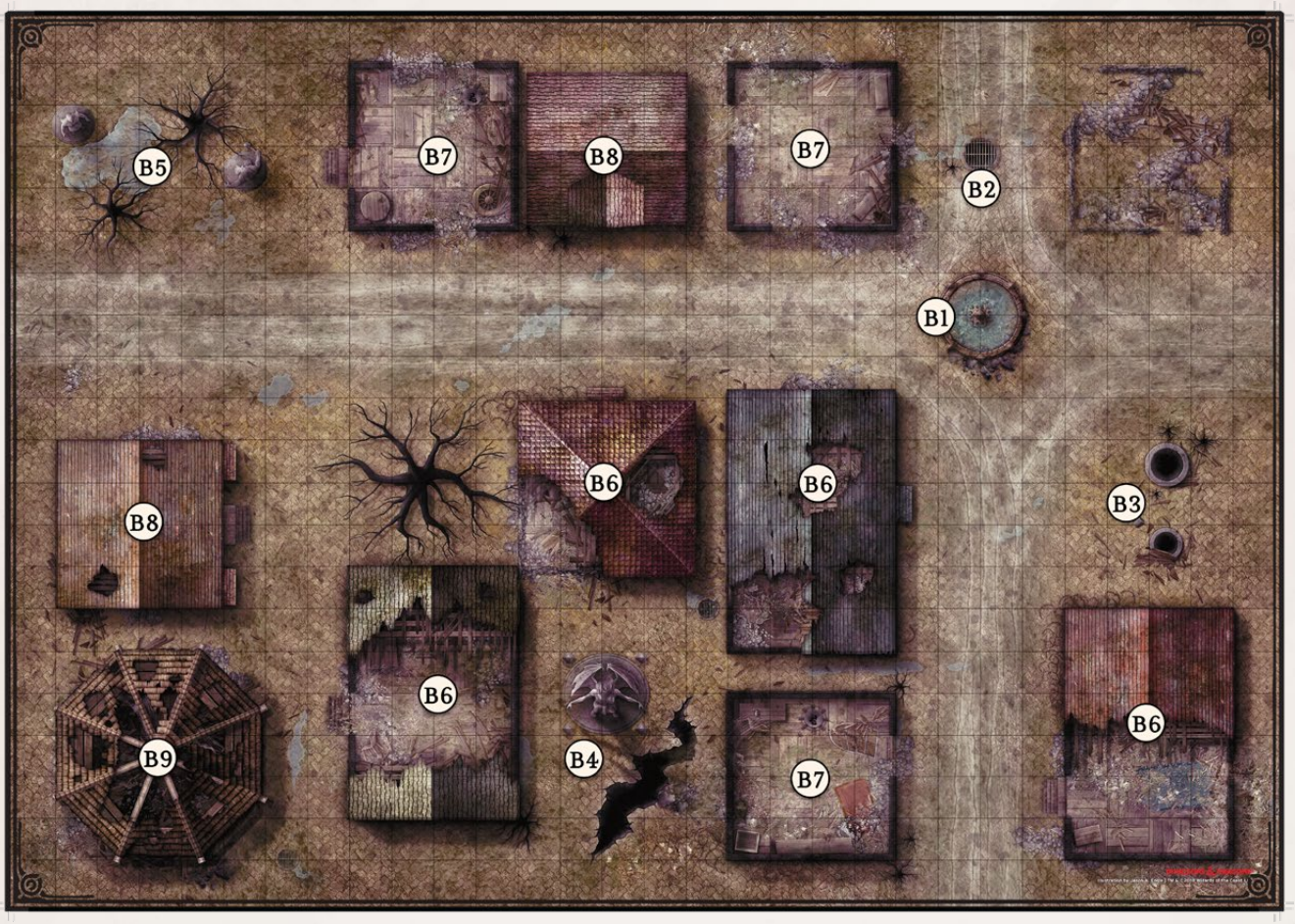
### B2. Dungeon Drain

This grated manhole opens into a muddy oubliette filled with rainwater. A creature can pry the grate open with a successful DC 16 Strength check (grant advantage on this check if they use a suitable tool such as a crowbar or pick).

The chamber below, 8-feet deep with a 6-feet square area, is currently flooded to a depth of 4 feet. Dhreda Bazmad left his enemies to rot in this oubliette, and its fetid depths are thick with their bones.

***Treasure.*** One of the skeletons still wears a rotting leather bag on its belt. The bag contains three *beads of force*, but opening it disturbs the **swarm of rot grubs** (see appendix A) nesting inside.






B: Shadowhold

## B3. Shadow Wells

Hungry for profane insight, the Shadowhold cultists lowered themselves into these portals as part of a ritual to experience the horrors of the Riven. Each well opens directly into the Riven (see "Shadowhold Features"). The wells are not fitted with ropes or pulleys, and their stone walls jut three feet above the ground. Characters notice a tangible drop in temperature as they approach the wells and hear murmuring whispers from below.

The larger well was used by initiates, usually lowered down in pairs to experience the horror together. Ranking cultists would use the smaller well for more personal rites. Both wells contain functionally identical portals.

## B4. Shadow Rift

An 8-foot-tall statue of a devil looms over this jagged rift to the Riven (see "Shadowhold Features"). Dhreda's first blasphemous ritual opened this rift, and it later became the focus of his cult's sacrificial rites. As with the shadow wells (area B3), characters moving close to the rift feel a supernatural chill and hear murmuring voices from within.

***Treasure.*** A *+1 longsword* has been driven into the statue, where its heart should be. This sword belonged to one of the paladins, and its magic helps keep the restless spirits of the Riven at bay. If the sword is removed, three **shadows** of a cultist trio arise from the rift, babbling omens about the return of Dhreda Bazmad.

## B5. Cult Statues

Long before Shadowhold fell, Dhreda's brother Erold led a violent uprising to unseat his sibling and seize control of the cult. His mutiny ended here, under these dead trees, when Dhreda cut him down with a word of magic. These statues commemorate this moment.

The western statue depicts Dhreda Bazmad and the eastern one depicts his mutinous brother Erold. Both are worn by age but still recognizable as human forms.

***Cursed Inscriptions.*** A *detect magic* spell or similar magic reveals a strong aura of necromancy and enchantment magic radiating from the statues. Inscriptions written in Draconic are etched into each plinth. If a creature reads either inscription aloud, the nearest friendly creature within 100 feet must make a DC 15 Wisdom saving throw. On a failed save, they suffer one of the following magical effects:

- The western inscription reads, "Dhreda Bazmad strikes down his brother with a single word." Creatures that fail the saving throw for this statue suffer 7 (2d6) necrotic damage per character level.
- The eastern inscription reads "Erold Bazmad rises up to usurp his own brother." Creatures that fail the saving throw for this statue attack their nearest ally. They can repeat the saving throw at the end of each of their turns, ending the effect on a successful save.

## B6. Ruined Cottages

These cottages are mostly ruined, but their roofs are still intact and rotten furnishings remain inside. The walls show signs of fire damage, and the doors are broken and rotted.

### B7. Fallen Ruins

These cottages are little more than roofless shells choked with rubble and rot. The doorways stand empty, and the exterior walls have collapsed.

### B8. Occupied Cottages

When the paladins tore through Shadowhold, they left some cottages untouched. These hovels have fallen into disrepair but are recently reoccupied. You can select occupants appropriate to your chosen encounter (see "Shadowhold Adventures"), or rule that crazed foresters use them as storage sheds when they visit the town.

Each cottage has a single entrance that is kept padlocked (requiring a successful DC 11 Dexterity check made by a creature proficient with thieves' tools to open). Inside the furnishings are spartan: scattered furs to sleep on, simple tools and utensils, and cook pots over the hearths. Both cottages are single-room structures.

### B9. Ruined Tower

Dhreda's charred tower looms over the ruins of his fallen domain, stretching to a height of 80 feet. The blaze brought down the tower's internal floors and filled its interior with ash and rubble. The tower is difficult terrain throughout. A colony of rooks nest in its broken roof.

## Shadowhold Adventures

You can create your own adventures in Shadowhold or use the hooks and encounters from the Shadowhold Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

**Shadowhold Encounters**

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | The Lost Sword | 1st |
| 2 | Cult of Shadows | 3rd |
| 3 | Dhreda's Return | 5th |
| 4 | Lair of the Lamia | 7th |

### The Lost Sword

Veldspin Drox is the daughter of Aurus Drox, one of the paladins who razed Shadowhold. She wants the group to help her reclaim her father's sword from the ruins.

***Story Hook.*** Veldspin Drox (LG female Chondathan human **acolyte**) offers the group 200 gp to escort her to Shadowhold to reclaim her father's sword. Veldspin knows her father lost his sword in the town, but as he never spoke of the raid, she doesn't know the true reason for him leaving it there. Aurus died last winter, leaving his estate in disarray. Veldspin hopes that the return of his ancestral blade can unite the squabbling lords to her banner. During the journey to Shadowhold, she explains the history of the place.

***Evil Unleashed.*** If Veldspin removes the sword, the shadows try to drag her into the Riven. Until the sword is returned to the statue, Dhreda's spirit visits whoever released it in their dreams, promising them great power if they help to bring about his return.

If Veldspin survives, these whispers (or an untimely journey into the Riven) drive her mad. Secretly she comes to believe that her father made a terrible mistake in sacking Shadowhold and starts making plans to resettle



the town. Veldspin could return as a tragic villain later in your campaign, wielding her father's ancestral blade to undo all his good deeds.

***Treasure.*** If the characters help Veldspin reclaim her father's sword, she awards the group their full payment of 200 gp. If the players return the sword to the stone, she begrudgingly pays them half of the gold for their efforts.

## Cult of Shadows

Ignatius Vren, a young dragonborn scribe from the library of Candlekeep, recently uncovered a pamphlet written by a deserter from Bazmad's cult. Thirsty for knowledge, Vren persuades a group of fellow scribes to join him in seeking out the old ruins of Shadowhold.

***Story Hook.*** A sage of Candlekeep, Alianne Winterglove (LN female moon elf **priest**), hires the group to track down her wayward scribes. Alianne learned they are investigating the haunted ruin of Shadowhold, and she needs the group to escort her there so she can return them to the fold. Alianne draws up a contract for the characters to sign, ensuring their loyalty in return for a payment of 300 gp.

***Sworn to Evil.*** Ignatius Vren and his fellow scribes cannot be saved. They have already succumbed to the evil of the Riven and are preparing their first mass sacrifice.

A few miles outside town, the characters discover a settler's wagon abandoned in the road. Tracks indicate that bandits ambushed the settlers and dragged them off to Shadowhold. The family of five **commoners** is now imprisoned inside the dungeon drain (area B2) as Vren and his fellow cultists prepare for their sacrifice.

Ignatius (CN male red dragonborn **cult fanatic**) lurks inside the ruined tower (area B9), reciting prayers from his pamphlet alongside twelve cultists of various species. The cultists use the occupied cottages (area B8) to sleep and store their gear. Two human cult **thugs** are stationed at the font (area B1) to watch over the family. If the battle turns against Ignatius, he hurls cultists into the shadow rift (area B4). Each cultist sacrificed in this manner returns as a **shadow** one round later.

***The Deserter Revealed.*** Alianne futilely attempts to reason with Vren. Her words hint at her secret. She is the reformed cultist who fled Shadowhold and wrote Vren's pamphlet! If the characters recover the pamphlet, they can also recognize Alianne's handwriting.

***Treasure.*** If Alianne survives, she awards the group their payment of 300 gp. Her pamphlet functions as a *tome of understanding* but hints at maddening revelations. Anyone who reads it gains a random form of indefinite madness from chapter 8, "Running the Game," of the *Dungeon Master's Guide*. Alianne is keen to burn her work to prevent others from falling into the same trap.

## Dhreda's Return

The restless spirit of the warlock Dhreda Bazmad still lurks inside the Riven. When he died, the terms of his pact with his abominable patron remained unfilled. If enough souls are sacrificed to the Riven from within his fallen domain, his patron has promised to send him back to wreak havoc on the world.

***Story Hook.*** Woodsmen, trappers, and rangers have been going missing throughout nearby lands. Representatives from the local branch of the Emerald Enclave offer the characters 500 gp to investigate the disappearances and bring those responsible to justice.

***Gloamspite.*** The villains behind the disappearances are a pair of mad trappers named Ioz and Ruzi (CE male Rashemi human **assassins**). They turned to evil after Ioz lowered his crossbow into the shadow wells (area B3) and it returned possessed by a malign intelligence. The talking crossbow, named *Gloamspite*, leads the trappers in their efforts to return the spirit of Dhreda Bazmad to the world.

***Trapped Body.*** The characters track a pair of missing woodsmen to Shadowhold. Arriving from the west, they find a corpse splayed under the trees by the cult statues (area B5). The corpse is trapped. A creature that disturbs it must succeed on a DC 15 Dexterity saving throw or get scooped up by a net (see "Net" in chapter 5, "Equipment," of the *Player's Handbook*).

Ruzi lurks in the occupied cottage (area B8) to the south, waiting to ambush the characters. If captured, he gloats that it's too late to stop Dhreda's return. By now Ioz is sure to have carried out the final sacrifice needed to bring their master back from the Riven!

***Dhreda Bazmad.*** A scream from the east signals the final sacrifice. Ioz has lowered the second woodsman into the shadow wells (area B3). When the characters arrive, they witness the **deathlock** (see appendix A) that is Dhreda Bazmad emerge from the well.

***Treasure.*** If the characters destroy Dhreda Bazmad, the Emerald Enclave pays the group their promised reward of 500 gp. In addition, a character can claim *Gloamspite*, a *+2 crossbow* that grants its wielder the ability to see through magical and nonmagical darkness. The talking crossbow hates its wielder and, unless silenced for 1 hour with a successful DC 12 Charisma (Intimidation) check, tries to alert enemies to their presence whenever possible.

## Lair of the Lamia

A cruel lamia and her gang of murderers have taken up residence in Shadowhold, sacrificing travelers to the Riven to gain forbidden knowledge.

***Story Hook.*** This adventure works best if the characters stumble upon Shadowhold while traveling to another location.

***The Traveling Folk.*** The **lamia** Merazila and her band of twelve **jackalweres** are staying in the occupied cottages (area B8). Eight of the jackalweres rest inside the southern cottage, while the others use the northern cottage. The monsters use their supernatural abilities to pose as a group of Rashemi traveling folk.

When the characters arrive in town, Merazila invites them into her cottage to dine with her. She recounts the history of Shadowhold and explains that her people are camped here to "sing the portals" closed for the good of the world.

During the meeting Merazila attempts to place a *geas* on one of the characters, compelling them to disarm the group during their next long rest. If the group camps in or near Shadowhold, the lamia and her minions try to capture them and sacrifice them to the Riven.

***Treasure.*** Merazila wears expensive jewelry worth 700 gp and wields a *+2 scimitar*. Her minions carry gold and jewelry worth 200 gp.

# Altar Outpost

For centuries the drow have worshiped Lolth as their primary deity. Priestesses of Lolth conducted ritual sacrifices all across the Underdark in the name of their goddess. The Queen of Spiders is the subject of terrifying legend among most surface dwellers and seen as synonymous with the greatly feared drow.

As the drow spread throughout the Underdark, outposts appeared on the farthest reaches of their territories. These fortresses housed shrines and altars to their goddess, allowing tribute to be paid at all times: for the Queen of Spiders is insatiable in her demands for obedience.

Abandoned for decades now, this complex of caves has been avoided by most creatures who understood that drow once ruled there. Rumors circulate regularly that this area is tainted by foul demonic magic, and those who know of it simply call it Altar Outpost.

## Altar Outpost Features

The Altar Outpost has the following features:

- The naturally occurring cave complex has 20-foot-high ceilings.
- Climbing the walls of the cave without equipment requires a successful DC 12 Strength (Athletics) check.
- The entire area is dark, unless noted otherwise in an area's description.

## Altar Outpost Areas

The following areas are keyed to the Altar Outpost map.

### C1. Barracks

Each of these rooms contained rows of cots for housing drow warriors stationed at this post. Only splinters remain of the old furnishings, along with a few sparse items scattered around the chambers.

The last resident here craftily trapped each of the doors leading from the first chamber into the others. A successful DC 18 Wisdom (Perception) check allows a creature to notice that the doorway has pressure at the top. Opening either door triggers the collapsing roof section behind it.

All characters within 5 feet of the doorway when it opens must succeed on a DC 15 Dexterity save, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once the trap is triggered, the floor is filled with rubble, making the 15-foot-cubic area centered on the doorway difficult terrain.

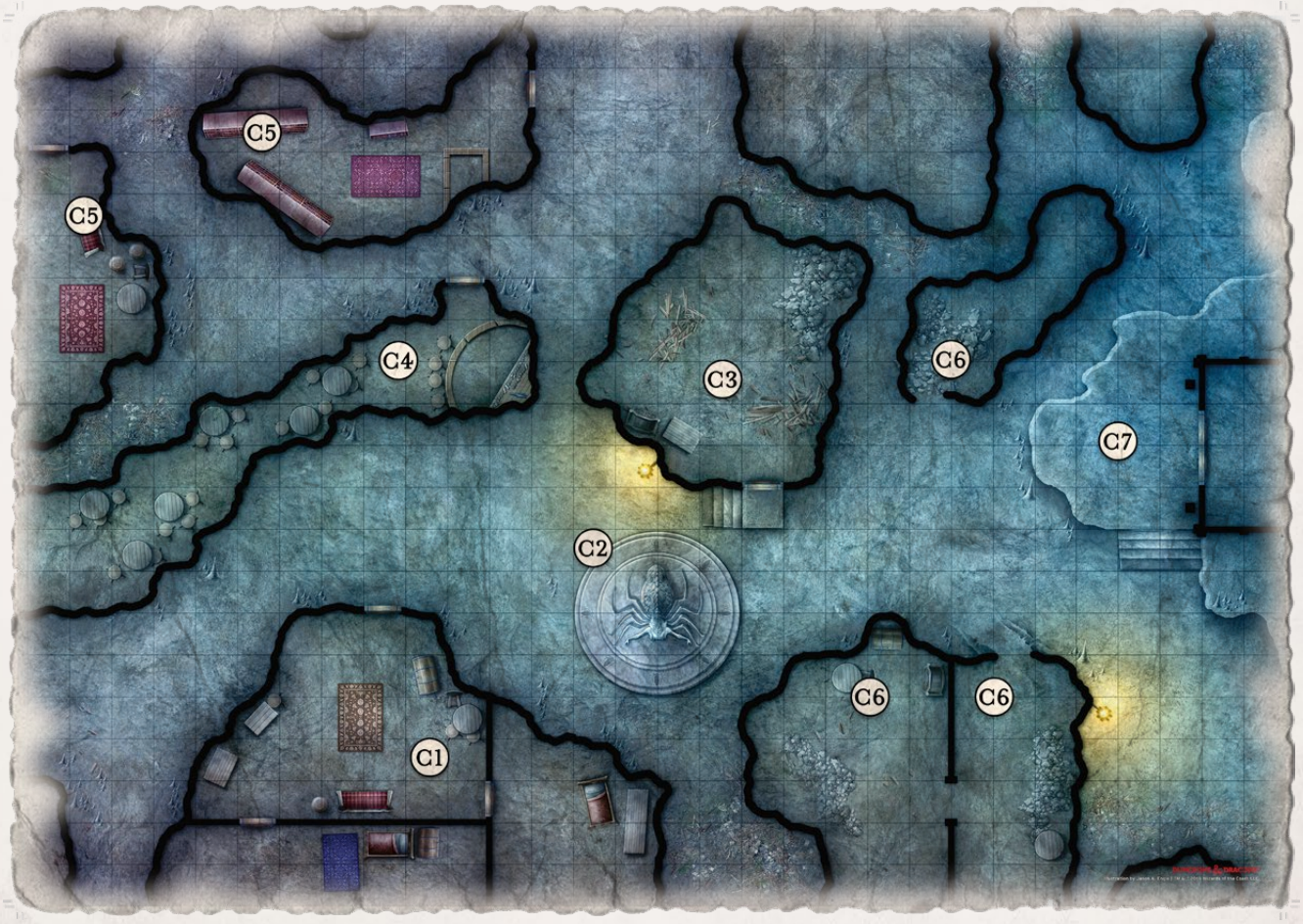
### C2. The Altar

The 20-foot-wide circular altar dominates the central area. The altar consists of two layers of stacked stone circles with a large spider etched into the top circle of stone.

When the outpost was fully garrisoned, a drow priestess conducted live sacrifices on the altar to glorify Lolth. Dark blood stains splash across the altar, covering most of the etching on top. A *detect magic* spell reveals the altar radiates faint auras of conjuration and divination magic.

### C3. Quarters of the Priestess

Adjacent to the altar, up a short flight of stairs, is a solitary room. Upon opening the door, the characters notice the following:




C: Altar Outpost

- The walls are covered with countless carvings and drawings depicting a variety of spiders.
- The floor is littered with books and parchments containing religious scriptures and research.
- The far side of the room contains a large pile of stone rubble that was once a stone throne.
- Rich tapestries are strewn on the floor near the western wall. They depict sacrifices being offered to Lolth, and many contain images of the altar.

***What Do They Learn?*** A character who makes a successful DC 20 Intelligence (Investigation) finds a journal hidden in the mess. The journal, written in Elvish, contains information on how to activate alternate functions of the altar, such as teleportation or a warning beacon. Only a few pages are legible.

### C4. Dining Hall

This long narrow room holds numerous tables made of solid, heavy wooden tops and legs with attached benches. The front of the room contains a semicircular raised platform used for performances or announcements.

### C5. Officers' Quarters

These rooms contain heavy ornate furnishings, though most show signs of age and neglect. Signs of recent occupancy are observed with a successful DC 15 Wisdom (Perception) check.

### C6. Storage and Meeting Areas

These rooms contain scattered crates and barrels. Some are smashed open, interspersed with a table or occasionally an intact chair.

Nothing stands out about these rooms, but a character who makes a successful DC 18 Intelligence (Investigation) check finds a *spell scroll of mass cure wounds* wedged in the debris.

### C7. Ritual Temple

A flight of stairs rises from the central chamber to a plateau. A pair of double doors opens into a building, its walls carved with depictions of drow in victorious battle scenes, flanking a mural of Lolth on the eastern wall that seemingly watches over the scene with pride in her eyes.

## Altar Outpost Adventures

You can create your own adventures in Altar Outpost or use the hooks and encounters from the Altar Outpost Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

**Altar Outpost Encounters**

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Fomorian's Slaves | 11th |
| 2 | Alternate Adventurers | 13th |
| 3 | The Demons Within | 14th |
| 4 | Awakened Army | 16th |

### Fomorian's Slaves

A fomorian by the name of Rethiu has taken up residence in the Ritual Temple. She forces a small contingent of drow slaves to grow and harvest mushrooms for her throughout the complex.

She managed to convince two umber hulks to do her bidding as well, and this keeps the slaves motivated to work. Meanwhile, she works in the temple to plot out raids to gain more slaves.

***Story Hook.*** Faerina Zauvym (N female **drow**) has sought an adventuring party to rescue her beloved Rhyllyn, who was caught in an ambush by Rethiu and is now enslaved at the outpost. She offers the characters her most treasured possession, a *+2 rapier,* if they can secure his safe return.

***Drow Slaves.*** The twelve **drow** do not wish to be imprisoned here, but the watchful eyes of the umber hulks and Rethiu do not allow much opportunity for escape. Those caught while attempting escape find their entrails strewn across the altar as an example to the others.

Rhyllyn can be found among the slaves, but he has been badly wounded in a recent attempt to escape, and he is planned to be the next sacrifice.

***Umber Hulks.*** The two **umber hulks** were convinced to work for Rethiu through promises that they can inflict pain upon the slaves they oversee. They have tangled with adventurers before and attempt to take the characters out of commission as quickly as possible by focusing their attacks on the weakest-looking foe.

***The Fomorian.*** Rethiu (CN female **fomorian**) was shunned her entire life and is pleased with the new path she carved for herself in Altar Outpost. She is unwilling to surrender, fighting fiercely and using every trick she knows to defend her domain.

***Mushrooms.*** Rethiu has a fondness for fungi, and so she instructed her slaves to care for and harvest patches throughout the complex. When a character first enters any room apart from the temple, they kick up a cloud of mushroom spores. Creatures in the room must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute.

***Treasure.*** Once Rhyllyn has been reunited with her, Faerina gladly hands over her *+2 rapier* and the ornate scabbard that holds it.

### Alternate Adventurers

Brigan Stormcaller, Aleratha Sylvaris, and Elssa Tinker were an intrepid band of adventurers, dedicated to ridding the world of some of the small pockets of evil that plagued it.

***Story Hook.*** Lysa Lightfoot (LG female lightfoot halfling **commoner**) is worried because her friend Elssa has not returned with her adventuring party from the quest they set out on a month ago. Lysa puts out a call far and wide, seeking adventurers to travel to what she believes to be Lysa's destination and find her friend.

***Setting the Scene.*** Elssa and her party were unfortunate to have wandered into the lair of a mind flayer. They were overcome and have now been inhabited with **intellect devourers**.

Brigan (N male Illuskan human **blackguard** in appendix A), Aleratha (N female Turami human **assassin**), and Elssa (**shadow dancer** in appendix A) are controlled by a **mind flayer** via his connection with the intellect devourers in their skulls.

The mind flayer instructs its newest servants to convince the characters to leave, but the trio turn violent if the characters move into the cave complex. If two of the three enslaved adventurers fall, the mind flayer exits its sanctum in the temple and joins the fray.

## The Demons Within

A low droning sound has been heard echoing through the small village where Sherry (N female Chondathan human **commoner**) lives. Concerned for her children's safety, she petitioned the village guards to visit the caves beneath the village.

***Story Hook.*** When none of the guards return, the village elders seek help to find the guards or stop whatever killed them. The elders have little money to offer the characters, but they beg for their assistance all the same.

***What's the Buzz?*** When the guards entered the cave system below the village, they were met with an echoing drone coming from every direction. Disoriented and confused, the guards wandered onward toward the central chamber. As they neared the altar, a swarm of demonic insects attacked them from every direction, slaughtering the guards and throwing their remains all over the complex.

***Entering the Cave.*** As the characters enter the cave, describe the droning sound increasing in volume to the point that one cannot even hear their own footsteps or the voices of their companions standing adjacent to them. Once the party reaches the central chamber, eight **chasmes** swarm in from every direction, pouring out of doorways and halls.

## Awakened Army

The ancient altar lies dormant, awaiting the command to summon warriors from the far reaches of the Underdak. A young apprentice wizard by the name of Sharhan, banished from his studies, has taken up residence in the cave complex. His presence slowly awakens the magic of the altar.

***Story Hook.*** The local village has heard strange explosions and seen lights emanating from an old caved-in tunnel. Stories of the tunnel leading to horrors beyond imagination have persisted longer than anyone can remember, so the village issues a call for adventurers to check out the disturbances.

***Sharhan.*** Sharhan (N male Tethyrian human **apprentice wizard** in appendix A) always dreamed of being a great wizard, but his arrogance displeased his tutor. The young man was summarily dismissed from his wizarding studies. In a fit of anger Sharhan set up his refuge in this cave complex and began firing off every spell he knew in order to prove himself a mighty wizard. Unbeknownst to him, the sudden influx of magical energy activated the alarm on the altar, sending a distress beacon to nearby drow cities.

***The Awakened Army.*** Once Sharhan or one of the characters gets within 10 feet of the altar, a portal appears above it. Two **drow shadowblades** (see appendix A), a **drow priestess of Lolth**, a **drow favored consort** (see appendix A), and a **drow arachnomancer** (see appendix A) emerge from the portal, primed for battle. Having heard the magical summons in their city, they have answered the call and immediately attack the characters and Sharhan.



# Dragon Knight's Temple

Centuries ago, Nicanda, a half-silver dragon warrior, devout servant of both Bahamut and Titania, ruled over a prosperous nation of humanoids and fey. Beneath her mountain palace, a temple was erected in honor of both deities and blessed with powerful holy enchantments.

It was not meant to last. Through the workings of Klephki, a nefarious wizard, Nicanda was driven mad, viewing everyone and everything as a threat to her faith and kingdom. Her delusions led her to bring about the suffering, torture, and hardship of countless subjects. The castle and temple became twisted reflections of their former selves, bringing darkness and plague upon the nation's people.

Arivandalia, the queen's closest advisor, led a rebellion to put an end to the queen's rule, but the rebellion was short-lived. Arivandalia trapped the queen within the temple, and Klephki was killed, but his death unleashed a cataclysmic backlash of magical destruction. The castle and kingdom were reduced to rubble, while the temple was buried deep within the mountainside.

Recently, however, the entrance to the temple reappeared on the side of the mountain, bringing with it strange magical anomalies and dark creatures that prowl the region. In truth, the cataclysm pulled the temple into the Shadowfell, where it lay for centuries until its recent reappearance.

## Temple Features

The temple has the following features:

- The temple's walls are decorated with old carvings and murals of dragonkind and fey. Many of these have been marred or intentionally damaged.
- The ceilings are 20 feet high unless otherwise noted.
- There is no natural light, but sconce torches line the walls. The braziers marked on the map are also usable.
- Once inside the temple, magic spells that allow teleportation such as *dimension door, teleport,* or *misty step* do not function.

## Temple Areas

The following areas are noted on the Dragon Knight's Temple map.

### D1. Entrance Hall

This hall is the only passage leading into and out of the mountain temple. Entering this area from the outside requires passage through a shadow crossing, which provides passage into an area of the Shadowfell. Each character that enters this area for the first time must succeed on a DC 10 Wisdom saving throw or be affected by Shadowfell Despair (see chapter 2, "Creating a Multiverse," of the *Dungeon Master's Guide*).

### D2. Chamber of the Soul Eaters

Originally a ritual chamber used by clergy, this area was converted into a sacrificial chamber used to feed Klephki's powers.

***Blood Pool Denizen.*** A four-foot tall basin of viscous red liquid is the home of an **ooze master** (see appendix A), which attacks as soon as any creature comes within 15 feet of the pool.

***Blood Pool Trap.*** The cursed pool itself hungers for living flesh. At the beginning of each round, the pool's fluid forms a tendril that lashes out at one creature within 15 feet of the basin, making an attack roll with a +8 bonus. On a hit, the target creature becomes grappled (escape DC 15).

Creatures grappled by the pool at the end of their turn are pulled into the basin, taking 33 (6d10) necrotic damage. Creatures starting their turn in the basin take 33 (6d10) necrotic damage. A creature that escapes the grapple appears in an unoccupied space within 10 feet of the pool. The fluid in the pool cannot be attacked directly, but can be rendered inert by casting a successful *dispel magic* spell (DC 15) or a *dispel evil* spell.

***The Cell.*** The holding cell is unlocked. Approaching within five feet of the cell bars causes four **greater zombies** (see appendix A) to animate from the ground. The zombies are coated with the fluid from the blood basin, causing them to deal an additional 7 (2d6) necrotic damage on a successful melee attack.

***Treasure.*** At the bottom of the pool is a corpse wearing *bracers of defense*.

### D3. Private Room

The floor of this room is covered in debris from old tables and shelves destroyed long ago. A colorful stone carving on the wall depicts the symbol of the goddess Titania decorated with large dragon wings.

***Searching the Debris.*** If the party searches the debris, a successful DC 15 Intelligence (Investigation) check uncovers the *season cipher*, a small stone tablet decorated with four gems (from top to bottom): sapphire, emerald, ruby, and topaz. This can be used to solve the gemstone puzzle in area 8. It can also be sold for 4,000 gp.

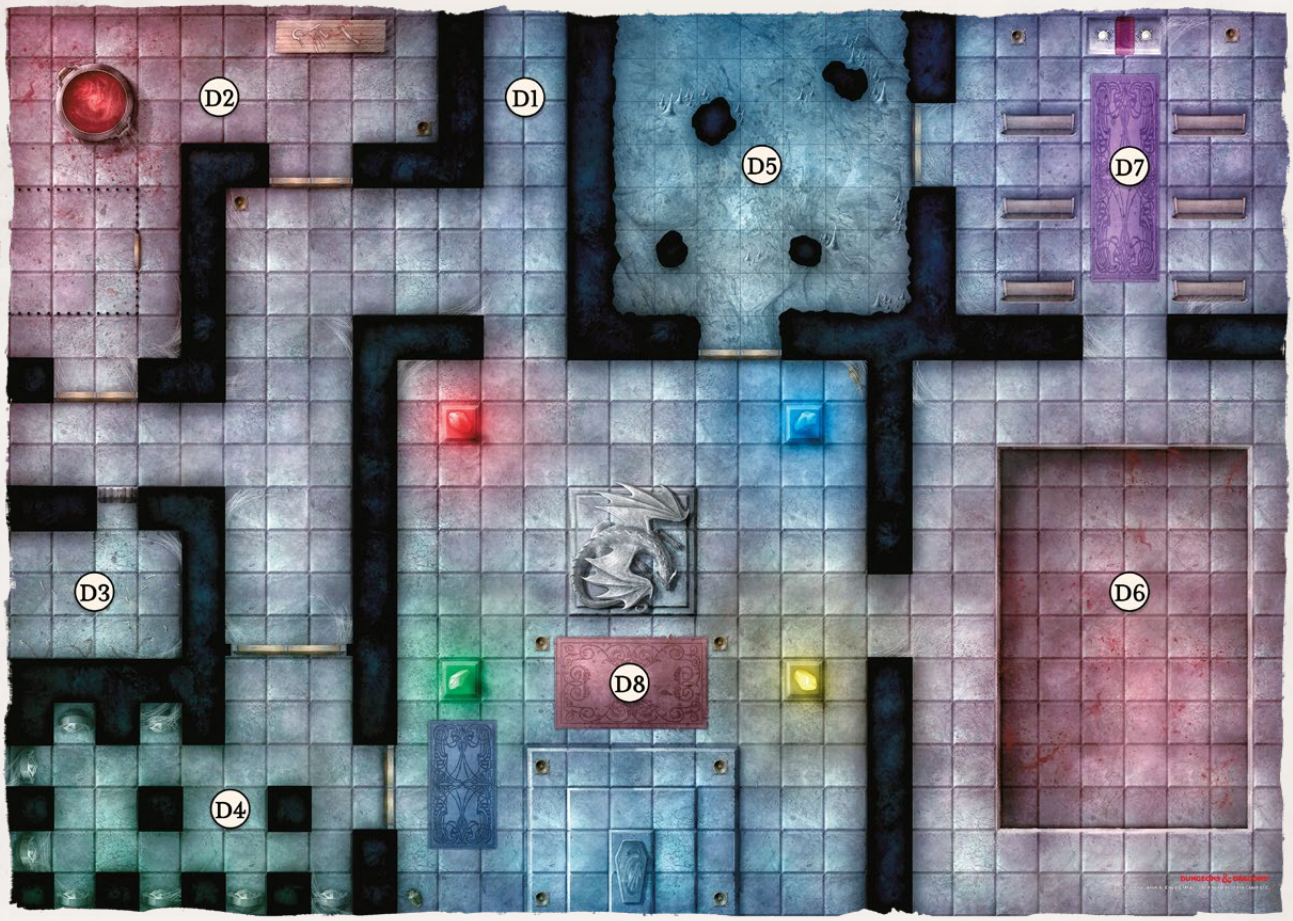
### D4. Crypt Hall

This area was once reserved for high-ranking commanders and clergy. Consider the following advice when the party attempts to enter the area:

***Northern Doors.*** The northern double doors into this area are sealed by a complex system of tumbling locks and bolts attached to a deadly blade trap that can be spotted with a successful DC 16 Wisdom (Perception) check. Disabling the trap and the lock requires three consecutive successful DC 16 Dexterity checks by a character proficient with thieves' tools. Each failure releases a flurry of razor-sharp blades from the door's surface. Upon triggering the trap, each creature within 10 feet of the door must succeed on a DC 16 Dexterity saving throw or take 33 (6d10) slashing damage.

***Eastern Doors.*** The doors in the southeast corner of the room are locked and enchanted with a *glyph of warding* spell. Disabling the lock requires a successful DC 15 Dexterity check by a character proficient with thieves' tools. They can also be forced open with a successful DC 16 Strength (Athletics) check. A *detect magic* spell reveals the *glyph of warding*, which can be dispelled with a *dispel magic* spell versus a 6th level enchantment. The *glyph* is triggered when the door is opened, erupting in a *chain lightning* spell.

***The Guardian.*** Edrain, a chaotic neutral **half-silver dragon warlord** (see appendix A), eternally wanders this area, cursed by the magical cataclysm brought about by Klephki's demise. Centuries of wandering the hall have driven him mad.




D: Dragon Knight's Temple

If the party attacks or threatens Edrain, he immediately attacks, along with a **sword wraith commander** (see appendix A) and six **sword wraiths** (see appendix A) that appear from the coffins. So long as the party remains non-threatening, they can converse with him, although he is prone to voicing random musings that make little sense. A character who makes a successful DC 14 Charisma (Persuasion) check gets the information provided in the introduction as well as the following information from Edrain:

- Nicanda is sealed in the sarcophagus in the dragon chamber, surrounded by a powerful enchantment (area D8).
- The enchantment was created by her closest advisor, a silver dragon named Arivandalia, along with the help of four eladrin faithful in service to Titania.
- Edrain believes the enchantment is fading and it is only a matter of time before Nicanda is free from her prison.

## D5. Natural Cavern

This cavern was Arivandalia's lair, but the structure has since become worn and unstable with time.

***Collapsing Cavern.*** After the party moves 20 feet into the room, rocky debris falls from the ceiling. Each round, up to two party members inside the room must succeed on a DC 15 Dexterity saving throw or take 33 (6d10) bludgeoning damage.

On the third round, one of the columns breaks, causing the eastern portion of the room to collapse. Each creature within 10 feet of the eastern door must succeed on a DC 16 Dexterity saving throw, taking 82 (15d10) bludgeoning damage on a failed save, or half as much on a successful one.

After this portion of the room collapses, the eastern door becomes inaccessible without the use of spells such as the *passwall* spell.

***Treasure.*** After searching along the debris filled floor of the chamber for three rounds, a successful DC 15 Intelligence (Investigation) check uncovers a fist-sized diamond worth 10,000 gp.

## D6. Battle Arena

Once a beautiful pool shared by dragons and fey, this 10-foot-deep pit was converted into a twisted battle arena.

***Arena Mayhem.*** In the center of the pit is a 10-foot-wide magical carving. It glows slightly when a character approaches within 5 feet of it. Casting the *detect magic* spell upon the carving reveals it to be a permanent magical glyph that is triggered when stepped on.

Stepping on the glyph activates the arena sequence. A *wall of fire* spell (6th level) erupts around the entire border of the pit, while four **giant skeletons** (see appendix A) appear, one in each corner. In addition, six-foot-long iron spikes shoot out from the ground at the beginning of each round, targeting a random creature. The target must make a DC 15 Dexterity saving throw or take 35 (10d6) piercing damage. The *wall of fire* spell lasts for 5 minutes, but can be dispelled normally with a *dispel magic* spell.

## D7. Dragon Sanctuary

The walls of this chamber are decorated with faded but colorful tapestries presenting marvelous depictions of metallic dragons, elves, eladrin, and fey creatures.

***Holy Altar.*** This blessed altar is decorated with a silver dragon statuette upon the base. A faded runner runs along the front with lettering inscribed into the inlay. The inscription is written in Draconic along one side and Sylvan on the other. A character that can read either language and succeeds on a DC 14 Intelligence (Religion) check identifies the inscription to be a ritual prayer of cleansing. If none of the characters can read the inscription, it can also be translated via magical means or by asking Edrain in the crypt hall (area D4).

Performing the ritual takes 10 minutes and removes any diseases, curses, or afflictions from all creatures within 40 feet of the altar. A creature can benefit from this effect only once every 24 hours.

***Nicanda's Blade.*** The altar's cleansing ritual can be performed on Nicanda's longsword, *Silverdusk* (see area D8).

## D8. Dragon Chamber

The largest area in the temple, this room holds Nicanda's sarcophagus. A statue of a silver dragon sits in the center of the chamber, surrounded by four pedestals. Atop each pedestal is a six-foot-tall spire, each one made from a different type of gemstone. The spires together form a special enchantment used by Arivandalia to imprison Nicanda within her own temple.

***Gemstone Spires.*** The spires each cast an iridescent glow. Each spire's aura is part of the enchantment over Nicanda's sarcophagus. Approaching within 5 feet of each reveals the following features of each spire.

- **Ruby (NW - Summer).** Radiates intense heat and smells of fresh grass mingled with the scent of the ocean.
- **Sapphire (NE - Winter).** Radiates a chill in the surrounding breeze of crisp, fresh air.
- **Emerald (SW - Spring). T**he surrounding air is a warm breeze which smells of fresh flowers.
- **Topaz (SE - Autumn).** Surrounded by a slight, cool breeze, which smells of sweet spices and fresh-baked goods.

The enchantment over the spires can be noticed with a *detect magic* spell or a successful DC 14 Intelligence (Arcana) check. The same check also reveals that the enchantment is extremely weak. Touching the spires causes the dragon statue to react.

***Dragon Statue.*** This statue of Arivandalia was placed here as a safeguard against those looking to twist or break the warding enchantment. A plaque at the base of the statue, written in Draconic, reads:

> *"When the season of night ends, the light of life emerges anew. Life unchecked brings chaos until its eventual decline begins the cycle of order once again, and again once more."*

Each time one of the gemstones is touched, the dragon statue turns in the direction of the spire and unleashes a breath weapon in a 30-foot cone. Creatures in the breath weapon's area must perform the following checks, which are dependent on the spire's gemstone type. If all four of the spires are touched within one minute of each other, the dragon statue goes dormant and the warding enchantment breaks, allowing Nicanda to rise from the sarcophagus (see below).

- **Ruby (Fire).** Creatures in the area must succeed on a DC 20 Dexterity saving throw, taking 58 (13d8) fire damage on a failed save, or half as much damage on a successful one.
- **Sapphire (Frost).** Creatures in the area must succeed on a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.
- **Emerald (Poison).** Creatures in the area must succeed on a DC 20 Constitution saving throw, taking 58 (13d8) poison damage on a failed save, or half as much damage on a successful one.
- **Topaz (Electricity).** Creatures in the area must succeed on a DC 20 Dexterity saving throw, taking 58 (13d8) lightning damage on a failed save, or half as much damage on a successful one.

### The Gemstone Puzzle

If the spires are touched in a certain order, they can be used to renew the enchantment over the temple. The correct order is **Sapphire – Emerald – Ruby – Topaz**. So long as the spires are touched in this order, the dragon statue does not activate; however, if touched out of order, the party must wait one minute before the cycle can be started again.

Once the pattern is completed twice, the iridescent glow from the gemstones brightens into bold, colorful lights, disabling all traps and glyphs in the temple and renewing the warding enchantment for the next 300 years.

In addition, the temple is returned to the Prime Material plane, allowing the party and Edrain (area D4) to leave freely. Edrain, however, may still wish to save Nicanda's soul and free her of her undead curse.

**Note:** If Nicanda is awakened after the enchantment has been renewed, she instead appears alone in the chamber and loses her *Magic Resistance* trait.

***Nicanda's Sarcophagus.*** Nicanda, a half-silver dragon **death knight**, is entombed inside the exquisitely adorned sarcophagus atop the chamber's southern dais. She can be released by either deactivating the enchantment from the gemstone spires or by forcing open the sarcophagus itself, which requires a successful DC 20 Strength (Athletics) check. Once she awakens, she appears in an open space within 20 feet of the sarcophagus, along with two **wraiths** and two **greater zombies** (see appendix A).

### Dealing with Nicanda

Nicanda's stats have the following modifications:

- Her AC increases to 22.
- While wielding her unholy sword, *Silverdusk*, her longsword attacks deal an additional 22 (4d10) necrotic damage.
- ***Paralyzing Breath (Recharge 5-6).*** Nicanda exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Her challenge rating increases to 18 (20,000 XP).

## Dragon Knight's Temple Adventures

You can create your own adventures in the Dragon Knight's Temple or use the hooks and encounters from the Dragon Knight's Temple Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Dragon Knight's Temple Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1-2 | The Cursed Land | 17th |
| 3-4 | Restoring Silverdusk | 18th-19th |
| 5-6 | Lair of the Shadow Wyrm | 20th |

### The Cursed Land

The people of Davas shared rumors of a time when they were part of a once great nation. Upon the reappearance of Nicanda's temple, they discovered that these shared stories are not simply tales of legend. Strange, otherworldly creatures now wander the region, sowing fear and dread throughout the land, while sudden sparks of madness erupt among the populace.

***Story Hook.*** Erion Shijor (NG half-elf **mage**) is a scholar who specializes in the history of the old kingdom. He believes the source of the recent monster attacks and maddening afflictions is connected to the enchantments surrounding the area where the cursed temple re-emerged. He offers the party a 12,000 gp reward to investigate and eliminate the source.

***Renewing the Enchantment.*** The ward enchantment placed upon the temple by Arivandalia and her allies has weakened over the centuries, creating a bridge from the cursed temple back to the Prime Material plane where it originated. Erion has knowledge of a gemstone tablet that may be a key to solving the riddle of the temple. This tablet is the *season cipher* that can be found in area D3.

***Deepening Madness.*** Once the party enters the temple, each party member must make a DC 14 Wisdom saving throw. On a failed save, the character takes 44 (8d10) psychic damage and suffers from short-term madness for 1 minute (see "Madness" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*). This check is repeated every hour.

#### The Trouble with Puzzles

Even with the clues from the *season cipher* and the plaque on the dragon statue, the gemstone puzzle can prove to be complicated to some adventuring groups. Should the party appear to be stuck or frustrated with the puzzle, feel free to provide additional options, such as allowing the characters to make a DC 15 Wisdom (Insight) check, solving the puzzle on a success. Alternatively, the eladrin spirits that reside in the gemstone spires can impart additional aid to the party.



### Restoring Silverdusk

The fall of the kingdom of Valisa is a well-known tale shared between scholars and storytellers of the region. Though many see the evil queen's imprisonment as the end of the tale, there are those for whom the story has never ended.

***Story Hook.*** Venali Bilgan (LG moon elf **veteran**) is the grandchild of Hagas Bel, a former commander in Nicanda's royal army. Her grandfather recently passed, but not before imparting the details of Klephki's manipulation of the kingdom, which left Hagas no choice but to turn against his queen. He vowed to one day free Nicanda from the darkness that consumed her.

Venali wants to carry on her grandfather's promise, offering a 12,000 gp reward to the party if they help her.

***The Unholy Blade.*** Venali tells the party that Klephki warped the queen's mind by corrupting her holy blade,



*Silverdusk*, which was the spiritual link to her deity. Per her grandfather's stories, Venali believes that if the blade can be cleansed of the dark magic that tainted it, Nicanda's soul can be cleansed as well. The sword, however, is buried with Nicanda herself, requiring the party to face her to gain access to it.

***Cleansing the Blade.*** Once Nicanda is defeated, her longsword can be recovered. It functions as a regular longsword but a *detect magic* spell reveals a powerful enchantment upon it. It can be cleansed by using the cleansing ritual in the Dragon Sanctuary (area D7). Once returned to the sarcophagus, Nicanda's soul is redeemed, whereupon it can continue into the heavens. Nicanda's spirit thanks the party before she departs, rewarding them with her blade (see "Treasure" below).

***Treasure.*** Once Nicanda's soul is freed, she rewards the party with *Silverdusk*, a silver longsword with a dragon-headed handle. The sword has the properties of a *holy avenger*.

## Lair of the Shadow Wyrm

After centuries in the Shadowfell, a great evil nests deep within the cursed temple, wielding a greater darkness than that ever possessed by the twisted queen or the nefarious wizard

***Story Hook.*** This adventure can be gained either through Venali Bilgan (see the previous adventure, "Restoring Silverdusk"), or by speaking with Edrain in the crypt hall (area D4).

Through either of these sources, the party learns that the weakening of the enchantment that sealed away Nicanda may be due to the corruption of the being who created it: the silver dragon Arivandalia. Hundreds of years alone within the Shadowfell can have devastating effects on one's mind and spirit, even that of a powerful dragon.

The party is tasked with finding Arivandalia within the temple. According to legend, she has a secret lair beneath the temple itself. Restoring the warding enchantment in the dragon chamber (area D8) provides a clue to the dragon's whereabouts. A reward of 14,000 gp is offered for finding and dealing with the dragon.

***Arivandalia's Lair.*** Once the gemstone puzzle is solved, the dragon statue crumbles, revealing a pressure plate on the platform. Stepping on the pressure plate lowers the platform into an 80-foot square chamber where Arivandalia, an **ancient silver shadow dragon** (see appendix A), makes her lair. The once-silver dragon has been corrupted by the Shadowfell over the centuries, leaving her lamenting her decision to sacrifice herself to save Nicanda's people.

She does not reason easily, requiring a successful DC 20 Charisma (Persuasion) check to converse with the party before she attacks them. If the party successfully redeemed Nicanda's soul, they gain advantage this check. Should the encounter remain non-violent, Arivandalia allows the party to leave peacefully. If the party refuses to leave, the dragon attacks them.

***Treasure.*** Arivandalia's lair contains a trove of gems and coins worth a total of 15,000 gp. The party can also find a *portable hole*, a *staff of charming*, and a suit of *dragon scale armor*.

# Azurezal's Prison

Azurezal the blue dragon was a tyrant. He enslaved an army of humanoids, then he used those troops to make other dragons swear fealty to him. Eventually Azurezal challenged Tiamat for her mantle as deity of chromatic dragons. The queen of dragons destroyed Azurezal's soldiers, stole his treasure hoard, and imprisoned Azurezal in a crystal inside a complex hidden beneath the sands of a desert. Winds recently exposed the entrance to Azurezal's prison. He just needs the right fools to set him free.

## Azurezal's Prison Features

Azurezal's prison has the following features:

- The ceiling of the chamber rises 60 feet above the lowest level of the floor.
- Climbing the walls of the prison without equipment requires a successful DC 15 Strength (Athletics) check.
- While the crystal is intact, its blue glow brightly lights the entire prison.

## Azurezal's Prison Areas

The following areas are keyed to the Azurezal's Prison map.

### E1. Tempting Moat

The liquid in this 5-foot-deep moat appears to be water, but a character who makes a successful DC 15 Intelligence (Nature) check with alchemist's supplies knows it is a blue acid.

A *detect magic* spell reveals the acid radiates an aura of enchantment magic. When a creature that can see the acid starts its turn within 15 feet of the moat, that creature must succeed on a DC 15 Wisdom saving throw or use its action to drink the acid. A creature that succeeds on this saving throw is immune to this effect for 24 hours. A successful casting of the *dispel magic* spell (DC 18) suppresses this effect for 24 hours.

A creature that drinks, touches, or starts its turn within the acid takes 22 (4d10) acid damage.

### E2. The Pyramid of Breaths

Each level of this solid pyramid is 5 feet higher than the next. A *detect magic* spell reveals the pyramid radiates an aura of evocation magic.

A character who succeeds on a DC 17 Intelligence (Arcana) check knows the source of the pyramid's magic is contained in the four 15-foot-tall columns at the pyramid's corners. Each column has AC 17, 50 hit points, and immunity to acid, cold, fire, lightning, poison, and psychic damage, and to bludgeoning, piercing, and slashing damage from nonmagical weapons. If three of the columns are destroyed, the pyramid loses its magic, and its traps cease to function.

Activating any of the pyramid's traps alerts the death knight Coba Perwith (see area E5).

***Level A.*** When a creature touches or starts its turn on the floor or stairs of level A, it must make a DC 15 Constitution saving throw, taking 16 (3d10) poison damage and becoming poisoned for 1 minute on a failed save, or taking half as much damage without becoming poisoned on a successful one. A creature poisoned in this way can repeat the save at the end of its turns, ending the effect on a success.

***Level B.*** When a creature touches or starts its turn on the floor or stairs of level B, it must make a DC 15 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.

***Level C.*** When a creature touches or starts its turn on the floor of level C outside the rune circle (area E3), it must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

### E3. Draconic Rune Circle

This circle of blue Draconic runes reads, "Azurezal the betrayer will stay in this chamber forever. The chromatic queen shall crush stone heretics who dare to free the traitor." The circle forms the base of a magical blue dome 15 feet high that covers the crystal (see area E4). A *detect magic* spell reveals the dome radiates an aura of transmutation magic.

A creature that touches or passes through the dome is affected by a *flesh to stone* spell (spell save DC 18). A *disintegrate* spell or a successful casting of the *dispel magic* spell (DC 18) causes the dome to disappear for 24 hours.

A character who succeeds on a DC 15 Intelligence (Arcana) check knows the crystal powers the dome. If the crystal is destroyed (see area E4), the dome disappears forever.

### E4. Crystal Prison

This 10-foot-tall, opaque blue crystal attached to the floor is Azurezal's cell. A *detect magic* spell reveals the crystal radiates auras of abjuration and evocation magic.

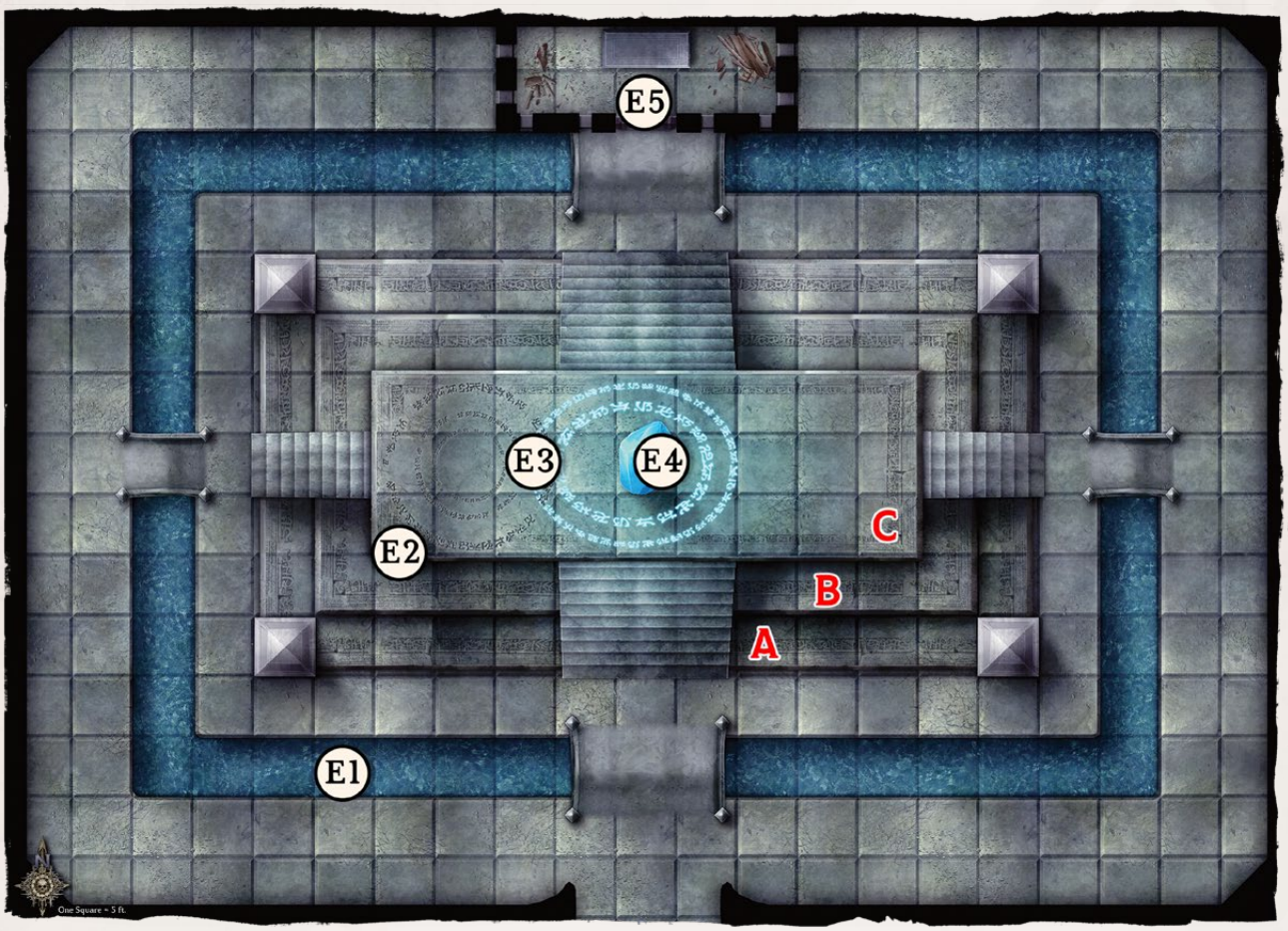
Creatures within 5 feet of the crystal can hear the dragon speak in a faint whisper and converse with him. Azurezal tries to make a deal with anyone to get them to break the crystal, promising his servitude, his hoard, and any other lie he can conjure. A character who makes a successful Wisdom (Insight) check opposed by the dragon's Charisma (Deception) check recognizes the lies.

The crystal has AC 17, 100 hit points, and immunity to acid, cold, fire, lightning, poison, and psychic damage and bludgeoning, piercing, and slashing damage from nonmagical weapons. When a creature damages the crystal with an attack or spell, the crystal shoots a bolt of lightning at the creature. That creature must succeed on a DC 17 Dexterity saving throw or take 16 (3d10) lightning damage.

If the crystal is destroyed, Azurezal, an **adult blue dragon**, crawls forth from its remains. The dragon demands fealty from all creatures in the chamber and attacks those that do not submit, fighting until reduced to 100 hit points then fleeing. Destroying the crystal also alerts the death knight Coba Perwith (see area E5).

### E5. Guardian's Tomb

The stone door to this chamber is barred from the inside. The door has AC 17, 50 hit points, and immunity to acid, cold, fire, lightning, poison, and psychic damage and bludgeoning, piercing, and slashing damage from nonmagical weapons. A creature that succeeds on a DC 20 Strength check forces the door open.




E: Azurezal's Prison

The chamber has the following features:

- Coba Perwith, a blue dragonborn **death knight**, rests in a stone sarcophagus.
- Arrow slits line the west, east, and south walls of the chamber.
- The walls of this chamber are carved with Draconic text that reads, "Once a loyal servant, now a jailor. Here rests Coba Perwith."

***Arrow Slits.*** The arrow slits provide three-quarters cover to creatures inside the tomb from attacks outside the tomb.

***Coba Perwith.*** Coba was Azurezal's loyal general, but Tiamat turned the dragonborn into an undead guardian of the prison. If any of the pyramid of breaths' traps activate (see area E2), the crystal is broken (see area E4), or the characters enter the tomb, Coba rises from her sarcophagus and uses her Hellfire Orb action before engaging in melee combat (targeting Azurezal if possible).

A character who uses an action to make a successful DC 18 Charisma (Deception or Persuasion) check can remind Coba of her previous devotion to Azurezal, causing the death knight a moment of internal conflict and making her stunned until the end of her next turn. This check can only make Coba stunned once.

Coba is immune to the magical effects of the pyramid of breaths (area E2) and the draconic rune circle (area E3).

***Draconic Carving.*** A character who reads the carving and succeeds on a DC 17 Intelligence (History) check knows that Coba was once Azurezal's loyal servant.

## Azurezal's Prison Adventures

You can create your own adventures in Azurezal's prison or use the hooks and encounters from the Azurezal's Prison Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Azurezal's Prison Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Research for Bahamut | 12th |
| 2 | The Cult's Test | 14th |
| 3 | Cellmates | 16th |
| 4 | Blue Family Reunion | 18th |

### Research for Bahamut

Dellio Mervant is an old wizard and follower of Bahamut obsessed with destroying Tiamat. He learned of Azurezal's prison in his research and wants to talk to the dragon to see if he knows any secret weaknesses of Tiamat.

***Story Hook.*** Dellio Mervant (LG Damaran human **archmage**) offers the characters' 5,000 gp to protect him while he explores Azurezal's prison. If they agree, Dellio tells the characters the story of Azurezal's failed uprising against Tiamat.

***Azurezal's Temptation.*** If Dellio speaks with Azurezal, the blue dragon tells the wizard he can reveal the location of a portal that leads to Tiamat's private chambers in the Nine Hells in exchange for his freedom. Dellio mulls

this deal over for 1 minute before agreeing to it, then he attempts to break the crystal. Once Dellio has decided on this course of action, he uses lethal force to stop any creature that gets in his way, convinced Tiamat's death is the "greater good." If freed from his prison, Azurezal betrays Dellio, attacking him.

While Dellio mulls over the idea, a character can convince him to not let Azurezal free with a successful DC 18 Charisma (Intimidation or Persuasion) check. A character can trick Azurezal into giving away the location of the portal with a successful DC 19 Charisma (Deception) check. If the characters manage to get the location of the portal from Azurezal, Dellio gives the characters an extra 1,000 gp as a reward. The portal's location (and its legitimacy) are up to you.

## The Cult's Test

Twin sisters Aja and Safir Haljesh belong to the Tiamat-worshipping Cult of the Dragon. They test Azurezal's prison's defenses once a year by throwing a group of experienced adventurers inside.

***Story Hook.*** As the characters move through a desert, a blinding sandstorm surrounds them, and Aja and Safir Haljesh (NE female Calashite human **assassins**) emerge from it. The sisters offer to lead the characters to shelter, taking them to Azurezal's prison. They let the characters go ahead of them inside, then they bar the entrance with an adamantine beam from the outside, requiring a DC 23 Strength check to force the door open. Aja and Safir remain outside the prison. If the characters do not emerge from prison in 24 hours, the sisters unbar the door and enter to check the prison's defenses.

***Azurezal's Deal.*** If the characters explain their situation to Azurezal, he reveals that the sisters' betrayal must be part of an annual test of the prison's defenses by the Cult of the Dragon. A character who succeeds on a DC 15 Charisma (Persuasion) check gets Azurezal to honestly agree to tear open the door to the prison if released from the crystal. If freed, Azurezal opens the door, attacks the cultists, then demands treasure worth 5,000 gp from the characters as payment for his service. If the characters pay him, Azurezal flies off to find a new home. If they don't, he attacks.

## Cellmates

The wizard Londa Isacar captured Vellatix, a marilith with a vendetta against the mage's family. Rather than sending Vellatix back to the Abyss, Londa wants to see the demon imprisoned in a place with no hope of escape.

***Story Hook.*** Londa Isacar (NG female Turami human **mage**) asks the characters to bring Vellatix, a **marilith**, to Azurezal's prison and use a special ritual she has prepared on a scroll to get the demon into the crystal. Vellatix wears three sets of *dimensional shackles*, which Londa offers to the characters as their payment. The mage tells the characters they must remove the shackles before the ritual is complete or the items prevent Vellatix from entering the crystal.

***Vellatix.*** Vellatix is a hateful creature. She curses the characters nonstop, telling them about the cruel and twisted punishments she plans to rain down upon them. While in the shackles, Vellatix cannot make attacks with her longswords, but she can still make attacks with her tail. She doesn't reveal this fact and waits for the characters to be in combat with another creature before attacking with her tail. As soon as her shackles are removed, Vellatix conjures her longswords and attacks.



***Performing the Ritual.*** To perform the ritual, a character must be within 5 feet of the crystal and Vellatix. The character must use an action to read from the scroll each round for 3 rounds in a row and make a DC 17 Intelligence (Arcana) check immediately after using the third action. If the check succeeds and Vellatix no longer wears the *dimensional shackles*, she is transported into the crystal. If the check fails by 5 or more, the crystal is destroyed and Azurezal emerges.

## Blue Family Reunion

Cycorathix, a descendent of Azurezal, wants to set her ancestor free so they can take revenge on Tiamat together.

***Story Hook.*** The characters are approached by Dorma Orwith, who is really Cycorathix disguised as an Illuskan human knight of Bahamut, asking for their help destroying the blue dragon Azurezal. She claims the dragon's prison is weakening and he could escape at any moment. A character who makes a successful Wisdom (Insight) check opposed by Cycorathix's Charisma (Deception) check can tell there is more to Dorma and her story than meets the eye. Cycorathix makes any promises to get the characters to come along, as she needs pawns to trigger traps (and has no intention of delivering any rewards to them).

Cycorathix is an **adult blue dragon** with the following action option:

***Change Shape.*** Cycorathix magically polymorphs into a female human **knight** or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In human form, Cycorathix retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics are otherwise replaced by those of the new form.

***Blue Betrayal.*** If the characters help Cycorathix get within 5 feet of the crystal, she reveals her true form, attacking the crystal and the characters. If Cycorathix frees Azurezal, he convinces her to battle the characters to cover his escape.

# Blood Stone Circle

The authorities of the local city grew tired of criminals finding loopholes in, or methods to get around, the justice system. When a noted leader of one of the thieves' guild murdered the family of a constable then bribed witnesses to provide him with an alibi, the authorities decided to act.

On the outskirts of the city, deep in the forest, the authorities created a "Circle of Justice." If it looked like a terrible person was going to get away with the most violent of crimes, they would bring the criminal to the Circle of Justice for a summary trial and execution. After just a few months, crime numbers in the city took a decided turn downward.

Soon, however, the authorities began using the Circle of Justice to punish lesser offenses or silence dissenting voices in the city. The place took on a sinister feel, but the members of the self-named "Paragons of Justice" could not see the changes, because they were firmly in the grasp of their new patron: Bhaal, the god of murder.

The hunters and explorers who travel the forest call this place "Blood Stone Circle," for while they don't know its true purpose, they see the effects of its use: standing stones around a strange statue are covered in blood, and even the forest animals avoid the place.

## Blood Stone Circle Features

Blood Stone Circle has the following features:

- The clearing that holds Blood Stone Circle is completely surrounded by dense forest, and there is no discernible path leading to the clearing. Only a successful DC 20 Wisdom (Survival) check shows the faintest signs to travel from the main road out to the circle.
- Unless noted in the individual encounters, the smallest stones are 10 feet high, the outer stones are 20 feet high, and the central stone is 30 feet high. Climbing the stones without equipment requires a successful DC 18 Strength (Athletics) check, as contact with the stone by a living creature causes the stone to drip blood in that location.
- During the day the area is brightly lit by the sun. At night, even during a full moon, the circle is dark due to the magic of the statue.
- Teleportation magic is nullified within the clearing.
- The pits (see area F4) are 20 feet deep unless overwise noted in an individual encounter. Climbing the walls of the pits without equipment requires a successful DC 10 Strength (Athletics) check.
- Contact with the ground once the statue is activated (see area F6) causes wracking pain to living creatures not summoned by or in service to Bhaal. Living creatures that begin their turns in contact with the ground take 11 (2d10) necrotic damage or 3 (1d6) necrotic damage if the character's average level is 9 or lower.

## Blood Stone Circle Areas

The following areas are keyed to the Blood Stone Circle map.

### F1. Devouring Forest

This dense forest provides wild game and timber for the nearby city. The dangerous beasts of the forest have left it largely untamed by civilization.

As characters move further from the city and closer to the Blood Stone Circle, the wildlife gets scarcer and the vegetation more hostile: thicker brambles, sharper vines, and more poisonous berries.

When the statue activates (see area F6), the forest itself comes alive. The 60 feet of forest closest to the clearing becomes difficult terrain, and it attacks living creatures when they enter or start their turn in it. A creature must succeed on a DC 17 Strength saving throw (DC 14 for characters of 9th or lower level) or take 22 (4d10) acid damage (11 [2d10] acid damage for characters of 9th or lower level) from the caustic plants and be grappled (escape DC 17 or DC 14 for characters of 9th or lower level).

### F2. Skeletal Remains

Skeletal remains litter the clearing in a number of places. These are just a few of the remains of people killed by the Paragons of Justice over the years. They were recently exhumed by creatures dedicated to Bhaal.

***Grappling Bones***. If a creature that does not worship Bhaal starts its turn standing on earth containing unearthed remains, the remains animate and attempt to restrain the creature. The creature must succeed on a DC 16 Dexterity saving throw (DC 12 for characters of 9th or lower level) or become grappled (escape DC16 or DC 12 for characters of 9th or lower level). While creatures are grappled in this way, they are restrained.

### F3. Standing Stones

Eight stones form a circle. These 20-foot-tall pieces of granite comprised the original circle. The magic of the gods of justice still flows through these stones.

***Bolstered Healing.*** If a good-aligned or lawful neutral creature regains hit points while standing atop one of these eight stones, they also gain temporary hit points equal to their Charisma score. When a creature gains temporary hit points this way, the creature cannot benefit from the stones again for 24 hours.

***Jumping.*** The magic of the circle makes jumping from stone to stone less reliable. When a creature attempts to jump from one stone to another, it must attempt a Strength (Athletics) check. The creature can jump a number of feet equal to the result of that check. This is true whether it is a standing or running jump. If attempt to jump to a higher spot, the check is made with disadvantage. If the jump is attempted to a lower spot, the check is made with advantage.

### F4. Open Graves

These holes in the earth once housed the remains of some of the Paragons of Justice's victims. Servants of the god of murder have dug up those remains, leaving these open pits in the earth.

***Fear of Death.*** A creature that starts its turn at the bottom of one of these pits is swallowed up by an overwhelming fear of the statue atop the central pillar. Such creatures must succeed on a DC 16 Charisma saving throw (DC 12 for characters of 9th or lower level) or be frightened of the statue for 1 minute. At the end of each of its turns, a creature can attempt a new saving throw to remove the affect. Magic or abilities that provide temporary immunity to the frightened condition are ineffective in this case. This also affects servants of Bhaal.

### F5. Blood Stones

These three smaller stones have recently emerged from the ground, new stones completely dedicated to the god of murder. Blood continually drips from the stones in slow rivulets.

***Madness.*** A creature that starts its turn adjacent to one of the blood stones must succeed on a DC 15 Intelligence saving throw (DC 10 for characters of 9th or lower level) or fly into a murderous rage for 1 minute. While in this rage, a creature can only use an action (no bonus actions or reactions), and can only make melee weapon attacks against the nearest creature. If these attacks hit, they are automatically critical hits. At the end of each turn, an enraged creature can attempt the saving throw again.

***Deactivating the Stones.*** A creature who touches one of the blood stones and succeeds in a DC 15 Intelligence (Religion) check can say a prayer to any lawful good or lawful neutral deity to deactivate all three blood stones for 1 minute.

### F6. Statue of Slaughter

The stone originally matched the eight standing stones around it, topped with a statue representing Tyr, god of justice. The Paragons of Justice commissioned the statue's creation and placed it here to represent that god's blessing over their righteous behavior.

As their actions moved from serving justice to perverting justice, the stone began to grow and turn red, while the statue's features changed to that of Bhaal.

***Aura.*** The statue gives of a dark aura. Any creature not dedicated to murder that enters an area or starts its turn adjacent to the statue must succeed on a DC 15 Constitution saving throw or be stunned until the start of its next turn.

## Blood Stone Circle Adventures

You can create your own adventures in Blood Stone Circle or use the hooks and encounters from the Blood Stone Circle Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

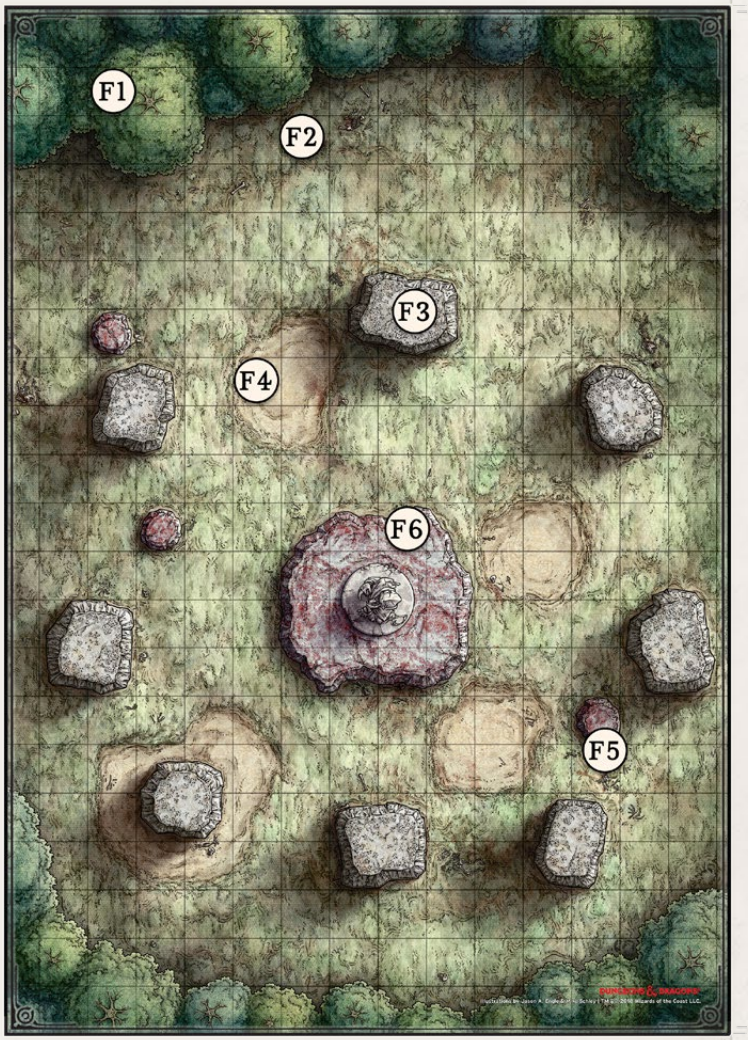
#### Blood Stone Circle Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Family Gathering | 9th |
| 2 | Usurpation | 15th |
| 3 | Reconsecration | 16th |
| 4 | Avatar of Slaughter | 17th |

### Family Gathering

Bhaal has been busy in the region in recent years, hoping to establish a foothold in the area. Several of his servants work in different towns and cities, moving their way up in power groups and looking to become tyrants serving in the name of their patron.

The slow corruption growing in Blood Stone Circle has drawn Bhaal's attention. They have also learned of the presence of each other, and they plan to meet with each other for the first time at Blood Stone Circle. Here they plan to pay homage to their father through a blood sacrifice then cement their plans for regional domination by taking leadership of the Paragons of Justice.




F: Blood Stone Circle

***Story Hook.*** The parents of an acolyte of the god of justice rush into the place where the characters are resting. Their son, Johann Joditch (LG male Mulan human **acolyte)**, was just snatched off the city street right in front of their residence. He was knocked unconscious and dragged north toward the forest by a hooded figure in a red cloak.

The characters can track the kidnapper into the woods, where they notice a dark haze in the sky above a clearing deep in the woods.

***Murder Hounds.*** When the characters arrive, four murder hounds (use the **yeth hound** statistics in appendix A) occupy the bottom of each of the four pits), digging up the bones buried therein. As soon as the characters enter the clearing, the hounds fly out of the pits and attack, activating the statue (see area F6.)

***Chained Sacrifices.*** Chains around each one of the three blood stones (see area F5) bind a victim to it. Johann Joditch is one victim, and the other two are also male humans who are acolytes of Tyr, god of justice.

***Children of Murder.*** When only one murder hound remains, the three children of Bhaal (use the **cambion** statistics) come out of the forest in three directions. They scream in rage at the adventurers, flying in to kill them in the name of their father.

***Treasure.*** One of the children carries a 500 gp black diamond as an offering to her father, another brings a golden statuette worth 750 gp, and the final one carries a *wand of fireballs* that currently has just 1 charge.

## Usurpation

Rumors of people going missing in the city have been circulating for months. At first only members of the criminal class were reported missing, so none of the "honest folk" of the city complained. More recently, however, others went missing, including powerful people who complained about the policies of the current government.

After an extensive investigation (either by the characters or others), it is learned that a group calling itself the "Paragons of Justice" is kidnapping their enemies, taking them out into the forest, and murdering them.

***Story Hook.*** When good organizations within the city went to arrest the members of the Paragons of Justice, they were nowhere to be found. It is believed that the paragons went to a secret forest location, and the characters are asked to bring them back for trial. A 1,000 gp reward is offered to the group.

***Paragons of Justice.*** When the characters arrive at Blood Stone Circle, they see the members of the Paragons of Justice prostrating themselves in a circle around the statue. As the characters arrive at the circle, the members of the group fall over, stone dead.

***Power Funnel.*** The power built up here is funneled into three creatures, which appear flying above each of the blood stones (area F5). These creatures, three **nycaloths**, were drawn to the area because of the intense necrotic energy emanating from it. The statue is activated with the creatures arrive.

When the last nycaloth is defeated, the three bodies burst into flames, and the ashes coalesce in the air, creating two new creatures, a pair of **arcanoloths**. These creatures attack the characters until dead.

***Statue***. While the fight occurs, the statue (area F6) continues to glow. Unless the characters can deactivate the statue by performing six successful DC 20 Intelligence (Arcana or Religion) checks, the arcanoloths burst into flames and become one final creature. Each attempted check requires an action to make.

***Final Form***. Unless the statue is deactivated, the arcanoloth remains fuse to form a terrible monster (use the **adult blue dragon dracolich** statistics, except its type is fiend). If the characters can defeat this final form, the statue deactivates and crumbles to dust.

***Treasure***. With the dust of the statue are 100 black pearls worth 100 gp each, as well as a *gem of seeing*.

## Reconsecration

Recently the members of the Paragons of Justice were arrested for their crimes, and their confessions were taken by the authorities. As part of their confessions, they talked about a circle of stones in the forest where the victims were murdered and buried.

The stories of this place told by the evil-doers have the powers-that-be worried. The descriptions provided during the confession leave the priests of Tyr with the impression that something terrible has been summoned and lives in Blood Stone Circle.

At the same time, the god of justice has ordered some of its celestial servants to go to the Blood Stone Circle to investigate.

***Story Hook.*** The characters are approached by priests of Tyr. The clergy tell the characters they fear a site of terrible evil is festering within the forest near the city. They offer spellcasting services for free if the characters can investigate the place.

***Good Corrupted.*** When the characters arrive at the circle, they see three **planetars** flying around the statue, examining it. Seconds later, beams of black energy erupt from the statue and consume the angels. Their eyes go dark, and they turn toward the characters to attack.

***Stopping the Corruption.*** When the characters see this happen, each can attempt a DC 20 Intelligence (Religion) check. Anyone who succeeds knows that the possessed planetars can only be freed from the possession if they are killed, or if they are made to land on one of the standing stones then a character shuts down the statue momentarily with a DC 20 Intelligence (Arcana) check made as an action.

***Treasure***. When the planetars are either defeated or cleansed of corruption, the statue crumbles and the god of justice rewards the characters with a *holy avenger*.

## Avatar of Slaughter

The members of the Paragons of Justice have finally gone mad due to the corruption of the god of murder. They hope to summon an avatar of their new patron to destroy their enemies.

***Story Hook.*** One of the good leaders of the city fears something terrible is happening with his old friend Elistonia Vir. The woman has been a pillar of the city for as long as anyone can remember, but one of her apprentices was murder two years ago, and his killers were never brought to justice. Since then, Elistonia has been withdrawn and constantly angry. The leader asks the characters to find Elistonia and make sure she is not in danger. She has been seen with a group of elite city leaders, calling themselves the Paragons of Justice, leaving the city, heading out into the forest.

***Avatar.*** When the characters arrive at Blood Stone Circle, they see Elistonia (CE female Tethyrian human **archmage**) standing over the bodies of the rest of the group. The statue (area F6) glows with a vile energy, which suddenly bursts outward and turns into an avatar of slaughter (use the **balor** statistics).

***Connection***. As the characters fight the pair, they notice a connection between the two. While one is alive, the other cannot be dropped below 1 hit point. This connection is facilitated by the statue, and can be deactivated with six successful DC 20 Intelligence (Arcana or Religion) checks. Each attempted check requires an action to make. If the two can be killed on the same action, that also severs the connection.

***Treasure***. When the pair are defeated, the statue crumbles. The god of justice rewards the characters with a *talisman of pure good* with 2 charges remaining.

# Throne of Orcus

*Dedicated to Matt Colville, for reminding the world of the dread power of Kalarel the Vile.*

Orcus, Demon Prince of Undeath, lives eternal. His hatred for all life seeps through the seams of the multiverse and befouls all that is good and pure.

Orcus's corrupting power oozes from his seat of power in Thanatos, the 113th layer of the infinite Abyss. Propagated by his demonic servants, undeath spreads like a plague throughout the planes until it reaches the Shadowfell, where Orcus's undead clash with the Raven Queen, guardian of the sanctity of death.

The curse of undeath is then sucked from the Shadowfell by Orcus's lowliest pawns—his own living cultists. These corrupted mortals lust for power blind to the fact that their patron longs for nothing more than to kill them and raise them as his unthinking puppets.

The greatest of these cultists is a man named Kalarel the Vile. Once the scourge of distant land, Kalarel was slain by adventurers, and Orcus claimed his soul. Sensing the foul potential in his corrupted minion's spirit, Orcus returned Kalarel to the world as his champion. Kalarel has carved out a shrine to his dread master in an ancient ruin and raised a new cult to do his bidding.

Bearing the accursed *Wand of Orcus*, Kalarel seeks to cast open the gates of the Shadowfell and draw his demon prince back into the world, ushering in an age of undeath.

## Throne of Orcus Features

The Throne of Orcus has the following features:

- The chamber's vaulted ceilings are 50 feet high.
- The floor surrounding the dais is made from thousands of corpses sacrificed to Orcus. These corpses are partially reanimated, grasping at living creatures' ankles and making difficult terrain.
- The entire chamber is dimly lit by spectral lights that drift about the ceiling.

## Throne of Orcus Areas

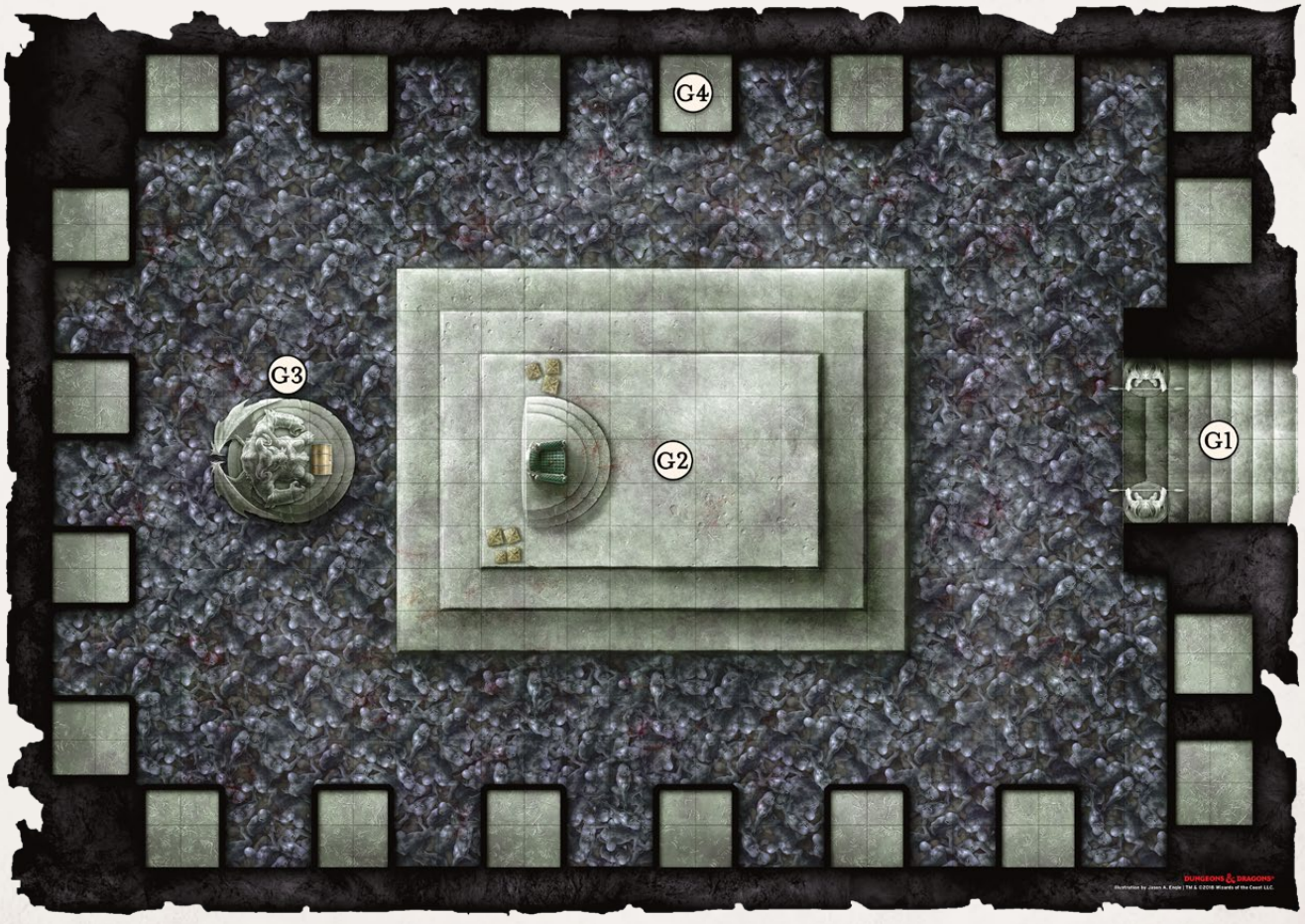
The following areas are keyed to the Throne of Orcus on the map.

### G1. Stairway of Supplication

The entrance to this room is flanked by two suits of armor covered with spikes and curling horns. These suits of armor are **helmed horrors** overflowing with demonic power. They stand still until a creature passes between them then they attack. The villain sitting upon the throne in area G2 cackles as this fight occurs.

These helmed horrors have the following trait, which increases their challenge rating to 6 (2,300 XP):

***Demonic Aura.*** A living creature takes 28 (8d6) necrotic damage when it starts its turn within 10 feet of the helmed horror, or enters that area for the first time on its turn. The first time a creature takes this damage, it must succeed on a DC 18 Constitution saving throw or be paralyzed until the start of its next turn.




G: Throne of Orcus



### G2. Seat of the Undying Lord

This throne is the seat of Kalarel the Vile, champion of Orcus. The throne sits upon a raised dais, which itself sits upon a marble ziggurat. Each step of the throne's dais is 1 foot tall, while each step of the ziggurat is 5 feet tall and must be climbed with a successful DC 10 Strength (Athletics) check to complete the entire ascent.

The throne is surrounded by seven crates once stuffed full of sacrifices to Orcus. Now these sacrifices cover the floor, and the crates are filled only with their personal effects: jewelry, wallets, and other valuables worth 1d6 × 100 gp per crate.

The throne is crafted from human bones and iron studded with dull onyx stones. Any creature sitting upon the throne gains the powers of a *talisman of ultimate evil*. If Kalarel uses the throne's power to cast a creature into an Abyssal fissure, that creature disappears. If Kalarel is killed within 1 minute of the creature's disappearance, it returns at the instant of his death.

### G3. Towering Idol of Undeath

A 40-foot-tall marble statue of Orcus looms over the throne. Two shining emeralds, each worth 500 gp, peer out from its heavy brow. These gems glow with the power of hundreds of souls, all being used to power a ritual to grant Orcus access to the Material Plane.

A golden chest sits at the statue's feet. A shriveled, exsanguinated humanoid corpse curled in the fetal position rests within. It rests atop a pile of 10,000 gp drenched in blood. Kalarel and his cultists locked this corpse within a chest for ritualistic purpose, but even they don't entirely know why this ritual exists.

The truth is that this corpse represents a being called Tenebrous, a vestige of Orcus's lost divinity. Now severed from Orcus's demonic power, the fragmented divinity of Tenebrous still lingers in realms of shadow.

### G4. Bone-Strewn Pillars

Twenty 10-foot-wide, 5-foot-tall platforms line the edges of the room, each strewn with humanoid bones.

## Throne of Orcus Adventures

The Throne of Orcus is an area best suited to a single, climactic encounter. If you want to create an adventure that culminates in this location, consider placing it at the end of a longer dungeon, using one of the other maps in this book as set-up. You can create your own encounter in the Throne of Orcus, or use the hooks and encounters from the Throne of Orcus Encounters table.

#### Throne of Orcus Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Return of Kalarel the Vile | 13th |
| 2 | Kalarel's Hubris | 15th |
| 3 | Tenebrous Rising | 17th |
| 4 | Demon Prince of Undeath | 19th |

### Return of Kalarel the Vile

Kalarel the Vile, champion of Orcus and herald of his dark arrival, sits atop the Seat of the Undying Lord. For the past month, he has sent demons and undead servants to spirit innocent people away from nearby towns.

If the entire party is killed, Kalarel consecrates their souls as sacrifices to Orcus—and their powerful souls allow the Demon Lord of Undeath to burst into the Material Plane.

***Story Hook.*** The common folk of the city of Baldur's Gate are in a panic. People have been disappearing from its poorest districts, night after night, for the past 30 days. Folk have heard strange howling coming from the hills, and characters who investigate can follow the howler demons to Kalarel's secret temple.

Kalarel cackles wildly when the helmed horrors in area G1 attack the approaching adventurers. When they enter the room or attack him, he hisses, "I am Kalarel. I am the emissary of Orcus and the harbinger of doom. Your souls will fuel his return."

***Kalarel.*** Kalarel is a **war priest** (see appendix A) with the following adjustments, which increases his challenge rating to 13 (8,400 XP).

- His type is undead instead of humanoid.
- He has the following damage resistances: necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks.
- He is immune to poison damage and the poisoned condition.
- His Wisdom is 20 (+5), raising his spell save DC to 17 and giving him a +9 to hit with spell attacks.

- He wields the *Wand of Orcus*, and can use it as a *+3 mace*. The wand has 7 charges, and any of its properties that require a saving throw have a save DC of 18. While holding it, Kalarel can use an action to cast *animate dead*, *blight*, or *speak with dead*. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *circle of death* (1 charge), *finger of death* (1 charge), or *power word kill* (2 charges). The wand regains 1d4 + 3 charges daily at dawn. While holding the wand, Kalarel can take the following action:

***Conjure Undead.*** Kalarel can conjure undead creatures whose combined average hit points don't exceed 500. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 300 feet of Kalarel, obeying his commands until they are destroyed or until he dismisses them as an action. Once this property of the wand is used, the property can't be used again until the next dawn.

***Warlocks.*** Two **warlocks of the fiend** (see appendix A) stand atop the bone-strewn pillars (area G4), one on the north side of the room, one on the south. As an action, these warlocks can expend a spell slot to target a creature they can see within 120 feet. That creature must succeed on a DC 15 Wisdom saving throw or be teleported to a point that the warlock can see within 120 feet.

Additionally, once per day as an action, these warlocks can expend a 5th-level spell slot as an action to summon a **howler**.

***Treasure.*** In addition to the treasure kept within the chamber, the characters can take the *Wand of Orcus* for themselves, which may spark a new adventure of its own.

## Kalarel's Hubris

Orcus fumes at his champion's defeat. At the instant of Kalarel's demise he hurls one final threat simply to spite the mortals who slew his greatest servant. Their fate is meted out by a demon hated even among demons, a soul-devouring nabassu.

This encounter is the same as "Return of Kalarel the Vile" with the following changes:

- An additional **warlock of the fiend** (see appendix A) joins Kalarel in his chamber.
- If Kalarel the Vile is killed while holding the *Wand of Orcus*, his soul is consumed by his own ritual.
- Orcus, furious, takes control of the ritual from his throne in the Abyss and sends a **nabassu** (see appendix A) demon to destroy those who foiled his plans.

## Tenebrous Rising

Many years ago, Orcus aspired to godhood. He was defeated, of course, but some tiny part of his godhood remains. This shadowy vestige of his divinity is known as Tenebrous.

In this scenario Tenebrous has been secretly subverting Kalarel's sacrifices to Orcus and building his own power. When Kalarel is killed, Tenebrous seizes control of Kalarel's ritual and appears upon the Material Plane with a roar of triumph. "Orcus has no power here," he bellows. "I am Tenebrous, the demonic made divine. Worship me. Worship me, or perish!"

This encounter is the same as "Return of Kalarel the Vile" with the following changes:

- Two additional **warlocks of the fiend** (see appendix A) join Kalarel in his chamber.
- If Kalarel the Vile is killed while he is holding the *Wand of Orcus*, his soul is consumed by his own ritual.
- Tenebrous consumes Kalarel's soul and the Wand of Orcus itself, and takes physical form within the desiccated corpse in the chest in area G3. It twists and grows into massive size, shrouded by shadow. Tenebrous takes the form of a **nightwalker** (see appendix A). Tenebrous has an Intelligence of 18 (+4), a Wisdom of 21 (+5), and a Charisma of 17 (+3).

## Demon Prince of Undeath

Kalarel's ritual succeeded before the characters could arrive to foil him. Orcus looms over Kalarel's throne, whispering hollow praise into his ear and goading him to commit even greater atrocities in his name.

***Story Hook.*** Dark clouds smother the hills east of Baldur's Gate. A dread wind tears through the air, and undead walk the earth in broad daylight. A torrent of undeath washes over the land, bubbling up from beneath the earth.

***Demon Prince of Undeath.*** Orcus lurks in Kalarel's shrine, crafting endless schemes to bring all mortal life to a swift and sudden end. Meanwhile Kalarel and his cult prepare themselves for the arrival of heroes who would dare to challenge them.

This encounter is the same as "Return of Kalarel the Vile" with the following changes:

- **Orcus** (see appendix A) looms over the Seat of the Undying Lord, eager to crush the adventurers.
- Orcus holds his wand, not Kalarel.
- Three additional **warlocks of the fiend** (see appendix A) join Kalarel in his chamber.
- If Kalarel is killed and Orcus can see him, Orcus can use a legendary action to revive him as a **wraith**. Whenever this wraith is reduced to 0 hit points, Orcus can use a legendary action to restore it to full hit points.





# Fort First Watch

Fort First Watch stands north of a pass that leads into a monster-infested mountain range. The soldiers of the fort are ready, day and night, to stop threats from the southern mountains, advancing towards settlements to the north. The lands' soldiers are known for their bravery and discipline, but only the most elite staff Fort First Watch. And only the best of the best are stationed at the south end of the fort, closest to the pass.

## Fort First Watch Features

The south end of Fort First Watch has the following features:

- The trees in the fort grow cherries and are 15 feet tall. The trees can be climbed without an ability check. A creature that climbs a tree has three-quarters cover against attacks made by creatures not in the tree.
- The stone walls of the fort are 20 feet high, and a successful DC 15 Strength (Athletics) check is required to climb the walls without equipment.
- Each stone door and 5-foot-cubic section of wall has AC 17, 50 hit points, immunity to poison and psychic damage, and a damage threshold of 10.
- The fort's buildings are 10 feet tall per story with 9-foot-high ceilings and 8-foot-high doorways.
- If a building has multiple stories, only its first floor is pictured on the map.
- The arrow slits and windows in the fort are open. They provide three-quarters cover to creatures inside the areas with them against attacks from outside the area.
- All indoor areas of the fort are brightly lit by fireplaces and hanging lanterns. Outdoor areas of the fort are brightly lit by the sun during the day and dimly lit by the moon at night.

## Fort First Watch Roster

The south end of Fort First Watch is under the command of the stoic Captain Danare Evenkeel (LG female Tethyrian human **veteran**). She oversees a group of ten soldiers (**scouts**). At any given moment, five of the soldiers are on duty patrolling the walls, but if shouts of alarm sound throughout the camp, all soldiers respond to the trouble.

## Fort First Watch Areas

The following areas are keyed to the Fort First Watch map.

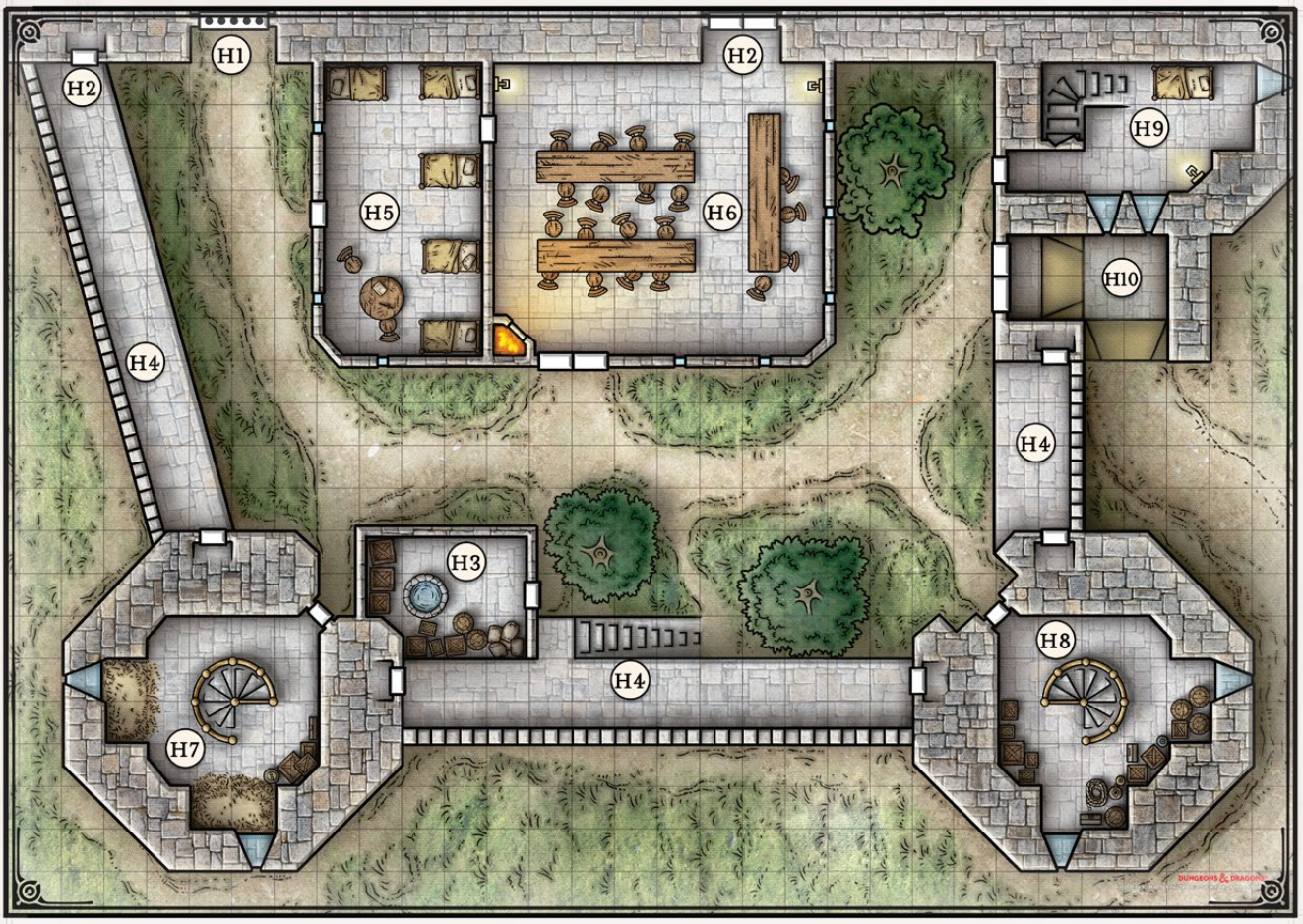
### H1. Portcullis

This portcullis separates the south end of Fort First Watch from the rest of the complex, and is usually open. If enemies overrun the south end of the fort, the gate can be dropped via a lever on the north side to contain the threat.

The portcullis has AC 19, 100 hit points, immunity to poison and psychic damage, and a damage threshold of 15. A creature lifts the portcullis with a successful DC 22 Strength check.

### H2. Doors to North End

These doors lead to the north end of Fort First Watch. They can be barred from the north side in case enemies overrun the south end of the fort. While barred, a door cannot be opened without a successful DC 22 Strength check.




H: Fort First Watch

### H3. Storage

This small building holds crates and barrels of food and a water well to sustain the fort's soldiers. The well has a 3-foot-high lip, is 10 feet deep, and is filled with 8 feet of water. A creature that falls into a well needs to climb 5 feet to get out, which requires a successful DC 15 Strength (Athletics) check if attempted without equipment.

### H4. Walls

Five soldiers (**scouts**) patrol the walls, looking for monsters coming from the mountains to the south. If they notice a threat, they shout an alarm (see "Fort First Watch Roster"). If a traveler wishes to enter the fort, the soldiers shout for Captain Danare Evenkeel, who decides if the person is allowed entry (via area H10).

### H5. Barracks

The soldiers of the south end rest in shifts in the barracks, which has the following features:

- Five soldiers (**scouts**) rest, play games of chance, check their equipment, and talk in the barracks.
- A 3-foot-high wooded table, set with two chairs, stands in the south end of the room.

### H6. Mess Hall

The mess hall is used by all the fort's soldiers, not just those in the fort's south end. It has the following features:

- At any given moment 1d20 soldiers (**scouts**) are here eating, reading, or talking.
- A fireplace roars with flame in the southeast section of the hall.
- Three 3-foot-high wooden tables and twenty chairs occupy most of the hall's space.

***Fireplace.*** A creature entering or starting its turn in the lit fireplace takes 2 (1d4) fire damage.

***Soldiers.*** If an alarm is raised (see "Fort First Watch Roster"), the soldiers report to their assigned posts immediately.

### H7. Horse Supply Tower

This three-story tower has the following features:

- The arrow slits are placed in the same locations on all three levels.
- The tower contains fresh hay, as well as crates and barrels of feed and other supplies used to care for horses stabled in the north end of the fort. You can use the "Mounts and Vehicles" section of chapter 5, "Equipment," in the *Player's Handbook* to determine the gear found here.

### H8. Armory and Equipment Tower

This three-story tower has the following features:

- The arrow slits are placed in the same locations on all three levels.
- The tower contains crates and barrels of ammunition, armor, equipment, and weapons used by the soldiers. You can use chapter 5, "Equipment," of the *Player's Handbook* to determine the gear found here.

### H9. Captain's Quarters

Captain Danare Evenkeel is usually working or resting in this three-story building that has the following features:

- ***First Floor.*** The first floor of the building is a simple bedroom that contains the captain's bed.
- ***Second Floor.*** The second floor of the building is the captain's office, containing a 3-foot-high wooden desk and four chairs for the captain to hold meetings.
- ***Third Floor.*** The third floor of the building is a hall connecting the south end of the forth with the north end, with doors at either end. The door on the north end can be barred from the north side in case enemies overrun the south end of the fort. While barred, the door cannot be opened without a successful DC 22 Strength check.
- ***Arrow Slits.*** The arrow slits are placed in the same locations on all three levels.

### H10. Ramp Entrance

A ramp leads up to the south end of the fort's only entrance. The set of double doors can be barred from inside the fort, which is their typical state. These stone doors are reinforced with iron and have AC 17, 100 hit points, immunity to poison and psychic damage, and a damage threshold of 15. While barred, the doors cannot be opened without a successful DC 24 Strength check.

## Fort First Watch Adventures

You can create your own adventures in Fort First Watch or use the hooks and encounters from the Fort First Watch Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

#### Fort First Watch Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Gnoll Place to Hide | 2nd |
| 2 | The Beasts Within | 4th |
| 3 | Hobgoblin Takeover | 6th |
| 4 | Giant Panic | 9th |

### Gnoll Place to Hide

Gnoll leader Garash convinced her pack to emerge from the safety of the mountains and raid the settlements north of Fort First Watch. She knows the fort stands in the way and has prepared her kin to assault it.

***Story Hook.*** Captain Danare Evenkeel allows the characters to rest in the hay of the fort's horse supply tower (area H7) between adventures, provided they aid in the fort's defense while they are around.

***Gnoll Attack.*** While the characters rest, they hear shouts of alarm. A horde of gnolls from the mountains charges at the fort. The gnolls attack the fort's south end in waves.

- The first wave consists of twenty **gnolls**. Four pairs of gnolls each carry a 20-foot-long, crudely made ladder. Two creatures working together can each use an action to mount a ladder on the fort's walls. Creatures can use their walking speed to climb the ladders at half speed without making ability checks.
- Pushing a mounted ladder off the wall requires a successful DC 15 Strength check made as an action. All creatures on a ladder when it is pushed fall prone to the ground. If they fall 10 or more feet, they take bludgeoning damage from the fall as normal.
- At the start of the third round of combat the second wave arrives, which consists of ten more **gnolls** and a **gnoll pack lord**.
- At the start of the fifth round of combat, Garash, a **gnoll fang of Yeenoghu** arrives.
- At the start of the seventh round of combat, and every other round thereafter, 1d4 **gnolls** arrive.

If Garash falls, the gnolls flee.

***North End Reinforcements.*** If the characters appear close to defeat, you can have 2d6 soldiers (**scouts**) arrive from the north end of the fort to aid in the battle.

### The Beasts Within

Kaval Grimtusk, an orc chieftain, tried and failed to get his war band beyond the Fort First Watch. Thanks to some clever thinking and a deal made with a werewolf named Marla Caravat, Kaval plans to sew discord in the fort, then attack when the moment is right.

***Story Hook.*** A recent attack by Kaval Grimtusk's orc war band killed many of Fort First Watch's soldiers. To help fortify the fort, its leadership allows adventurers to stay in the fort for free between quests, provided they aid in the complex's defense.

***Werewolf Inside.*** Berterus Barwick, a soldier, rests in a bed in area H6. A wolf bit him when he left the fort to hunt for food. The soldier shares the story of his attack with the characters if they ask. He also says the captain has ordered him to rest, but he feels stronger than he ever has. Berterus is a **werewolf** but doesn't know it yet.

The night the characters stay at the fort is also the night of the full moon. During the evening, Berterus transforms into his hybrid form, attacking any creature he can reach.

***Orc Attack.*** After Berterus transforms, Kaval Grimtusk, an **orc war chief**, orders his force of twenty **orcs**, four **orogs**, and one **orc eye of Gruumsh** to attack the fort. At the start of the fifth round of combat with the orcs, Kaval joins the fray with Marla Caravat, the **werewolf** who bit Berterus. The orcs flee when Kaval and at least fifteen other orcs fall.

***North End Reinforcements.*** If the characters appear close to death, you can have 2d6 soldiers (**scouts**) arrive from the north end of the fort to aid in the battle.

### Hobgoblin Takeover

Avranak Durtosh, a hobgoblin warlord, invaded Fort First Watch and took over its south end as part of a plan to take the entire complex. The hobgoblins are now in a standoff with the soldiers in the north end of the fort.

***Story Hook.*** As the characters travel near the mountains, Tonio Pisare (LG male Turami human **scout**), a messenger from the fort, flags them down. He explains the situation at the fort, noting that the hobgoblins have hostages to kill if the soldiers in the north end do not vacate the fort. Tonio says the fort's leaders promise a reward of 500 gp to any who can free the hostages.

***Hobgoblin Occupation.*** The portcullis (area H2) is closed, and the doors that lead to the north end (areas H2 and inside area H9) are shut and barred. The hobgoblins captured six soldiers (**scouts**) and Captain Danare Evenkeel, binding their hands and feet with manacles and stripping them of equipment. These prisoners are in are H6, guarded by two **hobgoblins**.

Another twenty **hobgoblins** and two **hobgoblin captains** occupy various areas of the fort's south end while Avranak Durtosh, a **hobgoblin warlord**, occupies area H9. The hobgoblins attack intruders on sight and fight until five remain, then they flee.

## Giant Panic

Urash and Cyburn are the only remaining fire giants from their clan. They are chased by Ixlstorm and Clashtithus, a pair of blue dragons out to eradicate giants in the name of Tiamat. The dragons chase Urash and Cyburn down from the mountain toward Fort First Watch.

***Story Hook.*** A friendly NPC the characters know asks them to bring a letter, shipment of goods, or other item to Fort First Watch as they pass through the area. Captain Danare Evenkeel offers the characters a place to stay for the evening, provided they aid in the fort's defense if necessary.

***Giants Approach.*** While the characters rest in the fort, shouts of alarm alert them to approaching danger. Urash and Cyburn, **fire giants**, charge toward the fort. A character who succeeds on a DC 12 Wisdom (Insight) check knows the giants are running in fear from something. If the giants are attacked, they defend themselves while calling for a parlay. The soldiers attack the giants unless the characters intervene.

A character who succeeds on a DC 15 Charisma (Intimidation or Persuasion) check as an action convinces the soldiers to stand down.

If the characters hear the giants out, they share their story. The giants promise not to harm the settlements north of the fort. They only want to get away from the pursuing dragons. If the fire giants are denied this request, they attack.

Captain Danare Evenkeel wants to turn the giants back. She does not trust them, and if they are telling the truth, they are bringing a pair of blue dragons down on the fort. A character who makes a successful DC 20 Charisma (Persuasion) check and outlines a plan for dealing with the dragons convinces Danare to let the giants pass.

A character who succeeds on a DC 15 Charisma (Persuasion) check convinces the giants to stand and fight with the soldiers against the oncoming dragons, a solution Danare can live with, provided the giants stay outside the fort's walls.

***Dragons Approach.*** One hour after the giants appear, Ixlstorm and Clashtithus, two **young blue dragons**, fly toward the fort. If they notice the giants at the fort, they immediately attack. If the dragons do not notice the giants, they land outside the fort and demand to know if the giants passed. If the characters claim to have let the giants pass through or turned the giants away, the dragons attack the fort, punishing the characters for letting their quarry escape. A character who succeeds on a DC 18 Charisma (Deception) check convinces the dragons the giants never came near fort, causing Ixlstorm and Clashtithus to leave in a huff to continue their search.



# Grassel's Farm

Lira Firebrand formed the Red Badger Brigands 40 years ago when she couldn't pay the taxes on her farm. Her crew of farmers-turned-bandits still operates on nearby roads, robbing only nobles and the rich, giving extra coin to the common folk in need. She no longer robs caravans, but Lira still leads the bandits from her farm near the edge of a forest. Her neighbors know her simply as Tara Grassel.

## Grassel's Farm Features

Grassel's farm has the following features:

- The trees on the farm grow apples and are 1d6 + 6 feet tall. The trees can be climbed without an ability check. A creature that climbs a tree has three-quarters cover against attacks made from outside the tree's foliage.
- The buildings on the farm are one story and 12-feet high. The ceilings in these buildings are 10-feet high, and 8-foot-high doorways connect rooms.
- Climbing the walls of a building without equipment requires a successful DC 15 Strength (Athletics) check.
- The doors on the farmhouses are wood and have AC 15, 27 hit points, and immunity to poison and psychic damage. If a door is locked, a character proficient with thieves' tools who makes a successful DC 15 Dexterity check picks the lock, and a character who succeeds on a DC 18 Strength check forces the door open. Lira Firebrand, Cal Firebrand, and Ahpot-Li Athandem hold keys to the locked doors.



- Rooms with active fireplaces are brightly lit. Rooms without active fireplaces are brightly lit by the sun during the day and dimly lit by the moon at night, with the exception of the outhouse (area I5), which is always dark.
- A creature entering or starting its turn in a lit fireplace takes 2 (1d4) fire damage.
- The windows have curtains that can be drawn for privacy and to keep out light.
- The farm's outdoor stone walls are 8 feet high. Climbing the walls without equipment requires a successful DC 15 Strength (Athletics) check.

## Grassel's Farm NPCs

The following NPCs populate Grassel's farm:

- ***Lira Firebrand.*** Most people know Lira Firebrand (CN female Illuskan human **bandit captain**) by her given name: Tara Grassel. She is a fiery woman in her sixties with a passion for gardening. She keeps her past hidden but does not deny her criminal ties if accused. She attacks to defend herself, her friends, or family but otherwise is good-natured.
- ***Cal Firebrand.*** Most people know Cal Firebrand (CN male Illuskan human **bandit captain**) as Jan Grassel. Lira's son, Cal is gruff, stocky, and in his forties. He leads the day-to-day operations of the Red Badger Brigands, carrying out Lira's orders and looking after her.
- ***Ahpot-Li Athandem.*** Ahpot-Li Athandem (N male Mulan human **thug**) is one of the Red Badger Brigands' best warriors. He's silent, dependable, and tough. Cal assigned Ahpot-Li to look after his mother and pose as a farmhand, a task that Ahpot-Li enjoys.

## Grassel's Farm Areas

The following areas are keyed to the Grassel's Farm map.

### I1. Road Banks

These banks surround areas of road that dip 5 feet lower than the rest of the ground on the map and are difficult terrain.

### I2. Wells

Both wells have a 3-foot-high lip, are 10 feet deep, and are filled with 8 feet of water. A creature that falls into a well needs to climb 5 feet to get out, which requires a successful DC 15 Strength (Athletics) check if attempted without climbing equipment.

### I3. Gardens

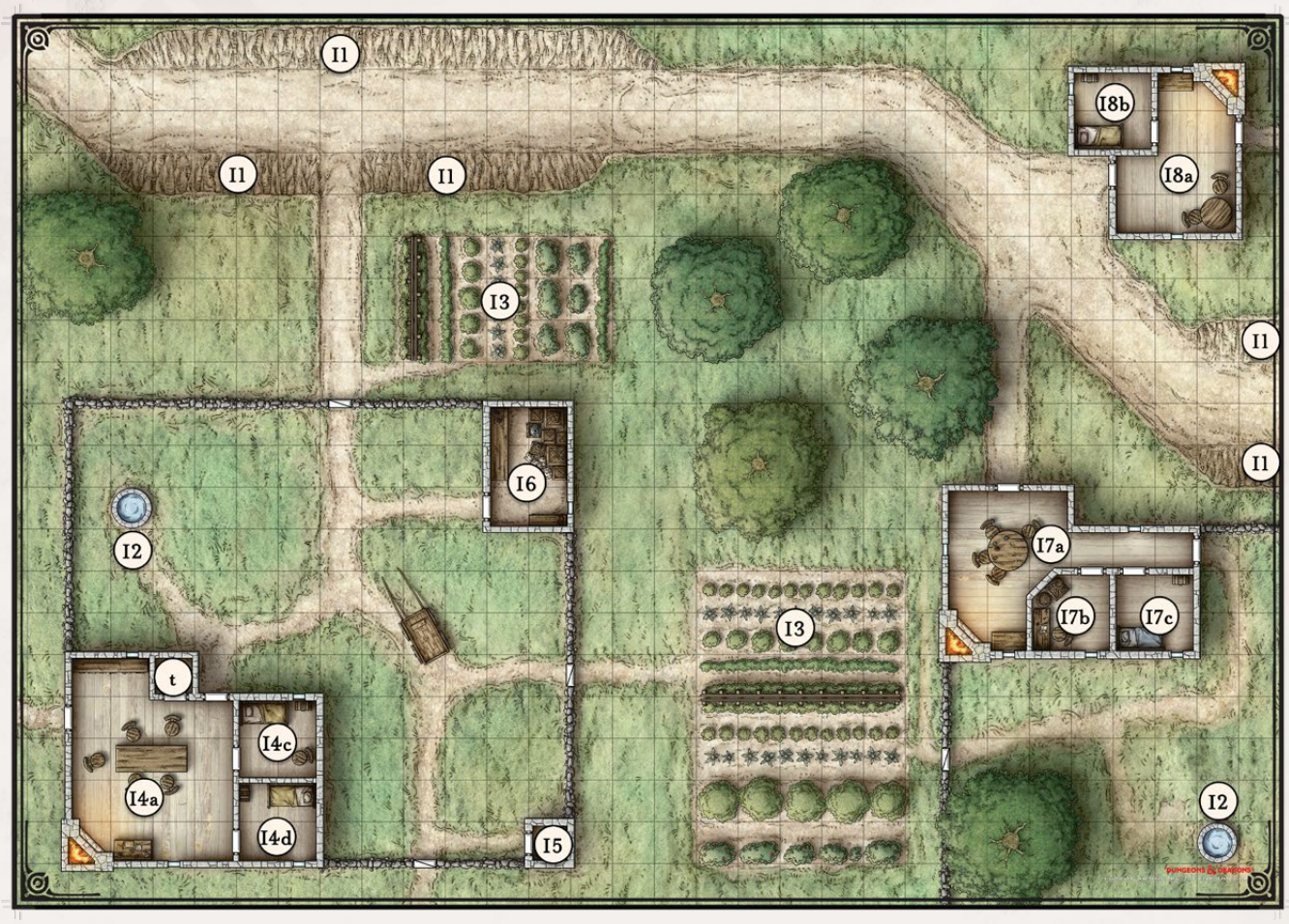
The gardens hold the following plants: gooseberries, green beans, lettuce, peppers, spinach, squash, and tomatoes. The wooden tomato walls are 3 feet high.

During the day Lira Firebrand and Ahpot-Li Athandem (see "Grassel's Farm NPCs") tend to the gardens.

### I4. Main House

The largest house on the property is home to Lira and Cal Firebrand (see "Grassel's Farm NPCs"). In the evening Lira and Cal eat dinner and discuss the Red Badger Brigands in the great room (area I4a) before retiring to their bedrooms (areas I4c and I4d).

***I4a. Great Room.*** The great room has the following features:




1: Grassel's Farm

- A 3-foot-high wooden table set with five chairs stands in the middle of the room.
- A 6-foot-high shelving unit holds food, herbs, and spices on the north wall.
- A 3-foot-high counter holds a set of cook's utensils on the south wall.

***I4b. Closet.*** This closet is locked (see "Grassel's Farm Features"). Hughbert, Lira's pet **giant badger**, rests in a nest of blankets here. He attacks any creature entering the closet other than Lira, Cal, or Ahpot-Li Athandem that does not succeed on a DC 12 Wisdom (Animal Handling) check.

Beneath Hughbert's blanket is a red ledger used to record the income and payroll of the Red Badger Brigands. A character who studies this ledger learns Lira and Cal's true identities.

***I4c. Lira's Bedroom.*** This room features a bed, a small table and a chair, and a chest containing Lira's clothes and a purse of 50 gp.

***I4d. Cal's Bedroom.*** This room features a bed and a chest containing Cal's clothes and a vial of assassin's blood (see "Poisons" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*).

## I5. Outhouse

A character who succeeds on a DC 12 Wisdom (Perception) check can tell it looks like the dirt floor of the outhouse was recently dug up. Buried 6 inches in the ground is a silvered dagger Cal Firebrand stole from a noble on the road. He buried the dagger here and told his mother about it in case either of them ever needs an emergency weapon.

## I6. Shed

The farm shed has the following features:

- A 3-foot-high workbench near the west wall holds farm tools.
- A 6-foot-high shelving unit on the south wall holds more tools.
- A collection of crates, bags, and other goods takes up the northeast portion of the shed.

***Stolen Goods.*** The crates and bags contain goods stolen from nobles and rich merchants. Lira Firebrand keeps the goods in her shed until she feels enough time has passed that she can sell them without raising suspicion.

A character who looks at the goods and succeeds on a DC 15 Intelligence (History) check knows the goods were recently reported stolen. The total value of the goods is 250 gp.

## I7. Farmhand's House

At night Ahpot-Li Athandem (see "Grassel's Farm NPCs") eats dinner in the great room (area I7a), works in the office (area I7b), and then sleeps in his bedroom (area I7c).

***I7a. Great Room.*** The great room has the following features:



- A 3-foot-high wooden table set with four chairs stands near the house's main entrance.
- A 3-foot-high counter holds a set of cook's utensils on the south wall.

***I7b. Office.*** The door to the office is locked (see "Grassel's Farm Features"). The office has the following features:

- A 3-foot-high desk set with a chair holds a journal containing Ahpot-Li's reports. Ahpot-Li records who comes to the farm so Cal can see if anyone is getting too close to Lira and their illegal enterprise.
- A 200-pound keg of ale, a 20-pound keg of wine, and a 100-pound crate of cheese sit in the corner. These items are Ahpot-Li's bonus from Cal for looking after Lira so well.

***I7c. Ahpot-Li's Bedroom.*** This room features a bed and a chest containing Ahpot-Li's clothes and a *potion of healing*.

## I8. Guest House

This house is usually empty, but the bandits that work for Lira Firebrand sometimes occupy it when hiding after a robbery.

***I8a. Great Room.*** The great room has the following features:

- A 3-foot-high wooden table set with two chairs stands near the south wall.
- A 3-foot-high counter stands near the north wall.

***I8b. Bedroom.*** The bedroom contains a bed and an empty chest where guests store their belongings.

## Grassel's Farm Adventures

You can create your own adventures in Grassel's farm or use the hooks and encounters from the Grassel's Farm Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Grassel's Farm Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Copper Kings | 1st |
| 2 | Dryad Rage | 2nd |
| 3 | Owlbear Love | 3rd |
| 4 | Farm Breakout | 4th |

### Copper Kings

The Red Badger Brigands never steal from poor travelers, but the Copper Kings have no such code. The two gangs have been at war for years. Cala Kolnov, leader of the Copper Kings, discovered Tara Grassel is really Lira Firebrand and plans to assault the farm.

***Story Hook.*** A friendly NPC the characters know asks them to bring a letter, shipment of goods, or other item to Tara Grassel as they pass through the area. The NPC mentions that Tara offers free lodging to polite guests. If the characters deliver the item, Lira cooks them dinner and invites them to stay in her guest house (area I8).

***Bandit Attack.*** When the characters settle down for the night, Cala Kolnov (CE female Damaran human **bandit captain**) leads a group of eight **bandits** as they attack the farm. Three of the bandits break down the guest house door as the others attack elsewhere in the farm.

If Cala notices the characters, she claims Tara is really the bandit Lira Firebrand. A character who makes a successful Wisdom (Insight) check opposed by Cala's Charisma (Deception) check can see that Cala is holding back information (that she is a bandit as well).

If the characters turn on Lira, she tells them the truth. If the characters help Cala defeat Lira, the Copper Kings turn on the characters.

If the characters help Lira defeat the Copper Kings, she thanks them, giving them 50 gp as a reward and asking them not to mention the attack to anyone.

### Dryad Rage

While scouting the woods near Grassel's farm, two of the Red Badger Brigands, Darnas Torio and Sudeman Naseir, unknowingly cut wood from the tree of a dryad, Nallia. She captured the bandits, questioned them, and plans to make them and their leader pay for the mistake.

***Story Hook.*** The characters hear that Tara Grassel, a farmer and herbalist, is selling *potions of healing* for 25 gp each. These are potions the Red Badger Brigands stole months ago, but Lira claims she made them. When the characters arrive at her farm, she has three left to sell.

***Nallia's Rage.*** While the characters are at the farm, Nallia, a **dryad**, approaches with four **wolves** and two **black bears**. One bear carries Darnas Torio (CN male Rashemi human **bandit**) and the other carries Sudeman Naseir (N male Calishite human **bandit**).

The bandits are restrained with vines around the ankles and wrists. A creature can remove a bandit's vines as an action.

As Nallia approaches, she demands Lira Firebrand come face her or she kills Darnas and Sudeman. "Tara" pretends not to know who Lira is, but a character who succeeds on Wisdom (Insight) check opposed by Lira's Charisma (Deception) check can tell she is lying. A character who succeeds on a DC 13 Charisma (Intimidation or Persuasion) check convinces Lira to face the dryad.

If Lira approaches Nallia, the beasts attack Lira. If Lira dies, Nallia allows the bandits to live but removes their eyes as punishment before departing.

The characters can attempt to defuse the situation by speaking with Nallia. A character who succeeds on a DC 17 Charisma (Persuasion) check convinces Nallia to let the bandits go unharmed. Failing this check causes Nallia and the animals to attack.

If no one responds to Nallia's demands within five minutes of her making them, she kills the bandits and attacks the farm, intent on killing Lira.

## Owlbear Love

Lorne Swiftstag is a druid who lives in the woods nearby Grassel's farm. He despises the bandits that use his woods as a place to hide, drink, and party, and he is determined to get them to find a new home by forcing their leader to move elsewhere.

***Story Hook.*** Lira Firebrand posts a notice asking for help dealing with a vandal on her property. (She could have the brigands deal with the issue, but wants to keep up appearances for her neighbors.) If the characters respond, the Lira explains that each night some big animals dig up her vegetables. She wants the characters to kill the animals causing the problem, offering 100 gp for the completion of the task.

***Investigating the Scene.*** If the characters investigate the gardens (area I3), they find much of it was destroyed by a large predator that left tracks. A character who succeeds on a DC 14 Intelligence (Investigation) check notices none of the vegetables were actually eaten. A successful DC 15 Intelligence (Nature) check reveals the tracks were made by owlbears.

***What Happens at Night.*** Each night around midnight, Lorne Swiftstag (N male Chondathan human **druid**) sneaks into one of the gardens and makes screeching noises. He then retreats to the shadows and watches two **owlbears**, one male and one female, enter the gardens. The owlbears perform a courtship dance, which digs up and destroys several patches of vegetables, then retreat into the forest together. Lorne leaves after the owlbears.

If the characters interrupt, Lorne flees and the owlbears attack. If captured, Lorne tells the characters who Lira really is and asks them to help him drive her out of the area.

## Farm Breakout

An NPC noble friendly with the characters is attempting to stop the Red Badger Brigands. Lira hatches a plan to capture the characters and use them as collateral to get the noble to stop hunting the bandits.

***Story Hook.*** The characters stay at an inn near Grassel's farm. Lira pays the cook to poison the characters' food, knocking them unconscious. The characters wake up locked in the guest house bedroom (area I8b) without their equipment.

***Prison Farm.*** Lira has extra **bandits** stay on the farm to keep the characters secure. Two bandits stay in area I8a at all times. Twice per day they unlock the door to feed the characters.

Another two **bandits** stay outside the guesthouse (area I8) and three **thugs** patrol the grounds. These captors shout for help if they notice the characters escaping. They attempt to knock the characters unconscious instead of killing them in a fight.

The characters' equipment is kept in area I4b.

***Giving Up.*** If the characters are imprisoned for 5 days, the NPC noble gives in to Lira's demands, and she lets them go with their equipment.



# Stonehaven

The dwarves of Stonehaven have been mining nearby mountains for generations, happy to live in seclusion. Recently humans came to the area wishing to trade, and the dwarves obliged.

A bridge was built over the river that separated the two groups, and a prosperous trade agreement was made. A trade outpost eventually sprung up in the area around the stone bridge, and all has been well for many years.

A long cold and snowy winter left the path to the trading post treacherous and closed during the winter months. The spring thaw brought the raging river, full of ice, to a peak above the bridge, leaving it damaged and unpassable. Dwarves and humans alike work now to repair the bridge, so trade can resume.

What the workers didn't count on were others having moved into the area while the seasonal outpost was unmanned.

## Stonehaven Features

Stonehaven has the following features:

- The river is 10 feet deep and fast moving. A successful DC 10 Strength (Athletics) check is needed to stay afloat in the river. Characters in the water at the end of their turn are pushed downstream (to the north) 15 feet. A creature that enters or starts its turn in the water takes 3 (1d6) cold damage from the frigid water.
- The area is brightly lit during the day, but at night the moonlight is insufficient to provide even dim light, leaving the area in darkness.
- The doors to the buildings are unlocked, as are the windows.
- 10-foot-high piles of bricks can be climbed without an ability check.

## Stonehaven Areas

The following areas are keyed to the Broken Bridge map.



Stonehaven

### J1. Broken Bridge

The bridge is barely passable, only capable of holding the weight of three Medium-sized creatures at a time. A Large creature counts as two creatures and a Huge or larger creature counts as three.

When the weight limit is exceeded, the bridge collapses. Any creature on the bridge must succeed on a DC 15 Dexterity saving throw or fall into the flowing river (see "Stonehaven Features").

The bridge has 100 hit points, AC 15, and is immune to psychic and poison damage. If the bridge reaches 0 hit points, it completely collapses into the river below.

### J2. River and Waterfall

The river flows quickly along the boulder filled bed away from 60-foot-high waterfall.

Behind the waterfall is an elemental node that connects to the Elemental Plane of Water. Under the right conditions, creatures and objects can sometimes pass through the node to the connected plane. Characters that have a *weird tank* (from *Princes of the Apocalypse*) in their possession may recharge it by leaving it in the water or a square adjacent to it for 24 hours.

### J3. Platforms

These 20-foot-tall platforms offer high vantage points which can be used to view the entire valley below.

Normally stable, the winter was devastating to the structures. When a creature reaches the top of a platform, its supports break and it tips over. Anyone atop it must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage as it topples over.

### J4. Buildings

The building on the eastern side of the river are mostly used for trade and storage. Dwarven merchants set up shop in them during the trade season. Traveling merchants have room to sell from their wagons outside of the buildings.

#### Items in Buildings

| d20 | Item |
|---|---|
| 1 | mason's tools |
| 2 | woodcarver's tools |
| 3 | smith's tools |
| 4 | carpenter's tools |
| 5 | dice set |
| 6 | 50' rope |
| 7 | shovel |
| 8 | 3 sacks |
| 9 | hooded lantern |
| 10 | miner's pick |
| 11 | ladder |
| 12 | fishing tackle |
| 13 | sledge hammer |
| 14 | climber's kit |
| 15 | iron spikes |
| 16 | whetstone |
| 17 | hunting trap |
| 18 | manacles |
| 19 | crowbar |
| 20 | block and tackle |




J: Stonehaven

### J5. Stone Pile

The northern most pile of stones has been taken from a nearby mine producing silver and adamantine. The workers have hit an elemental earth node, unbeknownst to them. Under the right conditions, creatures and objects can sometimes pass through the node to the other connected plane.

## Stonehaven Adventures

You can create your own adventures in Stonehaven or use the hooks and encounters from the Stonehaven Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

**Stonehaven Encounters**

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Unwanted Tenants | 8th |
| 2 | Giant Troubles | 9th |
| 3 | Wet Behind the Ears | 10th |
| 4 | Raw Materials | 11th |

### Unwanted Tenants

A dire troll and a troll hibernated under the bridge and are still sleeping. The bridge's construction wakes them up, and they emerge from under the bridge seeking to destroy the workers. The bridge workers run in all directions to escape the deadly threat.

***Story Hook.*** The adventurers have come to seek further trade agreements with the dwarves of the area on behalf of a local ruler and are near the bridge when the trolls attack.

***Hangry Trolls.*** The **dire troll** (see appendix A) and a **troll** are angry and hungry. They chase after the ten workers (**commoners**) repairing the bridge to satiate their hunger. Only if engaged do they give up on the easy prey to confront the adventurers.

### Giant Troubles

A pair of stone giants are hindering the repair efforts of the crew stationed at the bridge. The giants come around every few days and use large boulders to further damage the bridge. The attacks put repair work at a standstill, as the work would only be ruined once the giants came back.

***Story Hook.*** As the characters pass through this area, Magnonus Silverstash (NG male shield dwarf **commoner**) asks them to help defend the settlement from the stone giants. He offers 500 gp to the characters for doing this, in addition to rights to a new mine about to open.

***Stone Giant Attack***. The **stone giants** approach from the north and throw rocks at the bridge and enemies until engaged, at which point they switch to fighting with their greatclubs. The stone giants are part of a community that lives in a nearby cave full of iron ore, and fears the increased trade will bring more miners to the land who want to displace the giants. A character who makes a successful DC 15 Charisma (Persuasion) check convinces the giants to stop attacking and talk about the issue with Magnonus rather than battle.



## Wet Behind the Ears

A marid and a water elemental emerge from the waterfall, where the elemental node is located. They have stumbled through from the Elemental Plane of Water, and the marid believes that someone in the area summoned it. It is looking to find out who that is and what they want of it. None of the artisans or inhabitants of the area speak its language and are frightened of the creature and its pet.

***Story Hook.*** The town north of the broken bridge notices that the water has turned supernaturally cold. The townsfolk ask the passing characters to see if something evil has caused the change in temperature.

***A Foul Thought.*** One of the dwarves fixing the bridge, called Brooding Brack by his peers, secretly worships Olhydra, the Princess of Evil Water. Brack (CE male shield dwarf **priest**) takes the arrival of the **marid** and **water elemental** as a sign that Olhydra wants him to take up her mantle and rule the dwarves. Olhydra blessed him with control over the water creatures, and a protective ward. He cannot be killed while the creatures are alive. A character who succeeds on a DC 15 Intelligence (Arcana or Religion) check knows casting a *dispel evil and good* or *remove curse* spell or similar magic on Brack removes his blessing and protective ward.

When the characters arrive at the bridge, Brack has taken over the site. He forces ten workers (**commoners**) in manacles to bow to him and sing the praises of Olhydra. If he notices the character, he orders them to bow before him. A character who makes a successful Charisma (Deception) check opposed by Brack's Wisdom (Insight) check convinces the priest that the characters worship Olhydra. If the characters fail to convince Brack they are allies, he forces the marid and water elemental to attack them. The marid tries to explain that it does not wish to harm the creatures but it must because Brack commands it.

## Raw Materials

A dao and an earth elemental myrmidon from the Elemental Plane of Earth are drawn to the bridge because materials taken from a nearby stone mine and imbued with elemental energy are used as materials to fix the bridge. The dao wants to stop the materials from being used.

***Story Hook.*** When masons sent to fix the bridge fail to report back to the nearby town in a timely manner, the settlement's mayor asks adventurers to investigate the disappearance.

***Angry Elements.*** The ten masons (**commoners**) fixing the bridge were attacked by the **dao** and **earth elemental myrmidon** (see appendix A). The two earth creatures knocked the masons unconscious without killing them (to take them as slaves), but when the characters arrive, it looks as though the masons are all dead. A character who succeeds on a DC 15 Wisdom (Medicine) check knows the workers are merely unconscious.

If the dao and elemental notice the characters, they attack. A successful DC 20 Charisma (Persuasion) check can convince the dao to stand down and parlay. The dao wants the masons to agree to stop harnessing energy from the Elemental Plane of Earth. The characters can convince the masons to agree to this request with a successful DC 12 Charisma (Intimidation or Persuasion) check. If no agreement is reached, the dao and elemental resume their attack.

# Three Grave Road

Merchants and frequent travelers have been wary of Three Grave Road for many years. They avoided it as much as possible, even risking late shipments and sleepless nights to find a safer route. Not only were goblins rumored to roam the area, but strange occurrences and foul weather could make travel difficult. If you happened to be at any tavern near the road, you could coax outrageous stories out of local residents, which only added to the myths that surrounded the road.

But the story of where the road got its name is most saddening. Unlike many of the tales told by the town drunks, there is evidence to support the told and retold story of Three Grave Road.

The story is simple. It used to be a common and relatively safe path and was a popular route for both poor travelers and the richest merchants. But one night during a particularly bad storm huge rocks were seen falling from the sky by the people in the nearest town. When the storm cleared and the road opened again, three travelers were found dead, crushed by some of the rocks that had fallen. No one recognized them, so they were buried on the side of the road as a show of respect for them, and a memorial for the "Night the Rocks Fell."

Two of the largest rocks buried still rest at this location, flanking the path. The mammoth meteors loom like mountains in the normally flat terrain. Smaller rocks dotted the landscape, placed into piles by those tasked with clearing the road.

## Three Grave Road Features

Three Grave Road has the following features:

- The shimmering skies give the appearance of a safe and welcoming environment, but the area is prone to storms. Even on the clearest days, there is a 50 percent chance that a thunderstorm is assaulting the area shown on the map.
- Clusters of rocks are scattered around the area. The piles stand 10 feet tall and require a successful DC 10 Strength (Athletics) check to climb without equipment.
- Two large meteors flank the road to the north and south. The stones stand 100 feet tall at their peaks and require a successful DC 15 Strength (Athletics) to climb without equipment.
- Low plant life, not native to any nearby ecosystem, has grown around the bases of the meteors. These bushes grow low to the ground, offer no cover, and don't act as difficult terrain.

## Three Grave Road Areas

The following areas are keyed to the Three Grave Road map.

### K1. The Three Graves

This homemade and weather-beaten graveyard serves to honor the three unknown travelers who died mysteriously on the "Night the Rocks Fell." The words etched onto the graves are unreadable, lost to time.

The area surrounding the graves is haphazardly scattered with flowers that travelers have left as offerings. Also left near the graves are small bits of paper containing words of prayer or wishes. For example, one might read, "Please let the remainder of our journey be safe," or, "May my crop of wheat be plentiful next season."

The ground surrounding the graves is well-trodden but remains grassier than the main road.

### K2. The Fallen Meteors

These two dark gray pieces of rock fell from the sky years ago. They contain flecks of a silvery crystalline substance that no sage or miner or dwarf has been able to identify. All attempts to remove the crystals with normal mining equipment have failed, as have magical attempts to pierce the stone.

When the crystals are viewed at night, they glow with an inner light similar to candlelight.

These two meteors enhance the elements of thunder and lightning in the area. This can be learned if a creature observes the effects and succeeds on a DC 10 Intelligence (Arcana or Nature) check. All creatures within 100 feet of the meteors have disadvantage on saving throws to resist thunder or lightning damage. In addition, attacks that deal thunder or lightning damage are made with advantage.

### K3. Alien Plants

These low mossy bushes are no taller than a halfling's ankles. Botanists have not been able to determine its origins or classification.

Those who eat the plants find the taste revolting, but have no adverse health effects.

This alien plant life hitchhiked on the backs of the meteors and took root here. As a symbiont to the meteor rock, it is immune to thunder and lightning damage, and it offers resistance to those two energy types to any creature standing within a patch of the plants. However, when exposed to that energy, these plants become difficult terrain as they thrash about.

This can be learned if a creature observes the effects and succeeds on a DC 10 Intelligence (Arcana or Nature) check.

### K4. Rock Piles

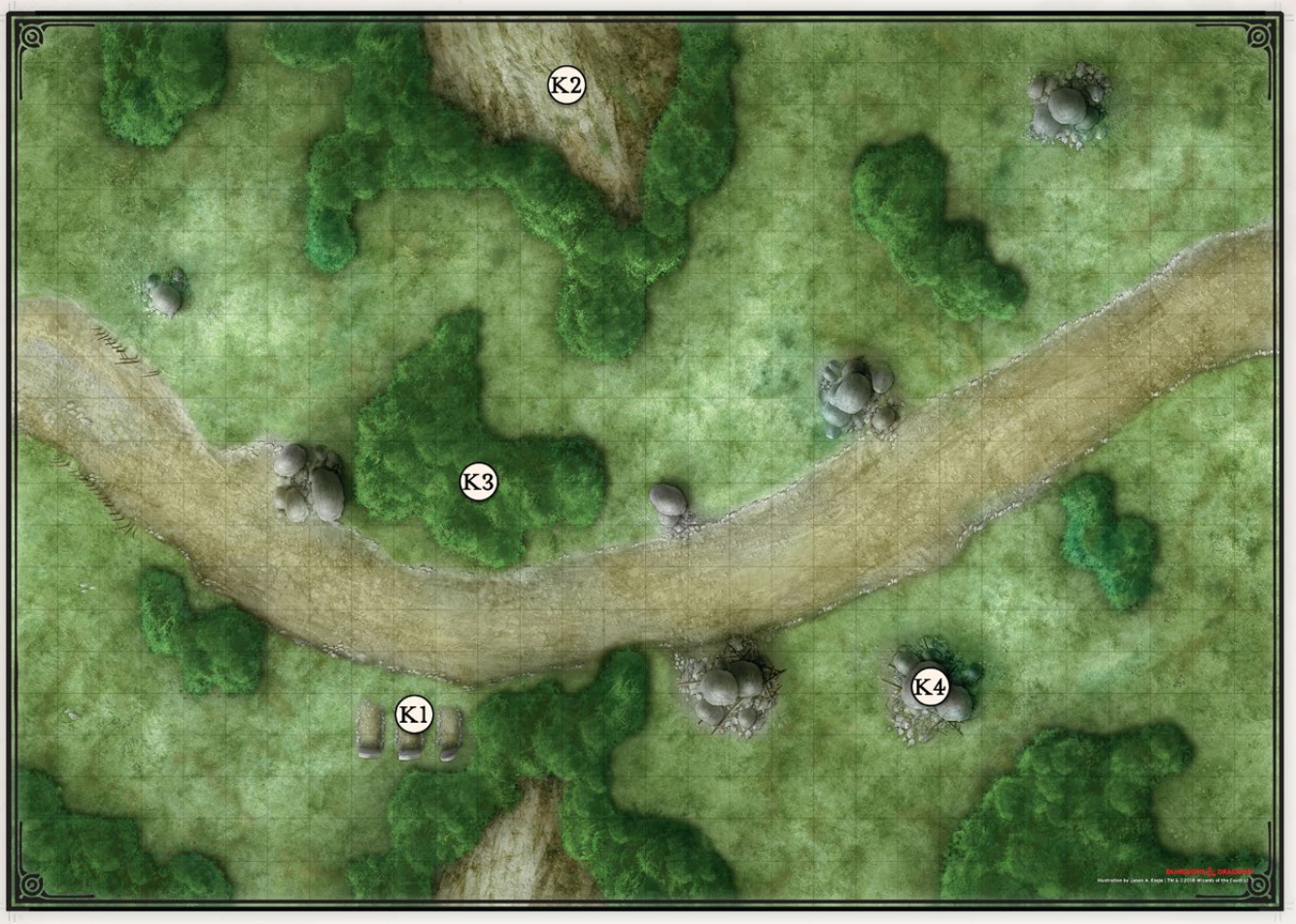
These piles were created after travelers cleared the road of debris. The piles include small parts of the meteors that broke off, natural rock from the surrounding area, pieces of wood from an old fence that lined the road, and other detritus.

## Three Grave Road Adventures

You can create your own adventures along Three Grave Road or use the hooks and encounters from the Three Grave Road Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

**Three Grave Road Encounters**

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Rise and Die | 1st |
| 2 | The Terrifying Fauna | 2nd |
| 3 | Goblin Toll | 4th |
| 4 | A Portal To Far | 9th |




K: Three Grave Road

## Rise and Die

Figerot Schnek, servant of Tymora, had a vision. In the pass along Three Grave Road he saw himself kneeling and praying. After a while, an avatar of his goddess came to him, and she led him to achieve greatness in her name.

Never one to let a chance to change the world (and his own fortune) pass him by, Figerot traveled to the graves and began to pray. And pray. And pray some more.

Little does Figerot know his visions were granted not by his goddess but by Orcus, demon lord of undeath. The meteors too were sent by that unholy figure, and the meteors emit a necrotic energy that raise the dead nearby.

***Story Hook.*** As the characters are traveling along Three Grave Road, they come upon Figerot Schnek (CN male lightfoot halfling **priest**) kneeling and pray at the graves. If there are any female characters in the party, Figerot mistakes one of them for the avatar of his deity from his visions. He instantly prostrates himself before that character (or another of the DM's choice if no characters are female) and vows to serve her. That's when the power of undeath floods the area.

***The Spirit***. As the characters deal with Figerot's strange behavior, three **shadows** emerge from the graves. (This is a deadly encounter for level 1 characters, but Figerot is there to assist). The shadows moan as they attack, talking about the darkness that is waking them from their rest.

***The Flesh.*** After the defeating the shadows, give Figerot a moment to heal them if necessary. Figerot might be a little concerned if the avatar of his goddess got beat up severely by a few lowly shadows. Unfortunately there is little time to discuss this, as the bodies of the dead in the graves claw their way out to attack. These three **zombies** have maximum hit points and cannot be turned. Like their spirits earlier, they groan about the darkness.

***Death Itself.*** After destroying the zombies, the characters are visited by one more spirit, who materializes out of thin air before them. This hooded figure carries and scythe and calls itself Death. Death cannot be harmed, and it does not attack. It tells the characters that the meteors are slowly infusing the land with undeath, and unless it is stopped the entire world will be overcome with the walking dead.

As DM, you can use this plot as an overarching story in your campaign or have the threat relatively easy to overcome with some research and a cleansing ritual.

***Treasure***. For agreeing to end the threat, Death offers the group a *periapt of health*. This item can have drawbacks if the character wearing it fails to pursue the goals of Death.

## The Terrifying Fauna

The meteor shower on the "Night the Rocks Fell" has passed into legend. People still talk about the event, but no one thinks much of it anymore. If not for the two mountain-sized rocks out on Three Graves Road, there would be little evidence it ever happened.

What the people don't know is that the meteors have given off a slow but steadily growing aura of corrupting magic since they landed. That magic is slowly turning the wild animals in the area into monsters.

The changes to the fauna in the area are now prevalent enough that people are noticing. In the pass between the two largest rocks, altered animals attack caravans and travelers with increasing frequency.

***Story Hook.*** The owner of the general store in town has been waiting on shipments of goods from the city for days. Other local merchants are in the same situation. The shipments were expected along Three Grave Road, so the merchants take a collection and offer the characters 25 gp each to travel along the path looking for clues to the missing caravans.

***Corrupted Deer***. As the characters enter the area shown on the map, they see a pile of destroyed wagons just north of the three graves (area K1). Before they can approach, they see some deer grazing at the base of the northern meteor. Most of the deer flee at their approach, but two charge at them. These two corrupted deer (use the **peryton** and **worg** statistics) attempt to slay the characters without relent.

After the combat ends, the characters can examine the bodies. A character who makes a successful DC 10 Intelligence (Nature) check reveals that these look like normal deer, except for the mutations and the incredibly violent behavior.

***Weasels in the Ruins***. If the characters move to examine the destroyed carts more closely, they must a DC 14 Wisdom (Perception) check. Those who fail the check are surprised when six **giant weasels** and a giant two-headed weasel (use the **death dog** statistics) pop out of the wreckage and attack.

If the characters defeat the weasels, they can take the skins if they spend 1 hour working on the corpses. A furrier pays 10 gp weasel per pelt and 20 gp for the strange two-headed weasel. An investigation of the ruined carts shows that blood is everywhere, but no intact bodies remain. Obvious blood trails lead to the base of the northern meteor.

The goods from the caravans, however, were not taken. Much of it was smashed, but some is still intact (see "Treasure").

***The Beating Heart of Chaos.*** If the characters follow the obvious blood trails to the base of the mountain, they can see that something (or many somethings) dragged bodies, or pieces of bodies, up the steep slopes. The characters can attempt to climb the meteor's side to gain access to the top.

When they arrive at the top, they see a flat surface. Sticking up out of the surface is a bulbous mass that beats like a beating heart. This is an alien entity from a realm beyond ours. Its corrupting influence is what is changing the animals in the region. The characters can kill it by doing 200 hit points of damage to it. It is, however, not going to die without summoning forth defenders.

Three altered horses (use the **hippogriff** statistics) fly in to defend their new controlling master. If the characters defeat the monsters, they can kill the beating heart at their leisure. Alternatively, if they kill the heart, the monsters are released from their servitude and fly away.

***Treasure.*** Among the carts are 57 gp in coins, four casks of ale (worth 25 gp each), four *potions of healing*, and a *+1 longbow*. The rest of the goods that can be salvaged belong to the merchants, so taking them to sell would be theft.

## Goblin Toll

Recently, a blue dragon wyrmling calling herself Tulimemithan ("Tuli" for short) flew over this area and felt something pulling at her. She approached the huge meteors and realized that they would enhance her lightning breath. She decided to make her lair in the area, and she began collecting goblin followers to do her bidding.

The nearest goblin tribe soon fell under her sway. Tuli instructed her goblin minions to confront travelers along Three Grave Road, taking portions of their wealth or goods as a toll.

***Story Hook.*** When traveling, the adventurers come upon a small farming and trading village. The elders of the village beg the characters to deal with a band of goblins extorting wealth from all passing caravans and travelers. This "tariff" is ruining the village's businesses. The elders offer the characters 100 gp each if they deal with the goblin toll collectors.



***The Toll Team.*** As the characters ride along the road, they spot a group of goblins blocking the road between the two meteors. If the characters approach, one of the goblins demand 5 gp per character to pass, plus 1 gp for each horse, and another 5 gp for any carts.

If the characters refuse, the goblin team jumps to action, claiming that if the characters resist, "Tuli" will rain death down upon them. The team consists of six **goblins**, two **hobgoblins**, and a **goblin boss** called Remmax.

Any of the goblinoids questioned after the attack confidently claim that Tuli will not stand for this, and that the characters might as well kill themselves before Tuli does.

***Tuli.*** Sure enough, not long after the battle concludes, Tuli, a **blue dragon wyrmling**, flies down from her lair atop the northern meteor. She is accompanied by four **goblin** servants. She angrily demands to know what happened to her followers, and if the characters do not immediately appease her every whim, including giving her all their possessions, she attacks.

Tuli flees if all her servants are killed and she is reduced to fewer than half her starting hit points. She flies to the top of the northern meteor to recover. If the characters follow her, they can attempt to finish the job there.

***Treasure.*** Tuli's hoard is small at the moment, but she treasures it with her life. She rests on 72 gp worth of assorted coins, four clear quartz gems (worth 50 gp each), a *spell scroll of aid*, and a jar with five doses of *Keoghtom's ointment*.



## A Portal To Far

Everton Blundish is a sage, as student of the realms beyond our own. He is obsessed with the notion that there is a Far Realm, where creatures and beings of immeasurable power dwell. His greatest wish is to travel there. And he thinks he found a bridge at a place called Three Grave Road.

The sage is not wrong. The meteors were sent as a means to open a portal, for an invasion force of Far Realms creatures is waiting for the two large stones to create the gate they need to invade the material world.

***Story Hook.*** Everton Blundish (N male Damaran human **commoner**) hires the characters to escort him along a dangerous road between two insignificant backwater towns. The road is claimed to have strange supernatural occurrences take place regularly. The sage continually mentions going "to Far," although the characters likely think he means going "too far."

***The Pass***. When the characters and Everton arrive at the pass between the two meteors, he calls for a rest to investigate. As he does so the magic of the meteors activates, allowing creatures to begin coming over from the other side. The first creatures through are a pair of **chimeras**. Instead of the heads of a goat, lion, and dragon, the heads appear as slugs on the end of long tentacles.

***A Treaty.*** After dealing with the first threat, Everton explains to the characters that this portal is the most important discovery in the history of the world. They must stay here to study the portal more. The sage attempts to walk through, but he quickly learns that the portal only works in one direction.

Not long after this discovery, a **mind flayer arcanist** calling himself "the Explorer" steps through accompanied by five **nothics**. The Explorer addresses the group in their minds, stating that he is the leader of a group from another world who wishes to establish peaceful relations with this one.

He makes all sorts of outrageous promises about what his people can do for this world: cure all diseases, make labor irrelevant, etc. A successful DC 15 Wisdom (Insight) check reveals that he is stalling, probably to give more creatures that chance to come through the portal.

***Closing the Portal.*** The characters do not have the knowledge or means to close the portal, but Everton does. The characters must convince him to do so, which they can do with DC 20 Charisma (Intimidation or Persuasion) checks. If they cannot convince him, more and more aberrations emerge, soon turning this place into a monster-infested hellscape.

***Treasure.*** The Explorer carries a *tentacle rod*, as well as twisted jewelry worth 2000 gp to a noble with a terrible and grotesque sense of fashion.

# Hexholm

Many years ago, a warlock named Venetia Winterfane dwelt in the remote stronghold of Hexholm, serving the goddess Shar. Venetia was said to be misanthropic and harsh, but she fell in love with a virtuous young elf named Yuriko, whom she took as a consort.

However, Shar sent divinations and auguries indicating she was displeased with this match. Venetia ignored these signs, and so Shar stripped her of power and stirred up the common folk against her. Led by several former adventurers, these commoners stormed Hexholm.

A ferocious battle ensued, which saw Venetia and her guards slain. Her consort, poor Yuriko, was dragged outside the walls and murdered. The mob began looting the stronghold but found themselves beset by deadly magic. They were forced to flee, leaving Venetia's treasury untouched.

As punishment for her disobedience, Venetia was raised as a deathlock, cursed to wander Hexholm and vainly attempt to atone for her crimes through worship of Shar. She desperately wants to find the remains of Yuriko, believing she can demonstrate her loyalty by desecrating them. Alas, she does not know where Yuriko fell, and the curse prevents her from leaving the stronghold.

As the years passed, Hexholm attracted a number of strange and hideous creatures from the Shadowfell. Meanwhile, a strange fog rose from the nearby lake and settled over the structure in a permanent shroud. The common folk whisper that the place is haunted, and it's shunned by all.

## Hexholm Features

Hexholm has the following features:

- The gray, decaying walls are 20 feet high and made of large, square-cut stones bound with mortar. The flat-topped walls bear no crenellations.
- The moat is 5 feet deep and filled with stagnant, murky water.
- The stone keep wraps around the east and south side of the courtyard and is 15 feet high.
- The decaying walls offer many handholds and can be climbed without equipment with a successful DC 12 Strength (Athletics) check.
- There are regular arrow slits cut high in the stone wall, which can be accessed from the roof of the keep.
- Crumbling slabs of square stone cover the courtyard and the floor of the keep.
- Thick fog shrouds the entire structure, which is lightly obscured. Torch sconces appear throughout the stronghold, but they are empty. Thick dust and cobwebs can be found everywhere.
- A rotten, sulfurous odor from the nearby lakes saturates the air.
- Dripping water and the occasional low moan can be heard.

## Wandering Monsters

The **sword wraith warriors** (see appendix A) in area L10 regularly patrol the stronghold (though they don't enter area L9). If the characters spend more than 30 minutes in an area, two sword wraith warriors approach. Otherwise, roll a 1d6 for every hour of real time play. On a result of 1, two sword wraith warriors attack.

## Hexholm Areas

The following areas are keyed to the Hexholm map.

### L1. Bridge

A spongy wooden ramp crookedly spans the moat. It appears frail but supports the weight of the party without trouble.

***Gates.*** The black and rusting iron gates at the stronghold entrance lie open. If anyone passes through the gates, the **sword wraith warriors** (see appendix A) in area L3 emerge and attack.

### L2. Courtyard

This sodden courtyard is full of spongy green lichen and crumbling masonry.

***Flickering Shadow.*** The first time the characters enter the courtyard, any character with a passive Wisdom (Perception) score of 12 or higher notices a dark shape on the roof of the keep to the south. The shape disappears as soon as it is seen.

***Battlefield.*** Scattered throughout the courtyard is evidence of a great battle, including bent swords, broken clubs, scraps of armor, and rotting bones.

The characters can discover the following information by studying the battlefield:

- A successful DC 15 Wisdom (Medicine) check deduces that the bones are probably more than a century old.
- A successful DC 13 Intelligence (Investigation) check notices that many of the battle participants were unarmored and dressed in the coarse clothing of commoners.
- A successful DC 13 Intelligence (History) check recalls that this stronghold was stormed by peasants long ago.

***Treasure.*** Anyone searching the battlefield with a successful DC 13 Wisdom (Perception) check locates 130 cp, 63 sp, and 10 gp amongst the remains, as well as a yellow, long-necked gourd containing a *potion of hill giant strength*.

### L3. Gatehouse

The door is made of iron-shod oak and has a bar, though it is currently unbarred. Inside the room is a smashed wooden bench and a small, overturned table. Several old rusted swords stand in a rack near the door.

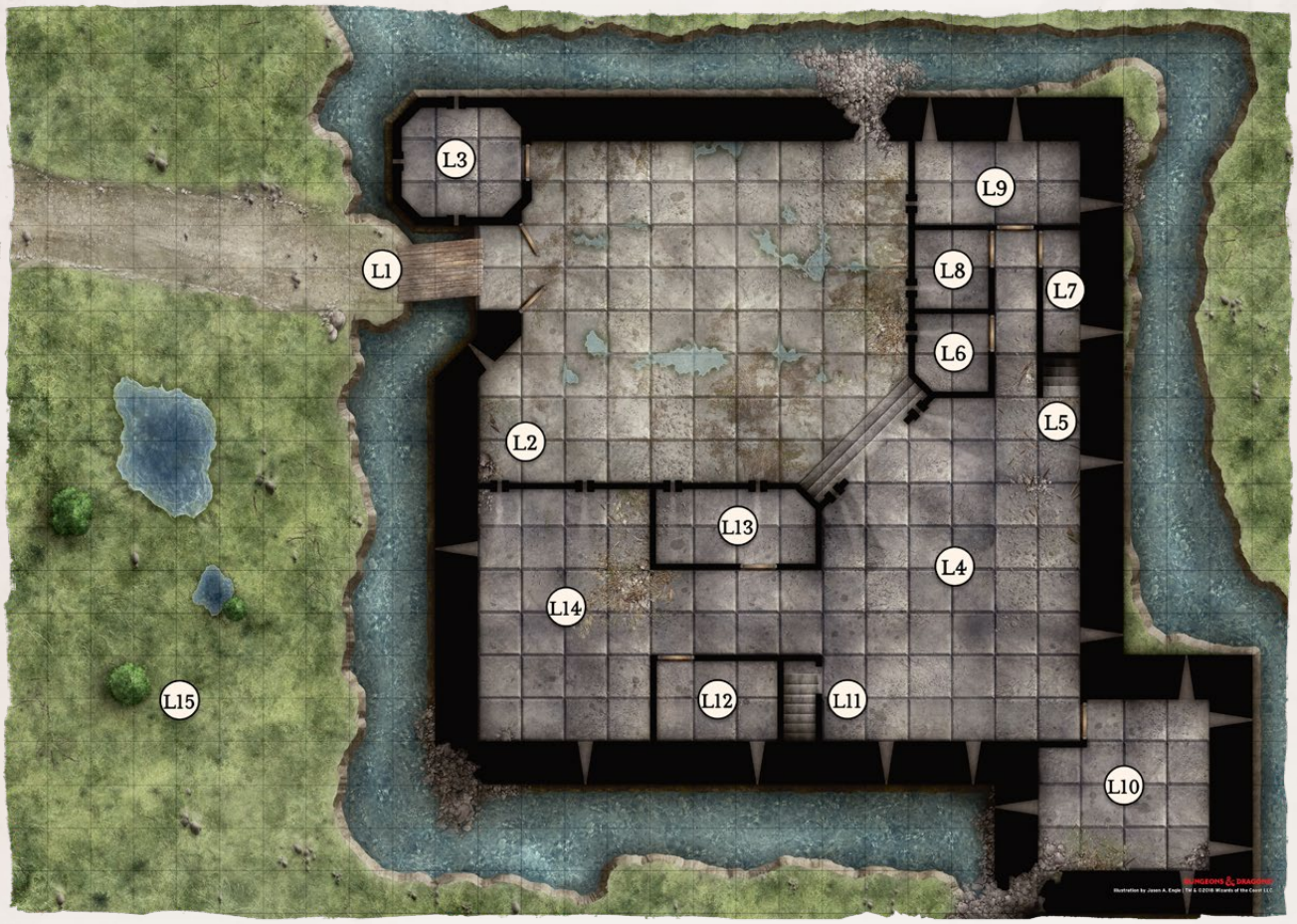
Four **sword wraith warriors** (see appendix A) keep watch through the windows. If anyone passes through the gates near the bridge, they emerge and attack (see area L1).

***Treasure.*** A successful DC 10 Wisdom (Perception) check locates a smashed wooden box beneath one of the cots. It holds a dirty glass vial containing a *potion of greater healing*.

### L4. Great Hall

The wooden doors of this chamber have been torn off and rest on the stairs. Inside, tapestries hang from the walls while two long tables, laden with a banquet, run across the middle of the room.

The high table near the south wall is bare except for a lone chalice. Ghostly servants hurry about, serving food and wine to non-existent guests.




L: Hexholm

***Long Tables.*** The two long tables are both covered with fine white linen and are crammed with soups, roasts, pies, custards, ices, jellies, and such.

The food is illusory and cannot be touched. These shadowy servants once worked in the castle and cannot be physically interacted with. Attempts to turn them automatically succeed.

***Tapestries.*** Six enormous tapestries hang from the walls, while a seventh lies crumpled on the ground. The hanging tapestries are variations on the same pattern: a black disk with a purple border. A successful DC 12 Intelligence (Religion) check reveals this as the symbol of Shar, goddess of darkness.

The tapestry on the floor depicts a tall, severe-faced woman next to a fine-featured elf, both wearing black betrothal robes. The names Venetia and Yuriko are embroidered beneath the figures.

***High Table.*** The high table is bare except for a magnificent silver chalice filled with red wine. Engraved on the side of the chalice in Infernal are the words "Cup of Authority."

Anyone drinking from the chalice must make a DC 15 Wisdom saving throw. On a failure, they are subject to a *geas* requiring them to search for the bones of Yuriko and take them to the chapel (area L14). The victim instinctively knows that the bones are somewhere outside the stronghold.

## L5. Treasury

The rugged, slippery steps descend 15 feet before terminating in a locked iron gate, beyond which is a 10-foot-square room full of white mist.

***Iron Gate.*** Touching the gate with anything except the iron key (see area L9) triggers a *glyph of warding* spell, which targets all creatures in a 20-foot-cone south of the gate. Each creature in the area must make a DC 15 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much on a successful one.

The gate can be unlocked with the iron key from area L9 or by a successful DC 15 Dexterity check by a character proficient with thieves' tools.

***Malevolent Mist.*** There are four **vampiric mists** (see appendix A) filling the small room beyond the iron gate. They attack anyone who enters.

***Stone Strongbox.*** At the back of the room is a locked stone strongbox. It can be unlocked with the stone key from area L9 or by a successful DC 15 Dexterity check by a character proficient with thieves' tools.

Inside the strongbox are:

- 120 pp, 2300 gp, 7000 sp, and 1200 cp
- A glazed clay jug containing *oil of slipperiness*
- A painted glass figurine depicting Shar as an armored woman wielding two swords (125 gp)
- Four sapphires (worth 75 gp each)
- *A +2 rod of the pact keeper*

## L6. Seneschal's Chamber

This plain chamber has grimy plastered walls, a modest bed with a chest at the end, and a wooden chair and writing table.

A shimmering blue **ghost** hovers over the bed, having the appearance of a middle-aged man with prominent ears and a bald spot. His name is Ederic Otherston, and in life he was Venetia's seneschal.

***Talking to the Ghost.*** Ederic does not realize he's dead. He welcomes the characters as "honored guests" and suggests they go to the great hall for refreshments. He is eager to please, sharing information about Hexholm's history and layout if asked. He comments vaguely that "Lady Yuriko" is missing and is "outside the walls somewhere."

If attacked, or if the characters interfere with his belongings, Ederic's ghostly instincts take over and he attempts to possess one of the characters before fleeing.

***Treasure.*** The old wooden chest is unlocked and contains the following items:

- Some musty clothing
- A leather purse with 10 pp, 24 gp, and 84 sp
- A dusky glass flask containing a *potion of healing*

On the table is a withered quill and a dry inkwell, alongside several yellowing pages of accounts. A successful DC 12 Intelligence (Investigation) check finds a piece of paper with the following words written on it:

> All things must pass into shadow
> (mirror)

This is the passphrase for the magic mirror in area L8. Ederic wrote it down, as he kept forgetting it.

## L7. Storeroom

Piles of old equipment, most of it perished and useless, rest here. However, some valuable items linger amid the junk.

For every 10 minutes of searching, make a DC 12 Wisdom (Perception) check. On a success, choose or roll an item on the Random Items table. Each item can be located only once. Choose or roll for a new item if the item indicated has already been found.

### Random Items

| d12 | Item |
|---|---|
| 1 | Whetstone |
| 2 | Common clothes |
| 3 | Waterskin |
| 4 | Merchant's scale |
| 5 | Six torches |
| 6 | Travel cloak |
| 7 | Plain robes |
| 8 | Small wooden chest |
| 9 | Glass vial containing basic poison |
| 10 | Scimitar |
| 11 | *Perfume of Bewitching* (see appendix C) |
| 12 | Small silver cage filled with tiny pixie skulls (worth 250 gp to the right collector) |

## L8. Cabinet

The walls are paneled with wood, and a thick purple rug covers the floor. The room contains a bookcase, a tall mirror, and a desk and chair set. The room smells strongly of mildew.

***Desk.*** The wooden desk is imposing, heavy, and ornately carved. The ink has faded on some old papers atop it, and nothing of interest can be seen.

***Bookcase.*** The case is crammed with books, but most have perished in the moist air. The following volumes are still readable:

- *Praktikal Mekanics* by Bravren
- *Book of the Civilized Lady* by Dathlue Mistwinter
- *The Ilmicoll Incunabulum*
- *Crime and Vengeance* by Ruaugh

These common books are in poor condition, so are worth only about 10 gp total. A character who makes a successful DC 13 Wisdom (Perception) check locates three spell scrolls amid the ruined books, recording these spells: *remove curse*, *suggestion*, and *contact other plane*.

***Magic Mirror.*** A 6-foot-tall, silver-framed mirror hangs on one wall. It is a *mirror of the past* (see appendix C), and the phrase "all things must pass into shadow" must be uttered near it before it can be activated.

## L9. Great Chamber

The walls of this chamber are paneled with dark wood, and the stone floor is covered by a purple carpet decorated with black disks.

***Furniture.*** A large four-posted bed sits at one end of the chamber, shrouded in layers of dark silk, while a fire blazes hotly in a stone fireplace carved with crescent shapes. A mahogany wardrobe sits against one wall, next to an enormous portrait hung with the back facing out. If turned over, it shows the fine-featured Yuriko, dressed in a beautiful tunic.

***Shrine.*** Opposite the bed is a small shrine, comprising a dark-wooded altar, several bronze bowls and candle-holders, a small silk cloth of black and purple, and a large glass statue of a feminine form dressed in heavy robes. A successful DC 12 Intelligence (Religion) check reveals this to be a shrine to Shar, goddess of darkness.

Venetia Winterfane is worshipping at the shrine when the characters enter the chamber. A **deathlock mastermind** (see appendix A), she attacks the characters on sight unless they immediately offer to retrieve the remains of Yuriko for her in which case she permits them to leave unharmed.

#### Adjusting this Encounter

For an average party level of 7, Venetia has maximum hit points. For an average party level of 8, Venetia has maximum hit points and is helped in combat by a fire elemental that resides in the fireplace.

***Treasure.*** The shrine is worth 200 gp. In the wardrobe are several sets of robes and travelling clothes, magically preserved against the damp and worth 120 gp.

A successful DC 15 Wisdom (Perception) check locates a small, silver rune on the bottom of the wardrobe. Touching it causes a panel to spring open, revealing a secret cavity. Inside the cavity are 50 pp, 250 gp, and a

polished stone tube containing a *spell scroll of dimension door*. There is also a stone key and an iron key for the treasury (area L5).

### L10. Guard House

Behind the heavy wooden door is a spacious, plain chamber containing twelve decrepit cots, several old benches, a weapons rack, and a large trunk.

There are six **sword wraith warriors** (see appendix A) here, two standing guard inside the door and the others at ease. They immediately attack intruders.

***Treasure.*** A character who makes a successful DC 12 Wisdom (Perception) check locates a small bronze disk painted black with a purple border, and worth 25 gp. A character who makes a successful DC 12 Intelligence (Religion) check identifies this as a holy symbol of Shar.

There are eight rusty longswords and a greataxe in the weapon rack.

### L11. Roof Stairs

These broad, well-worn stairs lead to the roof of the keep, where one can both look over the wall and access the arrow slits. The roof itself is covered in puddles, and the wall is deteriorating in many places.

Hiding on the roof is a **shadow dancer** (see appendix A) named Quelanna, who has travelled from the Shadowfell to plunder Venetia's treasury for her *rod of the pact keeper* (see area L5).

***Tactics.*** Quelanna attempts to stay hidden and trail the characters, hoping they do the hard work of clearing the stronghold and finding the rod. Upon being revealed, she attempts to make a truce, though she is contemptuous of non-shadar-kai and does whatever is needed to secure the rod for herself.

Quelanna has noticed the **corpse flower** (see appendix A) at area L15 and mentions it if asked about the stronghold's grounds.

### L12. Larder

This room is stacked with boxes, barrels, crates, bottles, sacks, and other containers. Most of the food they contained has long since putrefied, the exception being several crates of hard tack.

### L13. Kitchen

This crowded room contains benches, stoves, cauldrons, knives, forks, ladles, pots, pans, and other cooking paraphernalia, all of it tarnished and corroded.

Near the far end, one of **the lost** (see appendix A) is holding a limp and armored form in a crushing embrace. The creature turns and charges the party when it becomes aware of them.

***Lost Paladin.*** The person the lost was embracing is dead. The body belonged to a paladin of Lathandar named Luth Daggermire, who came to Hexholm alone, seeking to make both his fortune and his reputation.

***Treasure.*** Luth had chainmail, a longsword, a holy symbol of Lathandar, and a silver-threaded purse containing 28 sp and 15 cp. A silver locket around his neck contains a miniature portrait of a dark-haired woman with the name "Natali" engraved opposite it.

There is nothing else of value in this area.

### L14. Chapel

The interior of this spacious room has been plastered and painted black with purple circles at irregular intervals.

A blocky altar made of obsidian on the north side of the chapel is engraved with crescents and disks and has a bowl-shaped upper surface. A sharp knife of polished onyx lies in the bowl.

A character who makes a successful DC 12 Intelligence (Religion) check identifies this as a chapel of Shar.

***Blessing of Shar.*** An inscription on the altar, written in Common, says, "Blood for the Blessing of Shar."

If a warlock cuts themselves with the onyx knife and drips their blood into the bowl, the warlock receives a bonus spell slot for that day. Roll 1d4 to determine the level of the spell slot. The warlock must also make a DC 8 Wisdom saving throw. On a failed save, they abandon their existing patron and begin serving Shar, a fiend patron.

If a non-warlock character cuts themselves with the onyx knife and drips their blood into the bowl, they must make a DC 8 Wisdom saving throw (which they can choose to deliberately fail). On a failed save, the character loses one class level and gains one warlock level with Shar as a fiend patron. (Alternately, they may gain a compulsion to serve Shar if you want to provide a less harsh punishment. A *remove curse* spell of similar magic removes this compulsion.)

### L15. Yuriko's Remains

From a distance this looks like a small copse of twisted trees. However, anyone coming within 30 feet can see that it is a strange and twisted creature—a **corpse flower** (see appendix A).

The corpse flower holds the remains of Yuriko in its body, but the powerful magic linking the remains to Venetia and Shar prevents the perverse creature from either digesting or reanimating them.

Upon killing the corpse flower, the characters can retrieve Yuriko's remains, which amount to a pile of putrid bones.

***Desecrating Yuriko.*** If the characters take Yuriko's remains into Hexholm, Venetia knows immediately (assuming she is still alive) and appears before them with any remaining **sword wraith warriors** (see appendix A) falling in behind her.

Venetia demands the characters hand over the remains, attacking if they do not. Once she has the remains, she takes them to the chapel, puts them in the altar bowl, and begins pulverizing them with her magic, before mixing the dust with oil and burning it. All the while, she chants, "Forgive me, mistress. I have no love but thee."

When the remains are completely consumed by fire, Venetia is released from her cursed existence and disintegrates, as do her former guards (the sword wraiths) and her seneschal. Other creatures in Hexholm remain.

## Hexholm Adventures

You can create your own adventures in Hexholm or use the hooks and encounters from the Hexholm Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.



### Hexholm Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | The Lost Paladin | 5th |
| 2 | A Gap in History | 6th |
| 3 | Shadar-Kai Rivalry | 7th |
| 4 | Reclaim the Stronghold | 8th |

## The Lost Paladin

Luth Daggermire, a virtuous but impoverished paladin of Lathandar, is in love with Kandri Ivydean, the daughter of wealthy barristers. Kandri's parents have refused Luth's suit, so he has set out to explore the legendary Hexholm, hoping to make both his reputation and his fortune.

***Story Hook.*** Kandri Ivydean (NG female Rashemi human **noble**) was always opposed to Luth's scheme. He's been gone more than a tenday, and she is very concerned. She commissions the characters to travel to Hexholm and bring back her beloved, whom she describes as red-haired, wearing chainmail, and bearing the symbol of Lathandar.

***Finding Luth.*** Luth is located in area L13.

***Treasure.*** Kandri offers the characters a diamond brooch (a gift from her grandmother) in return for completing the quest. The brooch is worth 700 gp.

## A Gap in History

Darvin Fulbury is an historian and priest of Oghma who is writing a history of the local province. A gap in his account exists regarding Hexholm, as no one knows what happened there after locals stormed the stronghold a century ago.

***Story Hook.*** Darvin Fulbury (N male Damaran human **priest**) asks the characters to explore Hexholm and piece together the missing history.

***Treasure.*** If the characters come back with useful information, the church of Oghma rewards them with one *raise dead* spellcasting in the future.

## Shadar-Kai Rivalry

A shadar-kai shadow dancer named Quelanna has gone to Hexholm seeking a powerful magic item. A shadar-kai knight named Thieraven, who comes from a rival clan, wishes to stop her.

***Story Hook.*** Thieraven (**shadowdancer** in appendix A) approaches the characters and asks them to go to Hexholm and kill Quelanna.

***Finding Quelanna.*** Quelanna can be found in area L11.

***Treasure.*** In return for completing this quest, Thieraven offers the party the assistance of his clan should they ever travel to the Shadowfell.

## Reclaim the Stronghold

Lady Olivia Wesborn is the ruler of the province that contains Hexholm. She claims the stronghold was built by her great-grandfather and later stolen by a cruel warlock.

***Story Hook.*** Lady Olivia Wesborn (N female Tethyrian human **noble**) commissions the characters to clear Hexholm of all malevolent creatures.

***Treasure.*** Lady Wesborn offers to knight the characters if they complete the commission, entitling them to room and board at her castle for life. She will also give them a grant of 100 acres of farmland.

# Karaktul Outpost

A group of duergar slavers established an outpost in Karaktul, a cavern in the Underdark with a tunnel that leads to the surface. The duergar capture adventurers from the world above and Underdark natives making their way to the surface.

## Karaktul Outpost Features

The cavern that holds Karaktul Outpost has the following features:

- The ceiling of the cavern is 10 feet high.
- Climbing the rough stone walls of the cavern without equipment requires a successful DC 12 Strength (Athletics) check.
- The cavern is dimly lit by phosphorescent moss and braziers alight with magical flames that are cool to the touch.

## Karaktul Outpost Areas

The following areas are keyed to the Karaktul Outpost map.

### M1. Duergar Outpost

The duergar outpost has the following features:

- Five **duergar** live in the outpost.
- The outpost's ceiling is 8 feet high with 6-foot-high doorways.
- Climbing the walls of the outpost without equipment requires a successful DC 15 Strength (Athletics) check.
- The outpost's stone doors have AC 17, 27 hit points, and immunity to poison and psychic damage.
- A large brazier in the north part of the outpost brightly lights the area.
- A 2-foot-high wooden table set with four chairs stands in the south part of the outpost.
- Crates, barrels, and other supplies stolen from merchant caravans, as well as the duergar's sleeping mats, line the walls of the chamber.

***Brazier.*** A creature that touches or starts its turn touching the brazier takes 3 (1d6) fire damage.

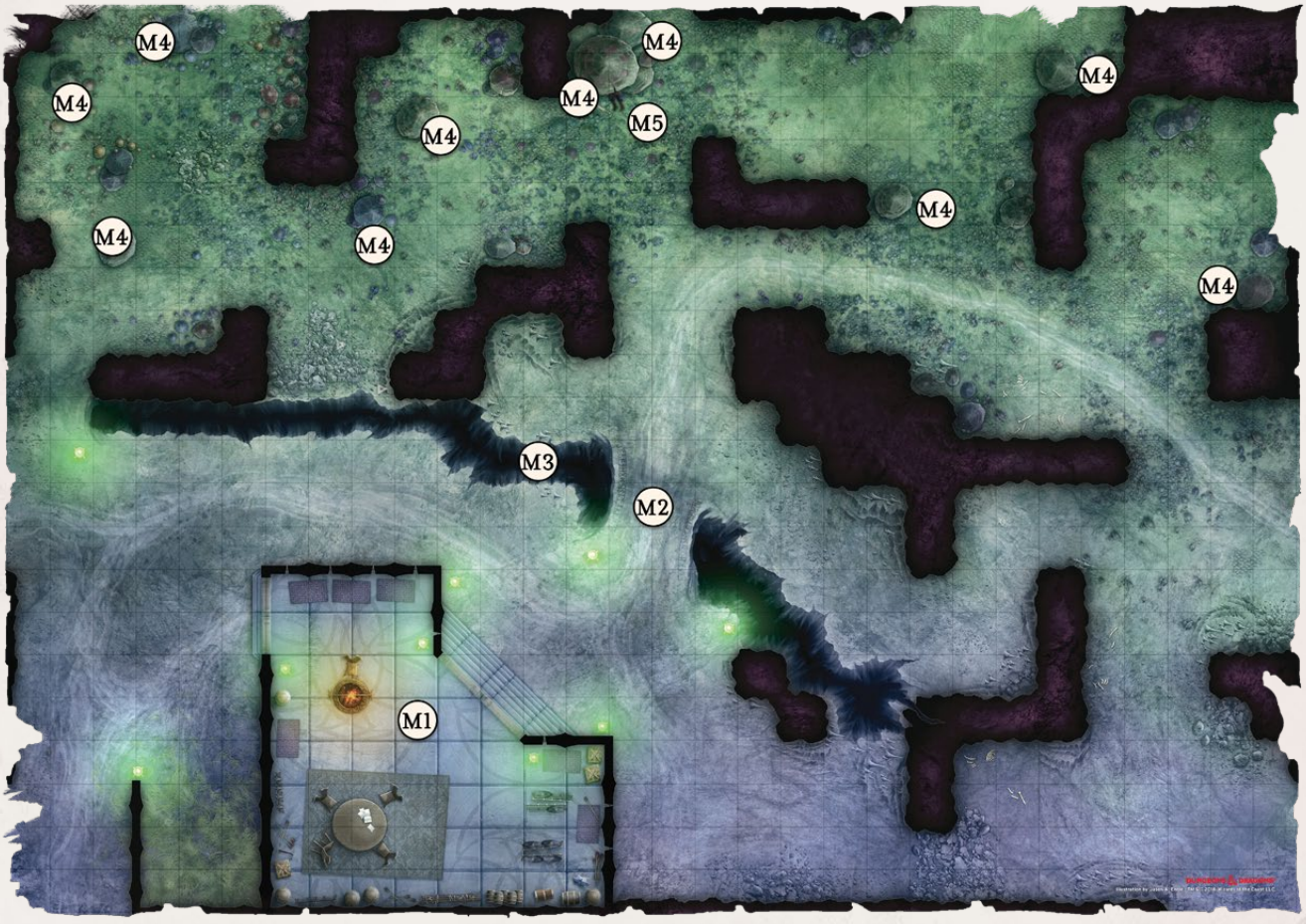
***Doors.*** The doors to the outpost can be barred from the inside, requiring a successful DC 20 Strength check to force open.

***Duergar.*** Scarig, Tennebol, Achstat, Norrux, and Duretax work together to capture humanoids that pass through Karaktul. If the duergar hear any unusual noise in the cavern, they investigate. The gray dwarves attack other humanoids, attempting to knock them unconscious. Prisoners captured by the duergar are stripped of their belongings, chained in manacles, and held in the outpost for 1d10 days before being taken elsewhere to be sold.

***Treasure.*** Use chapter 5, "Equipment," of the *Player's Handbook* to determine the items stolen by the duergar. In addition to mundane equipment, the duergar have 523 gp, 35 ep, 2,140 sp, and 12,345 cp stashed away in a large chest.

### M2. Warded Bridge

The duergar warded this bridge with runes carved on




M: Karaktul Outpost



the edges. A *detect magic* spell reveals the runes radiate an aura of evocation magic. When a creature that is not a duergar walks on the bridge or starts its turn there, the runes glow blue and shoot small bolts of lightning at the creature.

The creature must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) lightning damage. As an action, a creature can scratch out one of the runes with a tool or weapon, causing their magic to cease functioning.

### M3. Chasm

The chasm is 20 feet deep. A creature that falls or climbs into the charms scares a **swarm of bats**, which emerges from the chasm and attacks.

### M4. Murderous Mushrooms

A character who succeeds on a DC 15 Intelligence (Nature) check recognizes the danger of these mushrooms. Whenever a creature enters a space or starts its turn within 5 feet of one of these mushrooms, the mushroom splits in half, revealing a row of sharp teeth and makes a melee weapon attack against the creature with a +5 bonus. If the attack hits, the creature is grappled by the mushroom (escape DC 10) and takes 5 (1d10) piercing damage. Each mushroom can only grapple one creature at a time.

Each mushroom is 5 feet tall and has AC 12 and 10 hit points.

### M5. Adventurer Corpse

The mutilated corpse of a humanoid adventurer who died in the maw of a murder mushroom lies on the ground.

***Treasure.*** A silvered shortsword rests next to the corpse.

## Karaktul Outpost Adventures

You can create your own adventures in Karaktul Outpost or use the hooks and encounters from the Karaktul Outpost Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

#### Karaktul Outpost Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Something Stinky | 2nd |
| 2 | Tap Tap Tap | 4th |
| 3 | Save the Svirfneblin | 6th |
| 4 | Mind Tricks | 8th |

### Something Stinky

Weeks ago, a murder mushroom in Karaktul killed Synlyth Silverbow, a wood elf adventurer, as he fled the duergar. Synlyth's *ring of mind shielding* is giving off psychic energy, which attracted a group of flumphs to the area.

***Story Hook.*** Darrel Barrelhand (N male Illuskan human **commoner**) runs an inn just outside the tunnel that leads to Karaktul and the Underdark beyond. A terrible smell started coming from the tunnel three days before, driving Darrel's customers away. He offers the characters 100 gp to find and eliminate the source of the smell.

***Corpse.*** The humanoid corpse (area M5) is Synlyth's body. It wears a *ring of mind shielding*.

***Flumphs.*** Ten **flumphs** gather near the corpse (area M5). If the characters ask why they are here, the flumphs explain that something on the corpse is giving off psychic energy. Every day the flumphs use their *stench spray* to cause a literal stink and keep the duergar away.

If the characters give the ring to the flumphs, the grateful creatures give the characters a *ring of water walking* they found elsewhere in the Underdark as thanks.

If the characters drive out the duergar, the flumphs stay in the area but stop using their stink spray.

If the characters take the *ring of mind shielding* for themselves, the flumphs get mad and attack, demanding the characters not steal what they found first.

***Treasure.*** The corpse wears a *ring of mind shielding* and the flumphs carry a *ring of water walking*.

## Tap Tap Tap

Two hook horrors recently moved into Karaktul, claiming the place as their hunting grounds. The duergar barred the doors to their outpost, but the hook horrors sense prey within and keep tapping on the walls.

***Story Hook.*** Orva Felltide (N female Chondathan human **commoner**) owns a farm near a tunnel that leads to Karaktul. She can hear a constant tapping echoing up from the tunnel and asks the characters to investigate because the noise is scaring her children. If the characters stop the tapping noise, Orva gives them three *potions of healing*.

***Barred Outpost.*** The stone doors to the outpost are barred. A character succeeds on a DC 15 Charisma (Deception or Persuasion) check convinces the duergar to come out and fight the hook horrors. Once the hook horrors are killed or driven away, the duergar attack the characters.



***Hook Horrors.*** Two **hook horrors** tap on the outpost. If they notice the characters, the monstrosities attack.

## Save the Svirfneblin

Zulji Flintforger is a deep gnome wizard who enjoys visiting the surface world. On her last trip, she returned to the Underdark through Karaktul, and the duergar captured her.

***Story Hook.*** The characters met Zulji during her last trip to the surface. She sends them a message via a *sending* spell just before she is captured, asking them to save her and describing her location.

***Duergar Trade.*** The characters arrive at the outpost at the same time as six **drow** that plan to buy Zulji. The drow are willing to pay 500 gp to the duergar for the gnome, but if the characters can offer something more valuable, the duergar gladly deal with the characters instead.

A character who makes a successful DC 15 Charisma (Deception) check convinces the duergar the drow are cheating them, causing the gray dwarves to attack the dark elves.

***Zulji Flintforger.*** Zulji is curious, reckless, talkative, and kind. She has the statistics of a **mage** with the following changes:

- Her size is Small and she has 31 (9d6) hit points.
- She has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.
- She has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

When the characters arrive, Zulji is kept in manacles in the outpost (area M1) and has no spell slots remaining.

## Mind Tricks

Zaztha is a mind flayer on the run. It broke from its colony to be independent, but its former elder brain sent two other illithids to hunt Zaztha. The independent mind flayer made a plan to foil its would-be assassins but needs the aid of unsuspecting adventurers.

***Story Hook.*** Zaztha, a **mind flayer**, approaches the characters in the guise of a male elf named Carwaith Goldblade thanks to a *hat of disguise*. "Carwaith" claims to be an escaped prisoner of the illithids who knows mind flayers are on her trail, trying to bring her back to the Underdark. She begs the characters to help her hunt the illithids, offering whatever it takes (as Zaztha has no intention of paying the reward).

***Illithid Arrival.*** Zaztha leads the characters to Karaktul, retracing its steps from the Underdark. It managed to sneak past the duergar, but the two **mind flayers** chasing Zaztha had other ideas. They turned the duergar into thralls and have them spread throughout the cave, awaiting the arrival of Zaztha, who they assumed would come back from the surface eventually since that is no place for an illithid.

When the characters enter, the duergar and mind flayers attack. Zaztha fights alongside the characters. When their enemies fall, Zaztha turns and attacks the characters, hoping their weakened states make them easy meals and revealing its true form.

***Treasure.*** Zaztha wears a *hat of disguise*.

# Dark Path Cave

People stay away from Dark Path Cave because its passages lead to the Underdark. Therefore, none of the surface-dwellers noticed when the drow of House Gorzat built a surface outpost inside the cave mouth. From this secret place, the drow raided several wood elf communities and planned to poison the water of a stream that gave the other villages life. Fortunately, a group of adventurers raided the cave before the dark elves could finish their work.

## Dark Path Cave Features

Dark Path Cave has the following features:

- The ceiling of the cave is 30 feet high.
- Climbing the rough walls of the cave without equipment requires a successful DC 12 Strength (Athletics) check.
- Several braziers lit by the *continual flame* spell brightly light the area on the map. These belonged to the drow and were never moved after the dark elves were defeated.
- At the end of every hour the characters spend in the cave, roll a d20. On a result of 18 or higher they experience an encounter chosen or rolled on the Encounters from the Underdark table.

### Encounters from the Underdark

| d10 | Encounter |
|---|---|
| 1 | 1d8 + 1 **flumphs** |
| 2 | 2d4 **kobolds** |
| 3 | 1 **deep gnome** |
| 4 | 1d4 **bugbears** |
| 5 | 1 **ogre** |
| 6 | 1 **grell** |
| 7 | 1d4 + 1 **duergar** |
| 8 | 1d4 + 1 **grimlocks** |
| 9 | 1 **rust monster** |
| 10 | 1 **mind flayer** |

## Dark Path Cave Areas

The following areas are keyed to the Dark Path Cave map.

### N1. Abandoned Outpost

The abandoned House Gorzat outpost has the following features:

- The ceiling of the outpost is 10 feet high.
- The outpost has eight arrow slits in its walls.
- The outpost's walls are made of stone, and its doors are wooden.
- The remains of broken crates, rusted weapons, weapon racks, and a forgotten banner of House Gorzat litter the floor.

***Arrow Slits.*** The arrow slits provide three-quarters cover to creatures inside the structure from attacks outside the structure.

### N2. Barrels and Crates

This collection of barrels and crates is covered in spider webs. Two **swarms of insects** (spiders) crawl amid crates. These spiders were raised by the drow that occupied the outpost, and the adventurers that ousted the dark elves left the crates alone rather than deal with spiders. A character who succeeds on a DC 12 Wisdom (Animal Handling) check can look through the crates and barrels without disturbing the spiders. Otherwise, when a creature touches any of the items, the swarms attack.

***Treasure.*** Most of the barrels and crates hold rotten food, but one of the crates holds ten vials of drow poison, and one of the barrels holds enough pale tincture to dose one hundred creatures (see "Poisons" in chapter 8, "Running the Game," of the *Dungeon Master's Guide*).

### N3. Dark Path River

Dark Path River is a small but powerful stream that comes from snow melting on the mountain above, trickling through the rock, and gathering near the cave's entrance in a waterfall that rushes into a river. A Medium or smaller creature without a swimming speed that starts its turn in the stream must succeed on a DC 13 Strength (Athletics) check or be pushed by the river's current 15 feet north. The river is 10 feet deep.

***Treasure.*** The adventurers that ousted the drow from the outpost dumped the dark elves' treasure into the water because some of the items were cursed, and they didn't want to risk taking any of it. A treasure pile at the bottom of the stream contains a suit of *armor of vulnerability*, *sword of vengeance*, two *potions of poison*, 11 pp, 834 gp, 35 ep, 1,005 sp, and 4,321 cp. The drow brought the cursed items to leave for surface humanoids to find in the woods.

## Dark Path Cave Adventures

You can create your own adventures in Dark Path Cave or use the hooks and encounters from the Dark Path Cave Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Dark Path Cave Encounters

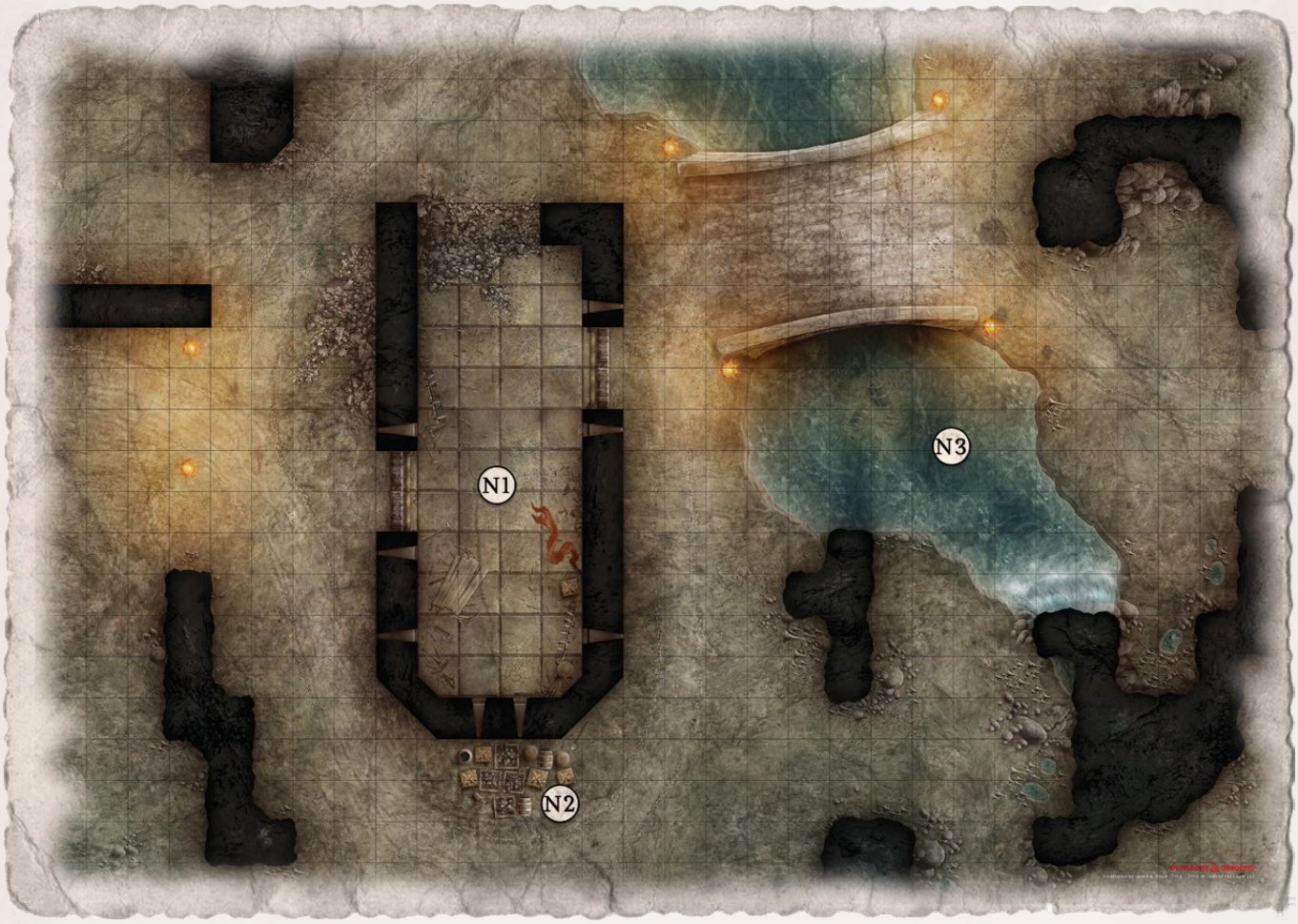
| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Goblin Occupation | 1st |
| 2 | Troll Nap | 3rd |
| 3 | Lonely Necromancer | 5th |
| 4 | Finish the Job | 7th |

### Goblin Occupation

A group of goblins resides in the abandoned drow outpost after escaping a drow city where they were slaves. The goblins steal from nearby farms to get food.

***Story Hook.*** The characters are approached by Nara Astk (NG female Damaran human **commoner**), a farmer who lives near Dark Path Cave. She offers the characters 50 gp to find the thieves who took her crop of carrots and get the produce back. The goblins took the carrots, of course! It is easy to follow their very obvious trail back to Dark Path Cave.

***Goblins.*** Ten **goblins** are spread throughout the cave and outpost. Vookluk, a female **goblin boss**, is in the outpost (area N1) with 50 pounds of produce stolen from nearby farms. When the goblins arrived, one of them tried to take the treasure out of the stream and drowned. No other goblins tried.




N: Dark Path Cave

If the goblins notice the characters, they do not attack unless the characters attack first. Vookluk asks the characters what business they have in the cave. If the characters say they are here for the carrots, she agrees to give the carrots back if the characters can get her the treasure out of the river, which she claims is hers. If the characters refuse, she orders the goblins to attack.

If the characters give the treasure to Vookluk, she is true to her word and gives them the carrots but insists on keeping the rest of the produce for herself and her clan.

A character who offers to help get the goblins on an honest path and succeeds on a DC 15 Charisma (Persuasion) check convinces the goblins to give up all the produce without a fight. The goblins take any help the characters can give as they attempt to form a society that trades with nearby settlements.

## Troll Nap

Rayne, Torstan, and Esobel Halfback are three human siblings who wandered off from home to play in Dark Path Cave when a sleepy troll came wandering. The children hid in the abandoned outpost, but the troll fell asleep nearby. Now the children are too scared to leave.

***Story Hook.*** Someth Halfback (CG male Tethyrian human **commoner**) is terrified that his 9-year-old son, Rayne, his 7-year-old son, Torstan, and his 5-year-old daughter, Esobel, have not come home after going to play in the woods. He begs the characters to find them, offering his deceased grandmother's gold locket as a reward (worth 100 gp). A character who succeeds on a DC 10 Wisdom (Survival) check can track the children through the woods to Dark Path Cave. On a failed check, roll once on the Dark Path Cave Encounters table for an encounter.

***Hidden Children.*** Rayne, Torstan, and Esobel (noncombatants) are hiding behind a weapon rack in the southern end of the abandoned outpost (area N1). A successful DC 13 Wisdom (Perception) check notices the children.

The children are terrified of the troll but can be coaxed to walk around the giant and out of the outpost with a successful DC 15 Charisma (Persuasion) check. The children are more likely to allow the characters to pick them up and carry them, a task which requires a successful DC 10 Charisma (Persuasion) check. If the characters pick up a child without succeeding on the check, the child cries, waking the troll.

***Sleeping Giant.*** The **troll** is unconscious and in the middle of the outpost floor when the characters arrive. Each time a creature walks by the troll it must make a DC 13 Dexterity (Stealth) check. (A child has no bonus on this check). On a failed check, the troll wakes up and attacks the most threatening creatures (likely the characters) it notices.

If the characters spend more than 20 minutes in the cave or make any noise louder than a whisper, the troll wakes up.

## Lonely Necromancer

Lian Tan came to Dark Path Cave after being shunned for her practice of necromancy in her hometown. The absent-minded wizard dumps her failed creations into Dark Path River, not realizing her experiments pollute the water.

***Story Hook.*** Several villages that live near Dark Path River notice chunks of rotting flesh floating downstream. These communities refuse to drink from the water, as it is clearly tainted with something terrible. They ask the characters to check the river's source in Dark Path Cave. The communities offer the characters a total of 500 gp for ending the water's contamination.

***Failed Experiments.*** Lian Tan created five **ogre zombies**, but she cannot get the creatures to obey. Each time she creates a monster and fails, she lures the creature into the river and starts over. The undead stand at the bottom of the river. They try to reach any creature they see above them but cannot leave the water. If the characters attack the zombies, they climb on each other's shoulders to exit the river and attack, leaving one zombie submerged.

***Lian Tan.*** Lian Tan (CN female Shou human **mage** with no spell slots remaining) works over the corpse of an ogre in the abandoned outpost (area N1) when the characters arrive. She is frustrated, having used all her magic to create zombies that do not follow her commands. If she notices the characters, she asks if any of them are wizards. If any character says yes, she asks for help creating the ogre zombies and explains her problem. Any character who agrees to help and succeeds on a DC 15 Intelligence (Arcana) check helps Lian work through some of the issues she has with raising undead and has advantage on all future Charisma ability checks made to influence her.

If the characters ask where the ogres corpses came from, Lian tells the truth. The ogres were living in Dark Path Cave when she arrived. They attacked her and she killed them with spells. Not one to waste resources, she uses their bodies in her experiments.

If the characters tell Lian her zombies are tainting the water, she laughs it off, saying the water is perfectly safe to drink. She doesn't want to kill the zombies because she believes there is more she could learn from observing them. A character who succeeds on a DC 15 Charisma (Intimidation or Persuasion) check gets Lian to agree to stop throwing her failed creations in the river, though she tells the characters they have to be the ones to kill her zombies as she can't bring herself to do so.

If attacked, Lian flees.

***Spellbook.*** Lian carries her spellbook, which contains all the spells she has prepared, plus the following spells: *animate dead*, *blight*, *blindness/deafness*, *false life*, *feign death*, *gentle repose*, and *ray of sickness*.

## Finish the Job

A contingent of drow from House Gorzat have returned to Dark Path Cave to finish their murderous work.

***Story Hook.*** The characters hear rumors of treasure at the bottom of the river in Dark Path Cave.

***Drow.*** The characters arrive at the cave as ten **drow** led by Urzon Gorzat, a **drow elite warrior**, are repairing the old outpost (area N1). Urzon is one of the survivors from the last House Gorzat expedition. He does not plan to fail in his mission this time. If the drow notice the characters, they attack. Urzon rushes to get the barrel of pale tincture (see area N2) and empty it into the river, determined to not let adventurers stop him this time. The swarms of spiders in area N2 do not attack the drow.



# Crystal Cavern

Crystal Peak is a craggy, spired mountain that resembles a giant gemstone. Within the mountain is a great cave, called Crystal Cavern, lined with potent veins of gemstones and crystals.

Decades ago, duergar occupied the mountain, greedily looting its resources. But they weren't the only creatures who sought out the gemstones. A group of drow cultists, led by their high priestess, Nelfa El'lafey, eradicated the duergar and reclaimed the cavern for themselves. The drow cultists built a sacrificial altar to serve the priestess, but the first ritual performed with the altar backfired, transporting the priestess to a prison in Lowerdark.

## Crystal Cavern Features

The cavern has the following features:

- The space is a large, naturally occurring cavern inside the mountain.
- The cavern is damp and humid inside, and the stone underfoot is slick. Creatures that use the Dash action must succeed on a DC 10 Dexterity (Acrobatics) or fall prone and lose that action.
- Dozens of 6-foot-long stalactites are clustered on the ceiling. These are easily disturbed, so that any activity that makes the cavern shake causes a stalactite to break away and fall. Creatures beneath the falling stalactite must succeed on a DC 14 Dexterity save or take 5 (1d10) bludgeoning damage.
- The ceiling of the cave has a 5-foot-diameter hole that lets in a beam of bright light right above the summoning pool.
- The walls of the cavern are covered in petroglyphs depicting the high priestess's rise to power.
- Six ore veins are found in the cavern: amethyst, sapphire, moonstone, lapis lazuli, opal, and onyx.



## Crystal Cavern Areas

The following areas are keyed to the Crystal Cavern map.

### O1. Entrance from the Mountain

A 15-foot-wide tunnel leads from the interior of the mountain into this cavern.

### O2. Mining Supplies

The remnants of the cavern's former occupants are piled here. Inspecting the debris reveals a variety of mining supplies, including shovels, barrels, and pickaxes, along with some random bones. A character who succeeds on a DC 15 Wisdom (Medicine) check determines that the bones belonged to dwarves. The supplies are covered in **gray ooze**. If the supplies are disturbed, 1d6 **skeletons** appear.

### O3. Ritual Supplies

A hoard of ritual supplies is shoved into a crevasse. A character who makes a successful DC 13 Intelligence (Investigation) check finds the following:

- A *dagger of venom*
- A leather pouch containing five sticks of jasmine incense
- A spool of silk thread (3 feet long)
- 100 gp
- 200 gp worth of loose gemstones

If the items are disturbed, 1d4 **giant wolf spiders** emerge from the shadows.

### O4. Summoning Pool

A 20-foot-wide enclosed area houses a shallow pool. Five inches of water sit atop a blue runic sigil. The sigil resembles a sewing wheel laid flat: a circle with six lines protruding from the center, creating six triangles within the circle.

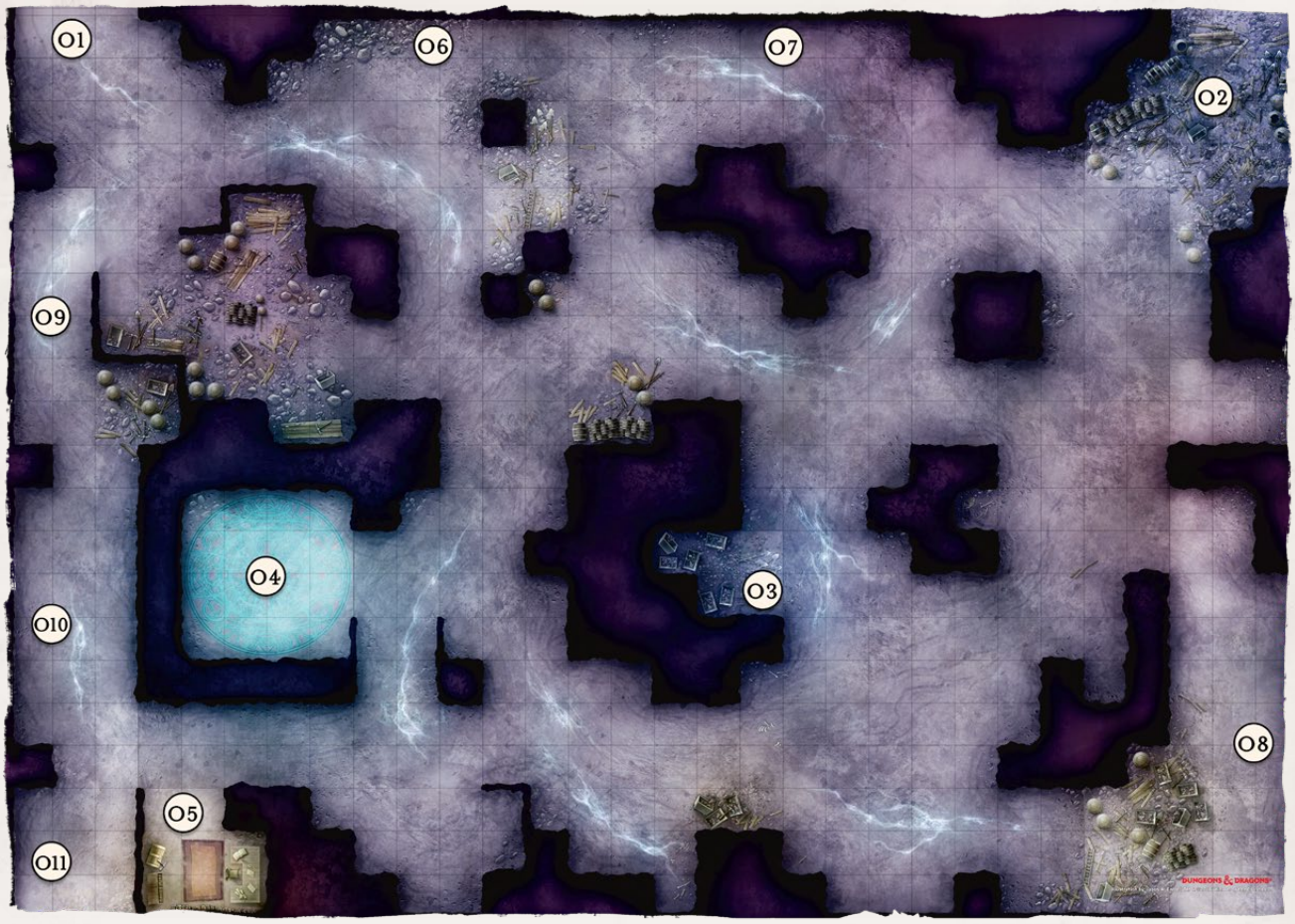
A character who succeeds on a DC 16 Intelligence (Arcana) identifies the Elvish script around the perimeter of the sigil. Characters proficient in Elvish can translate the following script:

> *Crystal fractal*
> *Spider web*
> *A prism of rock*
> *A wheel of thread*
> *Obscure the light*
> *To reveal and refract*

Above the pool, a 5-foot-wide beam of natural daylight streams through the natural opening in the ceiling. If the characters arrive at night, the beam is moonlight instead of sunlight.

### O5. Archaeologist Workspace

A makeshift stone workbench is covered with scrolls, notes, and sketches. A character who makes a successful DC 12 Wisdom (Perception) finds a set of mason's tools and the following 5th-level spell scrolls: *dominate person*, *teleportation circle*, and *wall of stone*.




O: Crystal Cavern

### O6–O11. Gemstone Ore Veins

The following gemstone veins correspond with their labels on the map:

- ***O6.*** Amethyst
- ***O7.*** Sapphire
- ***O8.*** Moonstone
- ***O9.*** Lapis Lazuli
- ***O10.*** Opal
- ***O11.*** Onyx

## Crystal Cavern Adventures

You can create your own adventures in Crystal Cavern or use the hooks and encounters from the Crystal Cavern Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Crystal Cavern Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | This Ore That | 5th |
| 2 | Tearing the Web | 8th |
| 3 | A Miner Problem | 9th |
| 4 | Summoning the Priestess | 10th |

### This Ore That

A local wizard named Cassandra Avelia requires gems from the Crystal Cavern to make her new staff.

***Story Hook.*** Cassandra Avelia (N female sun elf **mage**) has requested a sample of three gemstones sourced within the cavern. She wants to use the gemstones to create a new magical staff. Cassandra gives the characters each a pickaxe and warns them that the gemstones may have unexpected effects. Upon delivering the gemstones to her, she promises to give them the schema for her staff, which has the qualities of a *staff of power*.

***Arcane Gems.*** The gemstones have random arcane qualities. A character who makes a successful DC 15 Strength check dislodges a sizable chunk. Each strike of the pickaxe on the ore has a 10 percent chance of causing one of the following effects:

| d4 | Effect |
|---|---|
| 1 | A 5-second quake shakes the whole mountain, and two stalactites to break away from the ceiling and fall amid the characters. |
| 2 | The ore becomes extremely hot for 1 minute. Continuing to hold it during this time causes 14 (4d6) fire damage. |
| 3 | The ore becomes extremely cold for 1 minute. Continuing to hold onto it during this time causes 14 (4d6) cold damage. |
| 4 | The ore emits a blinding light for 1 minute. Characters within a 10-foot radius must succeed on a DC 14 Constitution save or be blinded for 5 minutes. |



## Tearing the Web

A drow mage named Sabra El'lafey is using the summoning pool to free her grandmother, Nelfa El'lafey, who was trapped by a ritual-gone-wrong many years ago.

***Story Hook.*** Local elves have reported seeing light and steam rising from the opening of Crystal Peak, which has been unoccupied for years. Fearing that the high priestess has returned, locals ask the characters to travel into the mountain to investigate.

***Drow Occupation.*** Occupying the cavern is a woman named Sabra El'lafey, a female **drow mage**. Sabra claims to be archeologist along with three drow (NE drow **cult fanatics**). A character who makes a successful DC 18 Wisdom (Insight) check determines otherwise. The drow wear black robes and inspect the petroglyphs on the wall. Sabra is focused on the summoning pool. If disrupted from their tasks, or if their motives are questioned, the drow turn hostile.

***Combat Tactics.*** The drow are sensitive to sunlight. Characters can lure or push them toward the light that shines through the opening in the mountain above the summoning pool. The drow do everything they can to stay out of that area and try to lead the fight elsewhere.

During the fight, one cult fanatic attempts to use the distraction to complete the summoning ritual. To streamline this process, the cult fanatic has following the actions:

- Reading the sigil's Elven script aloud requires an action. This activates a stone pillar to rise from the pool.
- Retrieving the gemstones and spool of thread from the Ritual Supplies pile (area O3) requires an action. Depending on where the fight begins, this might take the cult fanatic more than one action.
- Placing three gemstones upon the stone pillar requires an action. The fanatic must place six gemstones before moving on to the next step.
- Looping the silk thread on the stone wall hooks requires an action.
- If the cult fanatic is able to complete each step, the summoning pool opens, and Nelfa El'lafey, a **drow priestess of Lolth**, appears. She may join the battle or simply laugh and leave the cavern (perhaps seeding the story for a future adventure). She is an extremely deadly enemy for level 8 characters already fighting a tough battle.

***Treasure.*** Sabra wears a *cloak of arachnida*, which can be looted from her body if she is defeated. She uses its qualities during the fight.

## A Miner Problem

A group of duergar related to the gray dwarves that once occupied Crystal Cavern have come to stake their ancestral claim. They are determined to let nothing stop them from mining the caverns.

***Story Hook.*** The characters hear rumors of Crystal Cavern and the gems its caverns hold.

***Duergar Trouble.*** Five **duergar** are clustered around the remaining mining supplies. They turn hostile when they notice the characters enter. Rather than attack the characters outright, the duergar try to make the mountain collapse.

***Combat Tactics.*** Each duergar immediately uses its Enlarge action option. As an action on each of their turns, the duergar can strike the veins of ore. Each strike has a 50 percent chance of triggering an earthquake. Each quake causes two stalactites to break away from the ceiling and fall. If the duergar successfully dislodge six stalactites, the ceiling of the mountain partially caves in. When the ceiling collapses, all creatures in the cavern must succeed on a DC 16 Dexterity saving throw to find cover or suffer 16 (3d10) bludgeoning damage.

## Summoning the Priestess

A drow mage named Kelgarn Vinzo wants to free his great aunt, Nelfa El'lafey, from the Lowerdark prison. Kelgarn enlists the characters' help to activate the sigil in the summoning pool.

***Story Hook.*** Kelgarn, a male **drow mage**, poses as an archaeologist and asks the characters to help solve a problem that has stumped him for years: solving the pillar puzzle in the Crystal Cavern. He promises the characters whatever it takes to get their help (since he does not intend to give it to them).

A character who makes a successful DC 18 Wisdom (Insight) determines that Kelgarn has other motives. If questioned, Kelgarn relents and admits that someone very dear to him was wrongly imprisoned, and he hopes to free them using the summoning pool. This is

technically correct, although Kelgarn lays on the pity quite thick to mask his zeal for the high priestess.

Kelgarn wants to stay out of the light that shines down upon the pool and asks the characters to conduct the ritual. He gives the characters six gemstones, all found in the cavern, to use in the ritual, along with the silk spool found among the ritual supplies.

***The Pillar Puzzle.*** Activating the sigil includes the following steps:

- A character who makes a successful DC 15 Intelligence (Arcana) check determines that reading the words around the perimeter of the sigil triggers a 5-foot-tall, 1-foot-diameter circular stone pillar to rise from the center of the pool. The words must be said in Elvish for this to appear. The riddle alludes to what the ritual entails:

> *Crystal fractal*
> *Spider web*
> *A prism of rock*
> *A wheel of thread*
> *Obscure the light*
> *To reveal and refract*

- The flat surface of the stone pillar is engraved lines dividing the circle into six equal parts, mirroring the larger sigil in the water below.
- Placing a different gemstone in each part of the circle creates a prism. The light shining from above, whether sunlight or moonlight, refracts onto the cave walls surrounding the pool. The refraction pinpoints a small stone hook on each of the three walls around the pool, detected with a successful DC 16 Wisdom (Perception) check.
- A character who makes a successful DC 15 Intelligence (Investigation) check (or a prompt from Kelgarn) determines that the silk spool, found in the ritual supplies, can be strung on each of the three hooks, forming a triangle above the pool.
- Completing all the steps successfully activates the sigil. It begins to pulse and glow a brighter blue.

***Return from the Lowerdark***. Successfully activating the sigil causes Nelfa El'lafey, a **drow priestess**, to appear. Kelgarn informs the priestess of the characters' aid, and Nelfa awards the party with a *cloak of arachnida*.

If the characters turn hostile toward the priestess, she and Kelgarn retaliate, fighting until one falls then the other flees.



# Snow Wall

The ancient white dragon Eisenvaarg fought her final battle atop the walls of this snowy gatehouse, simply dubbed Snow Wall. Mortally wounded by the elf hero Keradol Kanathon, Eisenvaarg fled to her mountain lair, where she is said to have curled up and died. Even today, decades later, visitors still give thanks to Keradol by tipping a coin as they pass through the gate.

## Snow Wall Features

You can place the gatehouse in any location within your campaign world that experiences snow. It could be the entrance to a borderland town, a castle gate, or a guard post at the entrance to a rural fiefdom.

Snow Wall has the following features:

- The outer walls are 30 feet high and constructed from large blocks of granite.
- Squares containing snow count as difficult terrain for those not equipped with snow shoes.
- The wagons grant half-cover to any creature sheltering behind them (+2 bonus to AC and Dexterity saving throws).
- The outer walls are ice covered and can be climbed with a successful DC 20 Strength (Athletics) check without climbing gear.

## Snow Wall Areas

The following areas are keyed to the Snow Wall map.

### P1. Main Gate

A 15-foot-tall reinforced wooden gate occupies the center of the gatehouse, opening into a 10-foot-wide passageway that passes through the gatehouse wall. The outer gate has AC 15, 500 hit points, a damage threshold of 8, and immunity to poison and psychic damage.

If the main gate is threatened, the guards in the southern Guard Tower (area P2) can pull a lever to lower a heavy iron portcullis over the mouth of the passage. This inner gate has AC 18, 400 hit points, a damage threshold of 10, and immunity to poison and psychic damage.

Both gates are left open during the day and closed at nightfall. Creatures approaching the gatehouse during the night must shout up to the night watchman stationed in the Guard Towers for entry.

***Gatehouse Guards.*** During the day, two guards stand outside the main gates: Ogri Grimbeard (LN male shield dwarf **guard**) and Ilaria Windleaf (CG female moon elf **veteran**). The pair bicker but trust each other implicitly.

When visitors approach, Ogri questions them while writing their names and reason for visiting on his ledger. Meanwhile, Ilaria inspects goods brought through the gate, casually thrusting her sword through any wagon cargo to check for smuggled fugitives or contraband.

***Donation Pot.*** A dented iron pot rests at the guards' feet, painted with the words "Give thanks to Keradol Kanathon!" This pot contains charitable donations made in memory of the famed dragon slayer. At the end of every tenday, the guards invest the donations toward upkeep costs for the gatehouse. Ogri and Ilaria gladly explain Keradol Kanathon's deeds to anyone who asks. The donation pot typically contains a total of 3 (1d6) gp in various denominations of coin.

### P2. Guard Towers

Each of these towers stands 40 feet high and is entered via a stout wooden door on the courtyard side of the gate. Both towers have two interior levels: a simple guard room on the ground floor containing a table and bunk beds, and an armory on the upper floor containing racks of pikes, crossbows, and ammunition. Ladders ascend through hatches in the roofs of the armories to the open tower turrets. Six **guards** of various genders and races are assigned to each tower.

***Arrow Slits.*** Arrow slits on the armory walls overlook both sides of the gate. An archer sheltered behind an arrow slit has three-quarters cover from outside attacks (+5 bonus to AC and Dexterity saving throws).

***Night Watchman.*** Emberlund Groh (CN male Chondathan human **veteran**) is the night watchman and soldier-in-charge while the gates are shut. Mean-spirited and corrupt, Emberlund is an obstacle for anyone visiting the settlement at night. Rather than meeting in person, he bellows down at visitors from the turrets, only granting entry to those who succeed on a DC 15 Charisma (Persuasion) check. Characters who attempt to bribe the night watchman gain advantage on this check.

Emberlund runs a racket with a local outlaw gang to smuggle contraband into the settlement after dark. He doesn't know the identities of all his outlaw contacts, so they use code words to gain entry without being searched. Emberlund grants entry to anyone who mentions the word "raven" while shouting from outside the gate.

### P3. Cold Iron Stables

This building is operated by the aging blacksmith Manold Thrembul (NG male Chondathan human **veteran**) and five human **commoner** stablehands. Manold sells tack and harness and deals in horseflesh. His most popular service is to shod horseshoes for travelers' steeds after long rides on the trail.

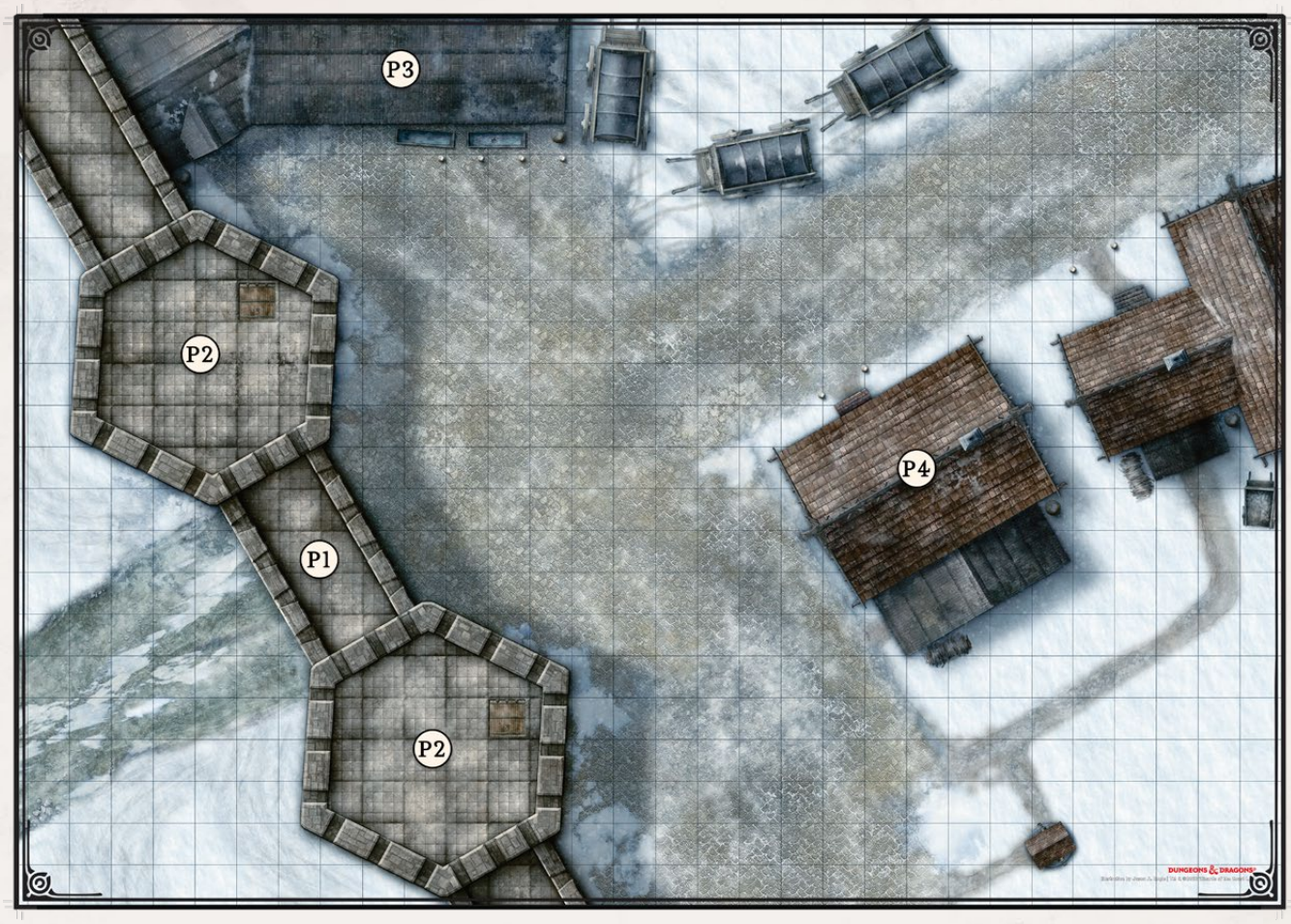
***Big Bairn.*** The smith recently rescued a hill giant child from dire wolves and has taken the infant into his own stables to train as an apprentice. The young hill giant has the mind of a toddler, yet already stands well above the height of a man. As the parents are dead, Manold swore to raise the infant as his own son and hand the business to him when the smith dies. Manold's "Big Bairn" uses the statistics of an **ogre**.

### P4. Omber's Provisioners

Trader Nunny Omber (N female lightfoot halfling **commoner**) sells trail goods from this neatly-outfitted store. Omber also has a fascination for old maps and historical papers pertaining to the region. Adventurers bringing her new artifacts can earn some coin for their wares. Her papers include a detailed eyewitness report of the battle between the white dragon Eisenvaarg and the elf hero Keradol Kanathon, which is available for the "merest price" of 150 gp.

## Snow Wall Adventures

You can create your own adventures in Snow Wall or use the hooks and encounters from the Snow Wall Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.




P: Snow Wall

### Snow Wall Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Kobold Smugglers | 1st |
| 2 | Big Bairn Breakout | 3rd |
| 3 | Battle of the Breach | 14th |
| 4 | Fire and Ice | 20th |

## Kobold Smugglers

A kobold gang tries to smuggle its members through the gates by hiding inside the cargo of a hijacked waggoneer.

***Story Hook.*** This adventure works best when the characters first passing through Snow Gate. They could be waiting behind the hijacked waggoneer as he pulls up at the gates or shopping at the provisioners when combat breaks out.

***Kobold Attack.*** Two **kobold inventors** (see appendix A) and eight **kobolds** hide inside the waggoneer's cargo. Gate guard Ilaria Windleaf (see area P1) accidentally skewers an eleventh kobold when she drives her sword into the wagon's cargo to check it for contraband.

Once discovered, the scaly pests scatter across the courtyard and attack everyone in sight! The defenders yell for the characters to repel the invaders while they close the gates and reinforce the gatehouse against the threat of further attack from beyond.

***Treasure.*** If the characters fight off the kobolds, the lord of the region pays them a bounty of 200 gp. One of the kobold inventors also carries a pouch containing *dust of sneezing and choking* and a *potion of flying*.

## Big Bairn Breakout

When Big Bairn's Uncle Booz learns that his nephew has been "captured," he musters his hill giant cousins to bust the boy out!

***Story Hook.*** Wedlast Holt (LG male Damaran human **knight**) represents the lord of the region. News of the approaching hill giants has reached Snow Gate, yet Manold Thrembul (area P3) refuses to surrender his adopted son. Wedlast offers the group a small parcel of land in his liege's estate if they agree to defend Snow Gate against the approaching giants.

***Giant Attack.*** Uncle Booz and his four **hill giant** cousins stomp down to attack the settlement soon after the characters arrive. Faced with five giants, the players are outnumbered and must cleverly marshal the defenders to overcome the attack.

Thick, icy fog descends just before the battle begins, limiting visibility to 30 feet. The giants attack from the west. Two of them try to bash down the gates while the others climb onto each other's backs so that one of them can scale the wall.

The Big Bairn loves his new daddy and isn't interested in leaving with Uncle Booz. For his own part, the blacksmith fights to the death to prevent his adopted son from being taken from him. Manold Thrembul is a beloved and important member of the community here. If the players trick Big Bairn out from under him, the blacksmith vows revenge, and Wedlast only pays the group a one-off payment of 200 gp.



***Treasure.*** If the characters drive off the giants, the lord of the region grants them 200 gp and a small parcel of land. This property reaps a monthly income of 50 gp for the group.

### Battle of the Breach

For months, night watchman Emberlund Groh (area P2) has helped a local outlaw gang smuggle contraband into his settlement. In fact, the outlaws have been moving weapons through Snow Gate in preparation for a rebellious uprising.

***Story Hook.*** Nunny Omber (area P4) is getting married and invites the group to her wedding. If the characters don't know her already, the players should invent reasons for being friendly with this local provisioner. Omber reveals that the lord of the region has agreed to officiate her marriage in person. (If no one can think of a reason to know Omber, the lord could always hire them as bodyguards instead).

***The Rebel Attack.*** On the day of the wedding, dozens of guests throng the courtyard. Wagons trundle up to bring the lord and their guards to the wedding, and the troops stationed at the gatehouse are especially diligent in searching visitors passing through the gates.

Many of the guests are outlaws in disguise, who have hidden weapons throughout the courtyard. On a signal from Uzma Bethal (CN Damaran female **warlord** in appendix A wielding a *+3 greataxe*), the rebels arm themselves and cut down the lord's guards while Uzma declares herself the new ruler of the region.

In total, Uzma is supported by twelve **bandits**, three **assassins**, and four **archers** (see appendix A). The bandits assault the gatehouse while the others attack anyone who stands between them and the lord. Don't run the battle for the gatehouse unless the players choose to get involved. Just handwave its result based on the group's success or failure.

***Treasure.*** If the characters defeat the rebels and save the lord's life, the lord of the region awards them a payment of 2,000 gp. The players can also claim Uzma's *+3 greataxe*.

### Fire and Ice

The white dragon Vizrindel, eldest daughter of Eisenvaarg, has challenged the red dragon Fragvermal to a duel. To unnerve his opponent, Fragvermal has chosen Snow Gate as their arena: the site of Eisenvaarg's embarrassing downfall.

***Story Hook.*** This adventure works best if it occurs while the characters are passing through Snow Gate. Just ensure they've heard the legend of Eisenvaarg from the gate guards (area P1) before beginning the action.

***Dragon War.*** Shortly after the characters arrive at the site, an **ancient red dragon** and an **ancient white dragon** swoop down and land facing each other on opposing Guard Towers (area P2). As the residents blunder about in panic, the dragons mock and goad each other in Draconic. Unless the characters intervene, the dragons begin their duel.

The characters are likely outmatched if they tackle both dragons simultaneously, but the battle threatens to wreck the settlement if they hold back! Characters who taunt either dragon with the legend of Keradol Kanathon can earn an advantage. If they do this, the dragon that they taunt holds back while its rival tries to destroy the group to prove its superiority. If the characters succeed in this duel, the surviving dragon leaves and flies back to its lair.

***Treasure.*** Neither dragon carries any treasure, but the lord of the region offers the players 4,000 gp and a *mantle of spell resistance* if they are victorious in the battle. If you wish to create more stories around this adventure, the players could track down the lairs of any defeated dragons. Any surviving dragon is sure to be present when they arrive!

# Caves of Tapeesa

In the frozen wastelands of the north lie the infamous Caves of Tapeesa. No one alive today can claim to have explored them, so who can say what lies in these vast and frigid tunnels? Hideous monsters and fabulous treasure–or perhaps just a slow and icy death...

## Caves of Tapeesa Features

The Caves of Tapeesa have the following features:

- The roof of the cave is 30 feet high and covered with long, icy stalactites. If the roof takes more than 20 points of damage, a 15-foot-diameter cave-in occurs, centered on the point of impact. Anyone caught in the cave-in must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failure. On a successful save, the victim takes half damage.
- The ground is covered with icy rocks. The smudged areas are especially slick, and anyone taking the Dash action through them must succeed on a DC 10 Dexterity saving throw or fall prone.
- The black areas on the map are icy chasms, each one 40 feet deep. Anyone knocked prone while adjacent to a chasm must succeed on a DC 15 Dexterity saving throw or fall into the chasm. Climbing the icy walls requires a successful DC 13 Strength (Athletics) check. On a failure, the character falls 4d10 feet back to the floor.
- The dark blue areas are ice walls, stretching from the ground to the ceiling. They cannot be climbed without special equipment or magic.

## Caves of Tapeesa Areas

The following areas are keyed to the Caves of Tapeesa map.

### Q1. Unstable Bridge

This treacherous ice bridge is thin and weak. A character who succeeds on a DC 12 Wisdom (Perception) check notices cracks below the surface. If two or more Small or larger creatures stand on the bridge at the same time it collapses, sending the occupants into the chasm below.

### Q2. Frozen Adventurers

These blocks of ice contain the frozen remains of an adventuring party that entered the caves a month ago. They may have been killed by the monster at area Q3, by a cave-in, or in some other way determined by the DM.

The bodies of the adventurers are contained in the following descriptions. In addition to the items mentioned, assume each adventurer is wearing winter clothing and carrying standard adventuring equipment, such as rations, iron spikes, etc.

***A. First Block of Ice.*** Elhowin Ravenstone, a half-elf rogue:

- Rough and greasy studded leather armor
- A small, round shield made of steel
- A fine *+1 rapier* with a mahogany grip and a pommel engraved with a lion head
- A belt pouch containing 10 pp

Stom Bladeshott, a human warrior:

- Scarred and blood-stained studded leather armor
- A slim two-edged longsword



- A longbow made of lemonwood and hickory (worth 200 gp)
- A belt pouch containing 38 gp

***B. Second Block of Ice.*** Stendal Ironbeard, a dwarf fighter:

- Formal and exotic plate armor
- A maul with a spiral iron shaft and a leather-bound wooden grip (worth 50 gp)
- A *gem of brightness* with 15 charges remaining
- A belt pouch containing 130 gp

Deleeth Hollowcrow, a human cleric:

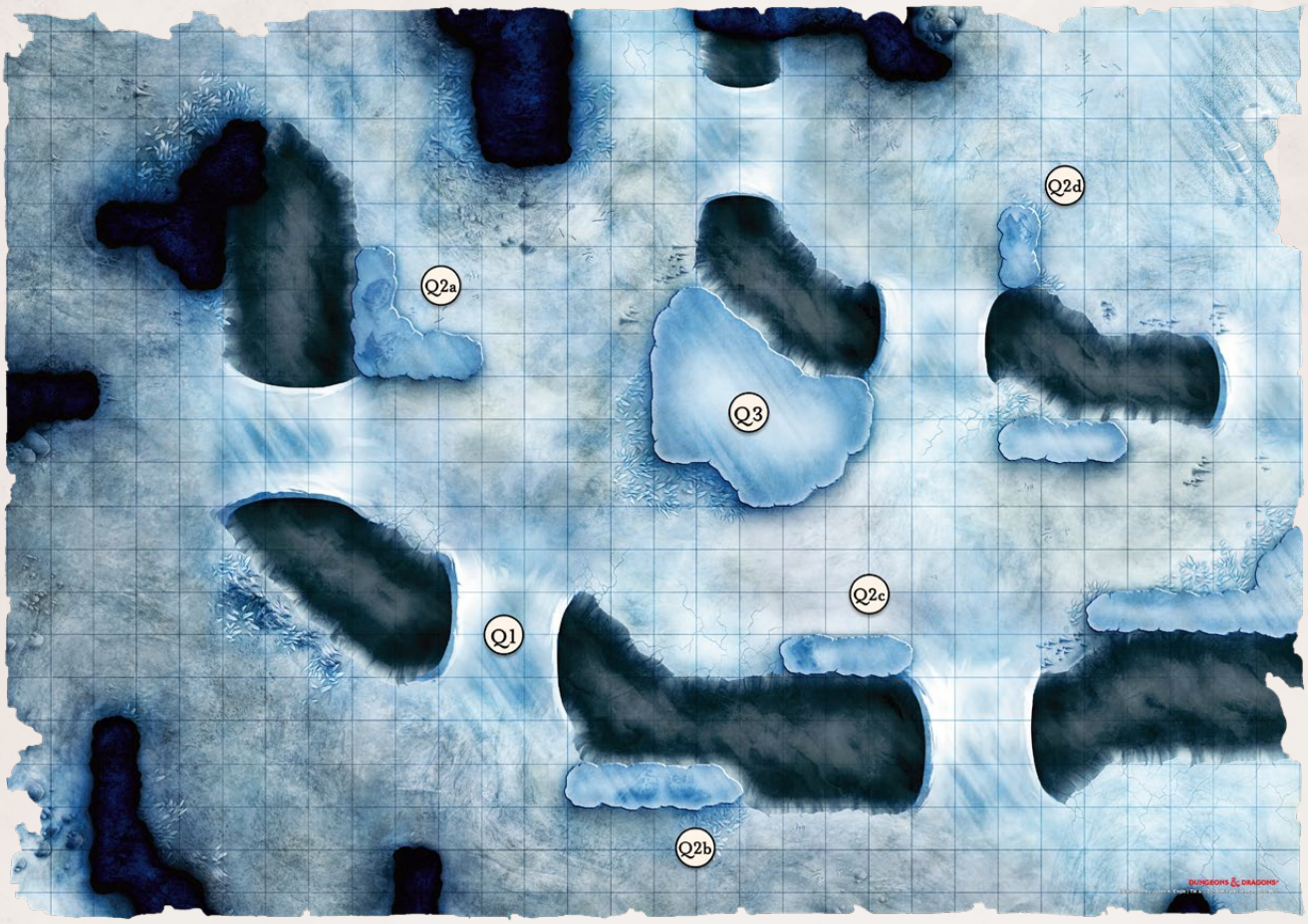
- Battered plate armor
- A kite shield made of wood and bound in leather
- A garish, bull-headed mace
- A silver holy symbol in the shape of a skull
- A belt pouch containing 1 cp

***C. Third Block of Ice.*** Katender Runeholm, an elf sorcerer:

- A frayed scarlet cloak
- A crystal arcane focus shaped like a pair of dragon wings
- A gourd-shaped glass containing *oil of slipperiness*
- A belt pouch containing 32 gp

***D. Fourth Block of Ice.*** Biss Blazestone, a human fighter:

- Ill-fitting and dirty chainmail armor
- A round shield made from laminated wood and painted with three white wolves circling the steel boss (worth 25 gp)
- A silvered longsword engraved with banners, helmets, swords, and shields (worth 200 gp)
- A belt pouch containing 1 pp




Q: Caves of Tapeesa

### Q3. Great Ice Block

A 15-foot-high block of opaque ice sits in the middle of the cavern. The sides are very slick and require a successful DC 15 Strength (Athletics) check to climb.

## Caves of Tapeesa Adventures

You can create your own adventures in the Caves of Tapeesa or use the hooks and encounters from the Caves of Tapeesa Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

**Caves of Tapeesa Encounters**

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Finding Biss | 8th |
| 2 | Save Qimmiq | 10th |
| 3 | White Death | 16th |
| 4 | Stalking the Nightwalker | 20th |

### Finding Biss

Biss Blazestone set off for the Caves of Tapeesa over a month ago in the company of her fellow adventurers. Soon after entering, they were all frozen solid in a magical ice storm conjured by a hag.

***Story Hook.*** An alderman named Talm Broadgelly contacts the characters. Biss Blazestone is his niece and heir, and he is very worried about her. He offers the characters 600 gp to find her and bring her home.

***Hag Hideaway.*** A small cave has been carved out of the east side of the large ice block (area Q3). Inside lives a **bheur hag** (see appendix A) named Peggy Frostgums and her two **winter wolves**. Peggy is armed with a *wand of winter* (see appendix C) that has 7 charges.

When confronted, Peggy quickly assesses the strength of the party and may try to negotiate rather than fight. She is greedy and untrustworthy, however, and likely to break any bargain she makes.

***Treasure.*** Inside the little cave are chairs, a table, and a bed, all carved from ice. In an unlocked icy chest, alongside various bits of clothing and bric-a-brac, are 100 pp, 2,302 gp, 6,002 sp, and 9,320 cp.

### Save Qimmiq

The small northern village of Qimmiq has recently been ravaged by a ghastly creature, which witnesses say resembled an enormous blue centipede with webbed spines around its head. The villages have tracked the creature to its lair in the Caves of Tapeesa but none dare enter.

***Story Hook.*** The town elders send a message to the characters, explaining their problem and begging for assistance. If the characters slay the creature, the elders offer 100 acres of good farmland near the village.

***Remorhaz.*** Resting behind the large ice block (area Q3) is a **remorhaz**. It is hungry and aggressive.

## White Death

Lareene Sunhall is the high priestess of the god of light. She has recently learned that a precious artifact, the *Book of Exalted Deeds*, is in the possession of a fearsome dragon named Scarvamalaxis, which lives in the Caves of Tapeesa.

***Story Hook.*** The High Priestess of Lathander Celma Snowcloak (NG female Illuskan human **priest**) summons the characters to the Temple of Celestial Light. If the characters agree to slay the dragon and retrieve the artifact, she grants them a wish (using a *ring of wishes* in her possession).

***Scarvamalaxis.*** Resting atop her treasure hoard on the large ice block (area Q3) is Scarvamalaxis, an **ancient white dragon**. She is bored and may spend a few moments talking to the characters before attacking.

***Treasure.*** The dragon's treasure hoard consists of the following:

- 1,701 pp
- 15,203 gp
- A copper chime inlaid with electrum (worth 500 gp)
- An ornate silver mirror set with onyx (worth 500 gp)
- A carved wooden staff studded with rubies (worth 500 gp)
- A silver jar containing *Keoghtom's ointment*
- A ceramic jar containing a *potion of cloud giant strength*
- A glass bottle containing a *potion of growth*
- The *Book of Exalted Deeds*

## Stalking the Nightwalker

Andegar Banewind, a famous necromancer, recently performed a dangerous experiment involving vast amounts of necrotic energy. Something went wrong, and he was drawn into the Negative Plane, with a nightwalker appearing in his place.

The nightwalker fled from his tower and headed north. Andegar cannot return to the Material Plane until the creature is sent back to the Negative Plane. If the creature is destroyed, Andegar is trapped forever.

***Story Hook.*** The characters are approached by a very anxious young mage named Cera Threehill (N female Chondathan human **mage**). She is one of Andegar's assistants, and she quickly explains what has happened. Using magic, she traced the vast undead creature to the Caves of Tapeesa, but she lacks the power to pursue it herself.

She wants the characters to somehow lure the nightwalker back to the Negative Plane. In return for their help, she offers them one of her master's most precious items, a *cubic gate*.

***Nightwalker.*** The **nightwalker** (see appendix A) stands near the large ice block (area Q3) when the characters enter the location. The creature is enormous, and its black horns scrape the 30-foot-high ice ceiling. It hates all living things and attacks on sight.



# Mad King's Hoard

The fire giant King Cinderbane stole treasure from the ancient red dragon Rubixtrolash to forge his golden crown. The dragon, enraged at the theft, cursed the giant king. Rubixtrolash's magic slowly drove Cinderbane mad. The king became distrustful of his family and people. The mad king left with his treasure in the middle of the night and hid in a volcanic cave with mysterious connections to the Plane of Fire. Cinderbane disappeared centuries ago, but his lair's defenses and treasures remain intact.

## Mad King's Hoard Features

The hoard cave has the following features:

- The ceiling in the cave is 60 feet high.
- Climbing the rough stone walls of the cave without equipment requires a DC 13 Strength (Athletics) check.
- The cave is an area of extreme heat (see "Extreme Heat" in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide*).
- Lava brightly lights the cave, and a volcanic haze lightly obscures the area.

## Mad King's Hoard Areas

The following areas are keyed to the Mad King's Hoard map.

### R1. Lava Pools

The lava pools in the cave are 100 feet deep. A creature that enters or starts its turn in the lava takes 22 (4d10) fire damage.

A *detect magic* spell reveals the pools radiate auras of conjuration magic. Each time a creature takes damage from entering the lava, roll a d20. On a result of 1, the creature is instantly transported to the Plane of Fire and hurtles through layers of flame. The creature must make a DC 15 Constitution saving throw, taking 22 (4d10) fire damage on a failed save or half as much on a successful one. At the end of creature's next turn, it returns to an unoccupied space of the DM's choice next to the lava pool.

### R2. Volcanic Gas

This oily volcanic gas rises from thousands of miniscule vents in the floor, rising all the way to the cave's ceiling, where it escapes via more vents. The gas is opaque and heavily obscures the area it occupies.

A creature that enters or starts its turn in the gas must make a DC 15 Constitution saving throw, taking 16 (3d10) poison damage and becoming poisoned for 1 hour on a failed save, or taking only half the damage and not gaining the poisoned condition on a successful save.

A moderate wind (at least 10 miles per hour) creates a gap in the gas large enough for a Large or smaller creature to walk through without taking damage. A strong wind (at least 20 miles per hour) creates a gap in the gas large enough for any creature to walk through.

### R3. Treasure Hoard

The treasure hoard has the following features:

- Six **hell hounds** hide beneath the hoard.
- The art objects, gold, gems, and magic items that make up the hoard are mixed with thousands of worthless iron coins painted gold.

***Hell Hounds.*** The hell hounds were raised by Cinderbane to guard his treasure. They remain loyal to the king's commands even though he is gone. A creature that succeeds on a DC 14 Wisdom (Perception) check notices the hounds hiding beneath the gold. The hounds attack any creature that comes within 10 feet of the hoard. If hostile creatures stand near a pool of lava or the volcanic gas, the hounds attempt to push them into the hazards.

***Iron Coins.*** The iron coins are extremely hot while in the cave. A creature touching the hoard with exposed skin takes 5 (1d10) fire damage each round it is in contact.

From afar, the iron coins appear to be normal gold pieces, but upon close inspection the counterfeit is easy to spot.

***Treasure.*** Roll on the Treasure Hoard: Challenge 11–16 table from chapter 7, "Treasure," of the *Dungeon Master's Guide* to determine the value and items contained in the hoard.

## Mad King's Hoard Adventures

You can create your own adventures in the hoard cave or use the hooks and encounters from the Mad King's Hoard Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

**Mad King's Hoard Encounters**

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Lava Fingers | 9th |
| 2 | Gold Negotiations | 10th |
| 3 | Genie Bet | 11th |
| 4 | New Royalty | 12th |

### Lava Fingers

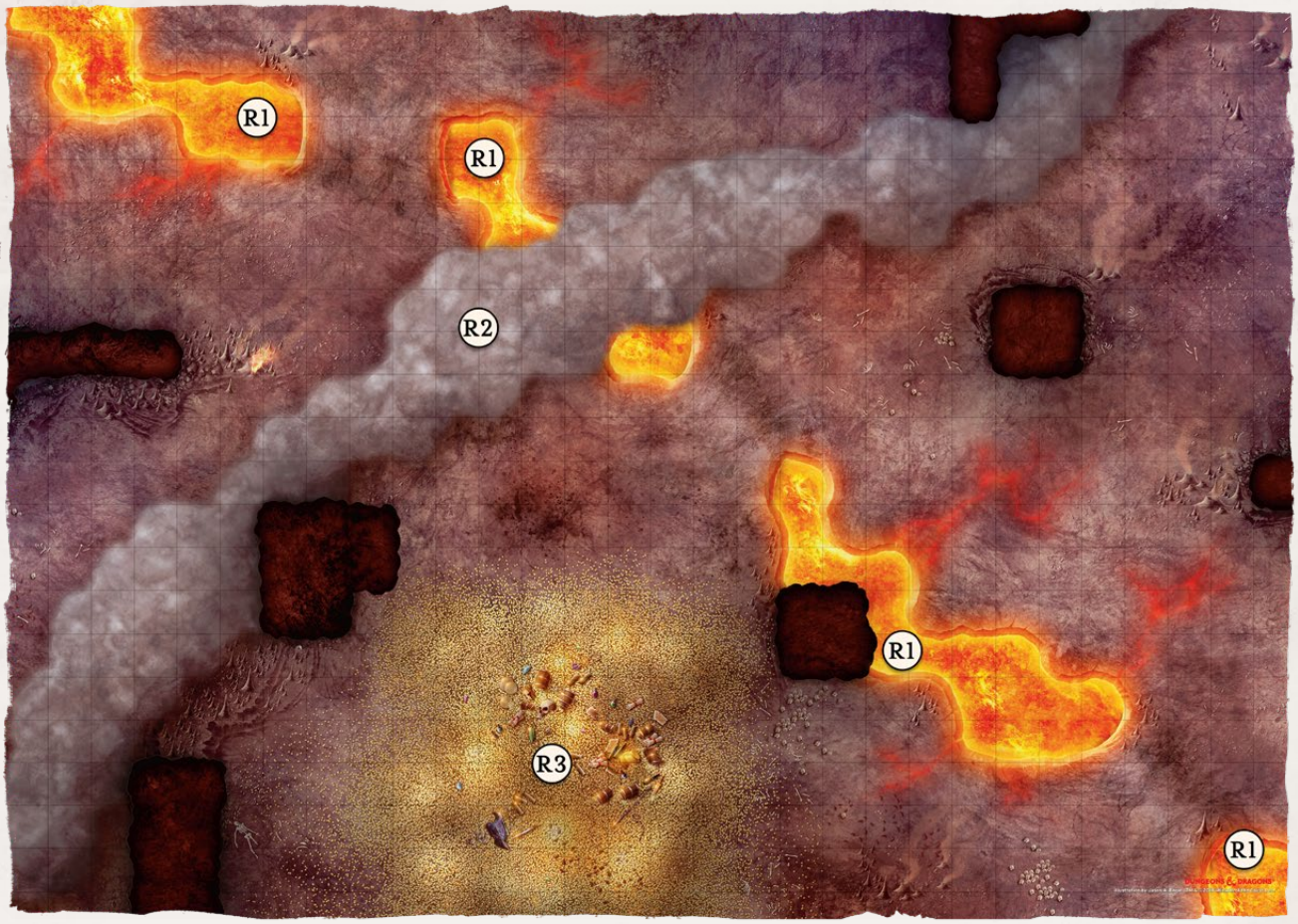
Armad Dolvan, a treasure-hunting wild magic sorcerer, found the treasure hoard. The hell hounds killed Armad by pushing him into a pool of lava. The magic in Armad's blood causes unstable reactions in the volcano.

***Story Hook.*** A village near the volcano has started to notice an occasional lava flow come down the volcano from a cave mouth. A male voice accompanies each flow, screaming, "Return me to my love!" Though the lava has not harmed the village, each flow gets closer. The villagers beg the characters to investigate, claiming legendary treasure is hidden in the cave.

***Approaching the Cave.*** As the characters make their way up the volcano, a flow of lava emerges from the cave's mouth. Each creature walking or climbing up the volcano must succeed on a DC 15 Dexterity saving throw or take 22 (4d10) fire damage as the lava flow catches them. The lava flow screams, "Return me to my love!" in a man's voice, and parts of the lava appear to form a human's face wailing in agony.

***Living Lava.*** The lava is infused with the soul of Armad Dolvan. When a creature (excepting hell hounds) starts its turn within 15 feet of a lava pool, a hand made of lava attempts to grab the creature. The creature must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) fire damage and be grappled by the lava (escape DC 15). Each creature that starts its turn grappled by the lava takes 16 (3d10) fire damage.

When the lava forms a hand, it screams, "Return me to my love!" A character who attempts to talk to the lava and succeeds on a DC 15 Charisma (Intimidation or




R: Mad King's Hoard

Persuasion) check gets the lava to stop grappling. Then the lava forms Armad's face in the pool, and he shares his story (see "Armad's Story" below), asking the characters to return his journal (see "Hidden Journal") to his lover Caman Dielo.

***Hidden Journal.*** Armad's leather-bound journal is on the floor in the volcanic gas. A character searching the gas finds it with a successful DC 15 Intelligence (Investigation) check. A *detect magic* spell also reveals the journal's location, since Armad spilled a *potion of healing* on his book, and the liquid was absorbed into the pages.

The journal tells the story of Armad's adventures and the details listed in "Armad's Story" below. If the journal is removed from the hoard cave, Armad's soul rests, and the lava presents no more trouble for the village.

***Armad's Story.*** Armad's spirit in the lava and journal can convey the following details to the characters:

- Armad was a wild magic sorcerer and adventurer.
- Armad found many treasures during his career, but his ultimate goal was to find the treasure hoard of the mad fire giant, King Cinderbane.
- Armad eventually found the hoard's location through divination magic.
- If Armad ever dies, he wants his journal delivered to the love of his life, Caman Dielo (who lives in a location of the DM's choice).

The soul of Armad is also able to convey the manner of his death to the characters: the hell hounds pushed him into the lava. As he died, Armad threw his journal to keep it from burning.

## Gold Negotiations

King Cinderbane raided many settlements in his time. The king's warriors killed and robbed Ardeid Casha, wealthy gem merchant and father of Masmal Casha, who now searches for the mad king's hoard to take back what was stolen. Unbeknownst to Masmal, the half-dragon children of Rubixtrolash also search for the treasure.

***Story Hook.*** Masmal Casha (N female Calishite human **knight**) asks for the characters' help exploring the hoard cave, promising to split the treasure evenly among all the characters and herself.

***Triplet Sisters.*** After the characters and Casha overcome the hell hounds, Covetorash, Tyranixa, and Coalgredil (CN female **red-half dragon veterans**) enter the cave. These triplets of Rubixtrolash feel they have as much right to the hoard as Masmal. Masmal argues with the triplets about their claim. The argument comes to blows if the characters do not intervene. If Masmal is dead or incapacitated, the sisters tell the characters to stand aside.

A character who succeeds on two separate DC 15 Charisma (Persuasion) checks convinces the sisters and Masmal to split the treasure evenly among all parties present (one check convinces the sisters, the other convinces Masmal). A character who succeeds on a DC 17 Charisma (Intimidation or Persuasion) convinces Masmal to back down and take no share, while a character who succeeds on a DC 20 Charisma (Intimidation) check convinces the sisters to back down without taking a share.

If no one backs down and no compromise is achieved, the argument comes to blows. The sisters tell the characters they can have all the hoard's magic items if they turn on Masmal. The sisters want the art objects, coins, and gems.

### Genie Bet

Hydalesh and Firturok are rival genies. The two made a bet concerning which type of adventurers make the best slaves, and they plan to use the hoard cave to settle their argument.



***Story Hook.*** Ander Leth (N male Illuskan human **spy**) is one of Firturok's most loyal slaves. He approaches the characters with a purse of 50 gp, telling them he got it from a nearby volcanic cave. Ander says there is more treasure in the cave, but he left it behind because he couldn't carry it all and the heat made him dizzy. He encourages the characters to search the cave and get treasure for themselves.

***The Bet.*** When the characters arrive in the cave, Hydalesh, a **marid**, and Firturok, an **efreeti**, are both invisible after casting *invisibility* and *tongues* on themselves. Hydalesh calls out, "Welcome, treasure hunters! How about a friendly competition? A jade skull is hidden in the treasure hoard. The first of you to find it wins an extra treasure!"

Hydalesh believes spellcasters make the best slaves. She bet a character finds the jade skull buried in the hoard with the help of magic. Firturok believes warriors make the best slaves. He bet a character finds the skull without the aid of magic. The winner of the bet gets to keep the treasure hoard and capture the characters as slaves.

If Hydalesh wins the bet, Firturok fumes but honors the terms of the bet and returns to the Plane of Fire as the marid attacks the characters. If Firturok wins the bet, Hydalesh waits to see the outcome of the efreeti's battle. If Firturok falls, the marid attacks the characters, hoping to capture them in their weakened states.

***Jade Skull.*** The genies placed a 6-inch-diameter jade skull at the bottom of the treasure pile. A character who makes a successful DC 20 Intelligence (Investigation) check finds the skull. A *detect magic* spell reveals the skull radiates an aura of evocation magic. When touched, the skull explodes in a burst of thunder. Each creature within 10 feet of the skull must make a DC 15 Constitution saving throw, taking 28 (8d6) thunder damage on a failed save or half as much on a successful one.

### New Royalty

Prince Agatesh and Princess Virbane are descendants of King Cinderbane. The siblings spent years searching for the mad king's hoard, finally discovering the location after raiding a wizard's library.

***Story Hook.*** Kal Wrightscribe (N male Tethyrian human **mage**) contacts the characters after waking to find his library in shambles. The wizard tells the characters the roof of his library was smashed but only two items were taken. The first is his spellbook, which he wants back, and the second was a map to the mad king's hoard cave. Kal shares a second copy of the map with the characters if they agree to bring his spellbook back to him.

***Fire Giants***. After the characters deal with the hell hounds, two **fire giants**, Prince Agatesh and Princess Virbane, arrive. The giants demand the characters leave, as the treasure belonged to their father. If the characters agree to leave, the fire giants allow them to go unharmed. Otherwise the giants attack, fighting until one of them falls, then the other flees, promising revenge.

If the characters agree to leave peacefully, a successful DC 15 Charisma (Persuasion) check convinces the giants to hand over Kal's spellbook.

***Kal's Spellbook.*** The giants carry Kal's spellbook, which contains all the spells he has prepared plus the following spells: *alarm*, *burning hands*, *charm person*, *comprehend languages*, *detect thoughts*, *magic mouth*, *major image*, *phantasmal killer*, *polymorph*, and *scrying*.

# Isle of Eternal Flame

Somewhere, deep in the bowels of an active volcano, a bubbling, molten rift connects the Material Plane and the Elemental Plane of Fire. Once every century, the rift opens for a single decade, signaled by the volcano's devastating eruption.

The plume of ash and flame created by the mountain's eruption attract all manner of evil, heat-seeking creatures to the lake of fire within the heart of the volcano, where they tap the power of the elemental rift within. Over the ages, the call of fire has been heard by cultists of fiery deities, red dragons seeking to bask in the power of the elemental flame, and even the Prince of Eternal Flame himself: Imix.

## Isle of Eternal Flame Features

The Isle of Eternal Flame has the following features:

- This cavernous magma chamber has a sloped ceiling 60 feet high at the edges of the room, rising to 200 feet above the island (area S6).
- The cavern is brightly lit within 5 feet of the magma, and dimly lit in a 20-foot radius beyond that. Beyond that radius, the cavern is pitch-black.
- Magma is difficult terrain. A creature wading through magma takes 55 (10d10) fire damage, and a creature that is fully submerged in magma takes 99 (18d10) fire damage. Alternatively, if you want lava damage to be more survivable at lower levels, see the Damage Severity and Level table in chapter 8, "Running the Game," of the *Dungeon Master's Guide*. Wading through the lava is a dangerous hazard, while being immersed in it is a deadly hazard.
- Several massive patches of fragile volcanic glass decorate this cavern, indicated by the darker ground marked T on the map. Any creature stepping on a sheet of obsidian must succeed on a DC 13 Dexterity saving throw or crash through the glass, falling 30 feet and taking 10 (3d6) slashing damage from the glass shards. If a patch is adjacent to the lava moat, magma pours into the pit once a creature falls in, partially submerging a Medium creature or completely submerging a Small or smaller creature at the start of their next turn, and completely submerging a Medium creature the turn after.
- Four flame geysers belch flame and smoke into the air. A cloud of thick smoke surrounds these geysers in a 5-foot radius, and this area is heavily obscured. A creature that begins its turn above a flame geyser or enters its 5-foot square for the first time on its turn must make a DC 15 Dexterity saving throw or take 7 (2d6) fire damage.

## Isle of Eternal Flame Areas

The following areas are keyed to the Isle of Eternal Flame on the map:

### S1. West Cavern

A pack of 1d6 **fire snake** salamanders makes this cavern their home. The creatures on the central island (area S6) hear combat in the cavern, turning their gaze westward to watch for intruders.

### S2. North Cavern

A small colony of firenewts likes to bathe in the northeastern magma pool. If characters of 4th level or lower approach within 10 feet of the pool, four **firenewt warriors** (see appendix A) spring out to defend the six firenewt noncombatants in the pool. If the characters are higher level or make a successful DC 13 Charisma (Intimidation) check, the firenewts avoid conflict whenever possible.

The creatures on the central island (area S6) hear combat in the cavern, turning their gaze northward to watch for intruders.

### S3. East Cavern

A flock of 1d6 **smoke mephits** dance around the flame geyser here. They loudly jeer at passing creatures, which alerts the creatures on the central island (area S6) if they are not silenced quickly.

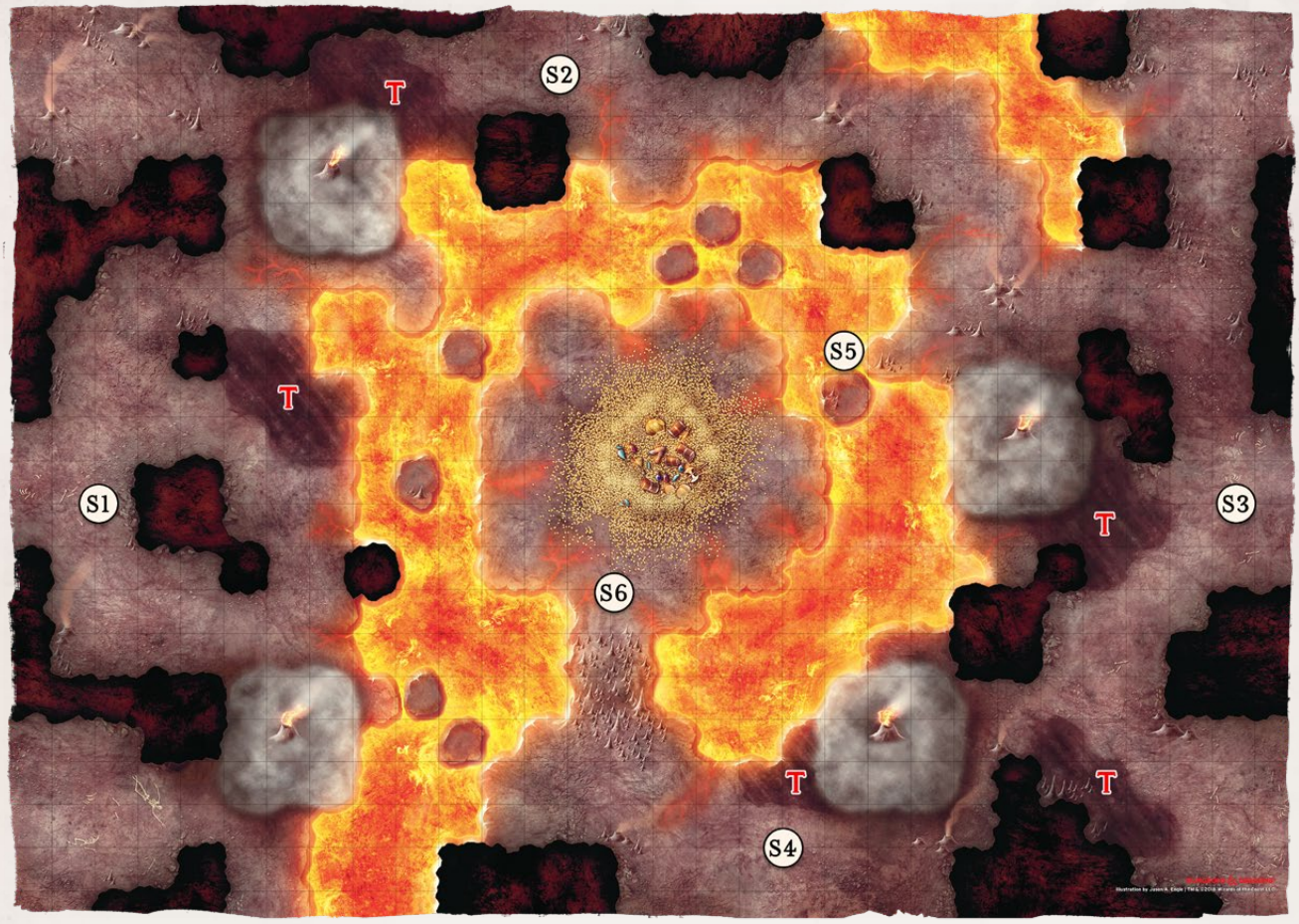
The smoke and explosive noise of the flame geyser mask activity here from the creatures on the central island unless it creates a particularly loud noise. If alerted, they turn their gaze eastward to look for intruders.

### S4. South Cavern

A pedantic **xorn** named Basalt-Cruncher sits on the land bridge between this cavern and the central island (area S6). This magma-infused earth elemental is immune to fire damage, but isn't resistant to bludgeoning, piercing, or slashing damage. It refuses to let creatures pass unless they work for the creatures on the central island, or if they bribe it with at least 500 gp worth of gemstones, which it promptly consumes before diving into the lava.

Conversing with Basalt-Cruncher alerts the creatures on the central island, unless the characters succeed on a DC 13 Charisma (Stealth) check to speak quietly, and on a DC 15 Charisma (Persuasion) check to convince the xorn to speak quietly as well. If alerted, the creatures on the island turn southward to watch for intruders.






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## S5. Lava Moat

This river of searing magma casts the entire chamber in an otherworldly glow. Particularly brave creatures can try to leap across it using the stones that peek above the surface of the magma. These stones are superheated by the magma, and any creature that steps on one takes 7 (2d6) fire damage.

These stones are also unstable. If a creature weighs 200 pounds or more (including the weight of its carried items), the stone crumbles as the creature steps on it. If the creature has at least 5 feet of movement remaining, it can make a DC 13 Dexterity saving throw, leaping 5 feet in any direction on a successful save. On a failed save, the stone crumbles beneath it too quickly, and the creature falls into the lava and begins wading. On the start of its next turn, it sinks and is fully submerged by the magma (see "Isle of Eternal Flame Features").

A creature that enters the magma and takes damage must succeed a DC 20 Constitution saving throw or cry out, alerting the creatures on the central island (area S6) to its presence.

***Watchful Eyes.*** If the creatures on this island are alerted by noise, any creature entering within 5 feet of the moat must make a successful Dexterity (Stealth) check with a DC equal to 5 + the creatures' highest passive (Wisdom) Perception score or be noticed.

***Blazing Portal.*** This lake of lava is about 150 feet deep. At the bottom is a 30-foot-tall stone archway that blazes with spectral fire. Any creature that walks through this arch is transported to a tiny island in a trackless sea of magma on the Elemental Plane of Fire. From there, the mighty City of Brass can be seen as a speck on the horizon.

## S6. Treasure Hoard

A sparkling hoard of treasure sits in the center of this volcanic lair, guarded by a number of watchful villains—determined by which encounter you're playing. This cache of gold, items, sculptures, and jewels is a treasure hoard of the average level of the encounter set in this lair (see "Isle of Eternal Flame Encounters" in this document and the Treasure Hoard tables in chapter 7, "Treasure," of the *Dungeon Master's Guide*).

# Isle of Eternal Flame Adventures

You can create your own adventures in the Isle of Eternal Flame dungeon, or use the hooks and encounters from the Isle of Eternal Flame Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Isle of Eternal Flame Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Ash-Cult of Imix | 4th |
| 2 | Salamandrian Magmaforge | 7th |
| 3 | Phlogaroth the Flamebather | 15th |
| 4 | Imix, Prince of Eternal Flame | 18th |

## Ash-Cult of Imix

Imix, Prince of Eternal Flame, is a demigod worshiped by evil creatures who wish to see the world engulfed in flame so they can rule its ashes. Cults of Elemental Evil have cropped up across the multiverse, most notably in the Flanaess region of the world of Oerth, and in the Dessarin Valley on the world of Toril. One such cult to Imix has made its home in this volcano, where the fabric between the Material and Elemental Planes is thin.

Humanoid worshipers of Imix brave this treacherous magma chamber and suffer in its heat in order to hear the words of the Disciple of Eternal Flame, a firenewt warlock of Imix who has prayed to his evil demigod in this volcano for decades.

***Story Hook.*** Hikers and climbers have gone missing around the mountain, and the local foresters and rangers hire the characters to help find the missing climbers, to the tune of 20 gp each. Imix's faithful kidnapped the climbers and took them to the central island of the magma chamber as sacrifices to their evil demigod.

***Enemies.*** The Ash-Cult of Imix is comprised of eight human **cultists**, two **hell hound** guardians gifted to them by Imix, and their leader, a **firenewt warlock of Imix** (see appendix A). Four of the cultists patrol the perimeter of the lava lake, but the other cultists, the hounds, and the warlock remain in area S6.

***Kidnapped Sacrifices.*** Four humanoid explorers (use the **scout** statistics) are tied up in the center of area S6. Anointed with sacrificial oils, they await their destiny as sacrifices hurled into the lava. Consecrating each sacrifice takes 10 minutes of prayer and chanting, but the cult gladly uses these sacrifices as hostages instead, threatening to kill them if the characters don't back off.

***Treasure.*** In addition to the coins and valuable merchandise in the treasure pile, there is a *+1 battleaxe*, three *potions of healing*, and a *potion of climbing*.

## Salamandrian Magmaforge

A host of salamanders recently emerged into this volcano from the Elemental Plane of Fire and set to work taking over the surrounding area. Their plans are no greater than establishing their own petty fiefdom, but the lands surrounding the volcano are inhabited by dozens of farmsteads, thanks to the fertile volcanic soil. Their destruction would cause a famine in the region.

***Story Hook.*** The local baroness was informed by her spymaster that a group of invaders from a foreign land made their lair in the caves of this mountain, pillaging and torching the surrounding farms, threatening a famine. The baroness is unaware that these "invaders" are salamanders, and she begs the adventurers, as heroes of the realm, to save her people, offering a 1,000 gp bounty for head of the invaders' commander.

***Azer Slaves.*** The salamanders brought their six **azer** slaves with them into the Material Plane. These slaves are forced to work the Magmaforge and create the salamanders' invincible soldier. They attack the characters reluctantly at the salamanders' orders, but they can be persuaded to fight alongside the characters once one salamander falls. They can also be persuaded to revolt if one of the characters succeeds on a DC 18 Charisma (Persuasion) check.

***Enemies***. A total of two **salamanders**, six **azers**, and one modified **iron golem** are present in areas S5 and S6.

***Invincible Soldier.*** The salamanders call the volcano "Magmaforge," for they intend to forge a unique iron golem. The mighty construct is not autonomous, like other golems, but it can be inhabited and piloted by a creature of elemental fire. They believe their invincible soldier can crush any enemy that stands before them.

When the characters reach the central island, one of the salamanders dives into the lava and swims to the bottom of the lake, where the golem waits. A creature can use its action to open the golem's chest and enter, or close the chest if it's already open. If another creature is inside it already, the creature on the outside must make a DC 18 Strength (Athletics) check to open the door.

The Invincible Soldier uses **iron golem** statistics, with the following changes, which decrease its challenge rating to 8 (3,900 XP):

- The golem's AC is reduced to 18.
- The golem has a swimming speed of 60 feet, and it can swim through lava as if it were water.
- Whenever the golem takes damage, the pilot inside its chest takes half that amount.
- If the golem's pilot is killed, it ceases to function until a new pilot takes control.
- The golem does not have the Multiattack action.
- The golem does not have the Magic Resistance trait.
- The golem can't use take any actions while submerged in magma, or on a turn in which it emerges from magma.

***Treasure.*** In addition to the coins and valuable merchandise in the treasure pile, there is a *+2 battleaxe*, three *potions of greater healing*, and a *potion of fire giant strength*.

## Phlogaroth the Flamebather

A duel between dragons took place in the skies above this volcano mere days ago. The victor, a red dragon named Phlogaroth, smote his gold-scaled foe upon the mountainside and claimed the mountain as his own. Known as "the Flamebather" among other dragons, Phlogaroth took possession of the already massive treasure hoard of the mountain's previous inhabitant, and now spends his days luxuriating in the mountain's relaxingly warm magma pool.

***Story Hook.*** The dragon duel was visible for miles around, and the sight of the gold dragon Olvinradawn falling like a shooting star, wreathed in flame, was captured in the songs and art of bards and painters across the realm. The gold dragon was a kind and trusted ally, and none dared impugn upon his right to protect his treasure hoard, but now that it has been usurped by a wicked red dragon, all manner of unscrupulous treasure hunters are planning their assault on the mountain.

***Enemies.*** The **adult red dragon** Phlogaroth resides within the mountain and sleeps upon his bed of treasure. This magma chamber is his lair. When he is alerted to the characters' presence, he dives into the lava. Instead of a climb speed, Phlogaroth has a burrow speed and swimming speed of 40 feet, but can only swim in lava.



***Lava Pool.*** In this scenario, the lava pool extends underneath the entire map, and the stone above it is 20 feet thick. Phlogaroth likes to swim into the lava pool and disappear from sight, and then use his burrowing speed to dig through the floor of the chamber and ambush creatures hanging around the ring of the chamber. He never burrows underneath his treasure hoard.

***Treasure.*** In addition to the coins and valuable merchandise in the treasure pile, there is a *+3 battleaxe*, three *potions of superior healing*, and an *oil of slipperiness*.

## Imix, Prince of Eternal Flame

This encounter has the same premise as the "Ash-Cult of Imix" encounter, with the following changes:

Rather than capturing four random mountaineers, the Ash-Cult of Imix has kidnapped four princes from nearby kingdoms, and is offering their souls—and all of the ransom money they took from their royal parents—as tribute to their crimson demigod. Imix is pleased by this offering and does his worshipers' bidding until his physical form is destroyed and he returns to the Elemental Plane of Fire.

***Enemies.*** A cabal of eight **firenewt warlocks of Imix** (see appendix A) sit cross-legged and hand-in-hand in a circle on the central island, chanting a call to draw Imix from his extraplanar domain. Two **salamanders** slither around the ring, keeping guard. When the characters arrive, the ritual ends and the cabal cackles and dances with deranged, wicked glee. One minute later, **Imix** (see appendix A) bursts forth from the planar rift ready to begin his reign of fire. If the characters try to stop him, he and his cultists fight to the death.

This volcano counts as Imix's lair.

***Fiery Retribution.*** The volcano erupts when Imix is reduced to 0 hit points. The magma pool expands at a rate of 20 feet per round, until the magma reaches the ceiling. At this point, the volcano erupts, completely filling the mountain's underground passages with magma. Massive lava flows surge down the sides of the mountain at a rate of 120 feet per round.

A one-mile-radius cloud of choking ash fills the air above the volcano, centered on its crater. Everything within the cloud's area is heavily obscured, and all creatures within the area must make a DC 21 Dexterity saving throw. A creature takes 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the cloud's area for the first time on a turn or starts its turn there. The cloud lasts for 24 hours and descends at a rate of 10 feet per round, lingering on the ground until it is dispersed. A wind of moderate or greater speed (at least 10 miles per hour) causes it to move 10 feet per round in the wind's direction.

Stormy winds of at least 50 miles per hour, such as those created by *control weather* or *storm of vengeance,* can disperse the cloud over the course of one hour.

***Treasure.*** In addition to the coins and valuable merchandise in the treasure pile, there is a *vorpal sword*, three *potions of supreme healing*, and a *potion of storm giant strength*.

# Hermit's Path

Morton Goodtree was a halfling druid who built a small home near a forest river and worshipped Eldath, the Guardian of Groves. Morton lost his life battling cultists of Imix, elemental Prince of Evil Fire. The cultists used magic to dry the river, but Morton stopped them from achieving their ultimate goal: burning the forest to the ground.

As he died, Morton's soul became one with the woods he swore to protect. His spirit lives on near his ruined home, offering wisdom to good folk who know how to summon him. Merchants turned the old riverbed into a road and named it "Hermit's Path" in honor of Morton.

## Hermit's Path Features

Hermit's Path has the following features:

- The bottom of the path is 5 feet lower than the floor of the surrounding forest. When a creature moves from the path into the forest and vice versa it must spend an extra 5 feet of movement speed to do so.
- Rubble outside of the ruined hut (area T2) is difficult terrain.
- During the day, areas outside the ruined hut are brightly lit by the sun, and at night they are dimly lit by the moon.

## Hermit's Path Areas

The following areas are keyed to the Hermit's Path map.

### T1. Pine Trees

The pine trees on the map have the following features:

- Each pine tree is 1d12 x 10 feet tall.
- The trees' branches are low to the ground and can be climbed without an ability check.
- The areas the trees occupy are difficult terrain.
- Any creature in the same area the trees occupy has three-quarters cover against attacks made by creatures outside the area.
- Each tree has 1d4-1 magic berries growing on its branches.

***Magic Berries.*** A character notices a tree's berries with a successful DC 14 Wisdom (Perception) check. A character who succeeds on a DC 15 Intelligence (Nature) check knows these berries do not occur naturally on trees. A druid or ranger character knows these berries are similar to the type created by the *goodberry* spell. A *detect magic* spell reveals the berries radiate auras of transmutation magic.

A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours after being picked.

A tree grows 1d4-1 berries every 3d10 days and never has more than three berries at a time.

### T2. Ruined Hut

This ruined hut was once Morton's home. It has the following features:

- The hut's ceiling is 6 feet high.
- One-inch-diameter (and smaller) holes in the roof and walls allow sources outside to dimly light the hut.
- If a Medium or larger creature climbs on the crumbling walls or walks on the rotting roof, they must make a DC 10 Dexterity (Acrobatics) check. If the creature fails, the hut collapses.
- A creature can push and collapse the hut by succeeding on a DC 18 Strength check made as an action.
- A small pile of rubble in the northeast corner of the hut hides a book of prayers to Eldath.

***Collapsing the Hut.*** When the hut collapses, each creature in the hut must make a DC 12 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one. After the hut is collapsed, the area it occupied becomes difficult terrain.

***Prayer Book.*** A Druidic message on the wall above the rubble hiding the book reads, "If you seek my wisdom, find the buried book." A character who makes a successful DC 14 Wisdom (Perception) check notices the book through cracks in the rubble.

A *detect magic* spell reveals the book radiates an aura of conjuration magic. If a creature reads a prayer from the book aloud while inside (or standing atop the collapsed ruins of) the hut, the **ghost** of Morton appears.

When summoned, the cheerful spirit questions the creatures that conjured him about themselves and why they seek him out. If he is satisfied they are on the side of good and nature, and he does not catch them in a lie, Morton is willing to share any knowledge he can about the forest where he dwelled, his past, or nature.

If a creature attempts to harm the prayer book or remove it from the hut, Morton's ghost appears and demands the book be put back, possessing and attacking others to get his way if necessary.

## Hermit's Path Adventures

You can create your own adventures on Hermit's Path or use the hooks and encounters from the Hermit's Path Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

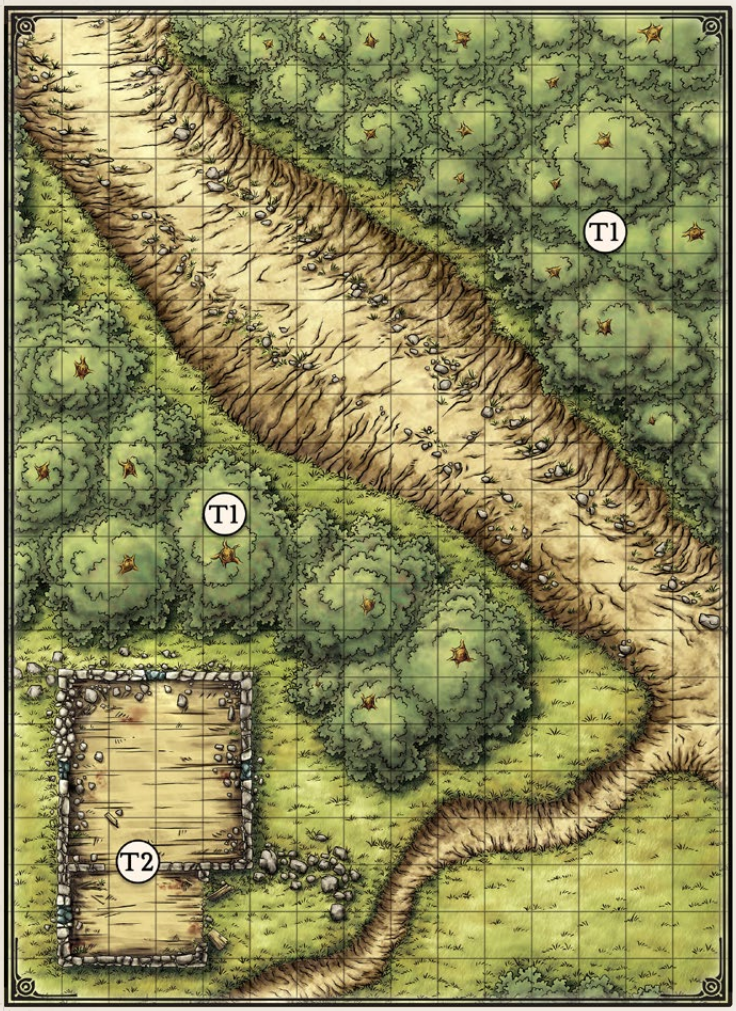
#### Hermit's Path Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Revenge of the Cult | 1st |
| 2 | Stone Face Bandits | 3rd |
| 3 | Treant Emergency | 7th |
| 4 | The Mage's Weather | 10th |

### Revenge of the Cult

Decades after their plan to burn the forest failed, the cultists of Imix have returned to the wood to try again. They plan to start their fire in the thick trees near Morton's ruined hut.

***Story Hook.*** As the characters travel along Hermit's Path, they are attacked by three **sprites** named Lynx, Geno, and Plum. The sprites heard that cultists camping nearby plan to burn down the forest. The sprites believe the characters are the cultists, yelling, "Imix lovers!" and "cultist jerks!" as they attack. A successful DC 10 Charisma (Persuasion) check made as an action convinces the sprites the characters are not cultists. If not




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convinced sooner, the sprites realize their error at the end of the second round of combat.

When they realize their mistake, the sprites offer their apologies and use the magic berries (see area T1) to help heal wounded characters. The fey explain they are expecting cultists of Imix to arrive at any moment to burn down the forest. They ask the characters for aid defeating them. If the characters agree to help, the sprites give them three vials of antitoxin as thanks.

***Preparing for Battle.*** The characters have 1d4 hours to prepare for the cultists' arrival. They can create traps, find hiding places, and perform other preparations. If the characters summon Morton's ghost (see area T2), he agrees to aid them in the coming battle.

***Cult's Arrival.*** The cult consists of six **cultists** led by Varneen Glaredragon (CE female Chondathan human **cult fanatic**). The cultists carry lit torches and gather near the center of the road on the map. If they are not interrupted, they pray to Imix for 1 minute then begin lighting trees on fire. If the cultists notice the characters, they attack, fighting until reduced to two cultists before fleeing.

## Stone Face Bandits

The Stone Face Bandits are a group of brigands who capture and ransom merchants traveling on Hermit's Path. The group stays near Morton's ruined hut, which contains their pet cockatrice.

***Story Hook.*** Maldara Iltuzya (NG female Rashemi human **commoner**) received a ransom note saying her alchemist wife, Yiri, was captured by the Stone Face Bandits. Business has been slow so Maldara cannot afford the ransom, but she offers the characters three *potions of healing* to rescue Yiri. Maldara knows Yiri was traveling Hermit's Path when captured, and she suggests the characters search along the road.

***Bandits.*** The Stone Face Bandits hide their identities with stone facemasks. When the characters arrive near the hut, six **bandits** hide in the trees along the road, waiting to ambush. They attack the characters with the intent of knocking them unconscious and ransoming them.

Lalana Omine (NE female Turami human **bandit captain**) leads the Stone Face Bandits, standing guard near the hut (area T2). If the battle looks grim for the bandits, she opens the door and releases the cockatrice (see "Prison Hut"). The cockatrice avoids the bandits. The bandits flee if Lalana falls.

***Prison Hut.*** The bandits keep prisoners in the hut, placing a heavy board over the building's doorway to the outside. A successful DC 12 Strength check made as an action allows characters to move the board aside. Lalana's pet **cockatrice** stays in the hut and turns captives to stone for safe keeping.

Three petrified prisoners are within the hut:

- Yiri Iltuzya (NG female Tethyrian human **commoner**)
- Rand Brightriver (N male Illuskan human **commoner**)
- Hemid Sein (N male Calishite human **commoner**)

A prisoners' petrified condition ends 4d6 hours after the characters find them. Each is a merchant the Stone Face Bandits is ransoming.

***Treasure.*** Lalana carries a belt pouch containing 200 gp.

## Treant Emergency

The treant Greatbranch recently killed a coven of green hags performing wicked experiments to create undead plants in the forest. During the battle, the hags cursed the treant. Greatbranch is rotting from the outside in and seeks help from its old friend, Morton Goodtree.

***Story Hook.*** As the characters travel Hermit's Path, Greatbranch the **treant** approaches them. It is clear from the brown leaves and rot covering Greatbranch that it is sick. Greatbranch tells the characters its story then asks for help finding Morton. The treant hasn't seen Morton for some time but knows a ghost lives in the nearby hut (area T2).

***Morton's List.*** If the characters summon Morton, the ghost tells them the situation is grim. If Greatbranch is not healed soon, the treant will turn into an evil undead creature (see "Greatbranch's Timer"). Morton knows of a magic elixir that can cure Greatbranch, but he needs the characters' help gathering the ingredients.

The characters can make ability checks to gather the following ingredients. If a character fails a check, 1 hour is wasted trying to find the ingredient before the check can be repeated. The characters can search for ingredients individually or in smaller groups to try to save time.

- **The Heart of a Giant Elk.** A character who succeeds on a DC 15 Wisdom (Survival) check finds a **giant elk** in the forest after 1 hour of hunting.
- **A Piece of Bark from a Dryad's Tree.** A character who succeeds on a DC 15 Intelligence (Nature) check



finds a dryad's tree with the **dryad** nearby after 1 hour of searching. The dryad agrees to give a piece of bark to the characters with a successful DC 15 Charisma (Persuasion) check. A character who makes a successful DC 14 Dexterity (Sleight of Hand) check steals some bark without the dryad noticing. If the dryad notices a character taking bark without permission, she attacks.

- **Pixie Dust.** A character who makes a successful DC 15 Intelligence (Arcana) check finds a grove of twenty **pixies**. If they spot the characters, the pixies try to flee, but a character making a successful DC 14 Charisma (Intimidation or Persuasion) check gets the pixies to give away some of their dust.
- **Twenty Magic Berries.** No checks are required to find the berries since Morton can point them out (see area T1), but harvesting them all takes one character 1 hour, two characters a 30 minutes, and three or more characters 15 minutes.

***Making the Elixir.*** Once the characters have all the ingredients, Morton requires their help making the elixir quickly. Have the characters make a group DC 10 Intelligence (Arcana) check. Characters proficient with alchemist's supplies automatically succeed on their individual check. If the group check succeeds, the characters make the elixir in 1 hour. If the check fails, the characters still make the elixir, but it takes 2 hours.

***Greatbranch's Timer.*** If the characters make the elixir in 5 or fewer hours after summoning Morton, Greatbranch is saved. If it takes the characters more than 5 hours to make the elixir, they are too late. Greatbranch attacks them after transforming into a creature that is a **treant** with the following changes:

- Greatbranch is undead.
- Greatbranch's alignment is chaotic evil.

***Treasure.*** If the characters save Greatbranch, Morton rewards them by giving the character with the highest Wisdom score a *blessing of animal conjuring* (see "Blessings" in chapter 7, "Treasure" of the *Dungeon Master's Guide*).

## The Mage's Weather

Rizima Seret, Morton's best friend, finally has the power to restore the river that is now Hermit's Path. She truly believes restoring the river is the best way to honor her fallen friend. The elderly wizard does not realize her plan will cause more harm than good.

***Story Hook.*** For nearly 30 days, it has rained every day over a 5-mile region of the forest centered on the area containing Morton's ruined hut (area T2). This rain is clearly unnatural, for it occurs with such consistency and in the same exact area.

A group of merchants gives the characters 1,000 gp to investigate and end the unnatural rain, which is causing dangerous mudslides and preventing them from selling their wares.

***Rizima's Plan.*** Rizima (N female Mulan human **archmage** with the *control weather* spell prepared instead of the *mind blank* spell) casts *control weather* to make it rain each day at dawn, then she takes cover in the trees. The river is not full yet, but the road is muddy and holds several inches of water.

While Rizima concentrates on her spell, she uses the *ring of invisibility* that she wears to stay hidden, though characters with a passive Wisdom (Perception) score of 17 or higher notices her outline in the rain.

If the characters notice and approach Rizima, she claims to have no idea what is causing the rain, and she speaks fondly of her old friend, Morton, who she believes would love to see the rain bring back the river. A character who succeeds on a Wisdom (Insight) check opposed by Rizima's Charisma (Deception) check can tell she is lying about the rain. A character who succeeds on a DC 15 Charisma (Intimidation or Persuasion) check gets Rizima to admit she is the cause of the rain.

If a character tells Rizima her rain is causing mudslides and succeeds on a DC 18 Charisma (Persuasion) check, she agrees to stop casting the spell, though it pains her to do so. If this check fails, Rizima attacks the characters with the intent of knocking them unconscious and tying them up until her work is done. If the characters summon Morton (see area T2) and convince him to speak with his friend, she immediately stops the rain.

# Chromatic Vault

Over a millennium ago, Terga the Bold had one goal after her husband, Sageroth, died from red wyrm's fire: kill every chromatic dragon. Terga forged a dragon-killing blade bound with Sageroth's soul. She slew so many dragons that great wyrms came together to plot her demise.

They paid Terga's warriors to betray her, and after she was killed, they hid the sword in a vault of their own design. These dragons wanted the sword intact should they ever need the blade to kill their metallic kin. Many warriors have died seeking the treasure of the Chromatic Vault.

## Chromatic Vault Features

The Chromatic Vault has the following features:

- The ceiling of the vault is 60 feet above the first floor.
- The balcony of the vault is 30 feet above the first floor.
- A *detect magic* spell reveals the walls of the vault radiate auras of conjuration magic. The vault's walls produce clear grease and require a DC 17 Strength (Athletics) check to climb.
- When the characters enter the vault and every 5 minutes after that, a disembodied voice whispers in Draconic, "Show us the breaths and the hoard is yours."
- The multicolored lights of Tiamat's Pedestal (area U3) dimly light the vault.

## Chromatic Vault Areas

The following areas are keyed to the Chromatic Vault map.

### U1. Entrance Well

A tunnel with a hidden entrance that requires a DC 12 Intelligence (Investigation) check to find leads to the bottom of this well, which has the following features:

- The floor of the well is trapped.
- The well is 30 feet deep.
- The walls of the well are covered in grease (see "Chromatic Vault Features").
- The top of the well extends 3 feet above the first floor of the vault.

***Floor Trap.*** A character who succeeds on a DC12 Wisdom (Perception) check notices the Draconic word for "thunder" carved in tiny runes in the center of the well floor. A *detect magic* spell reveals these runes radiate an aura of evocation magic.

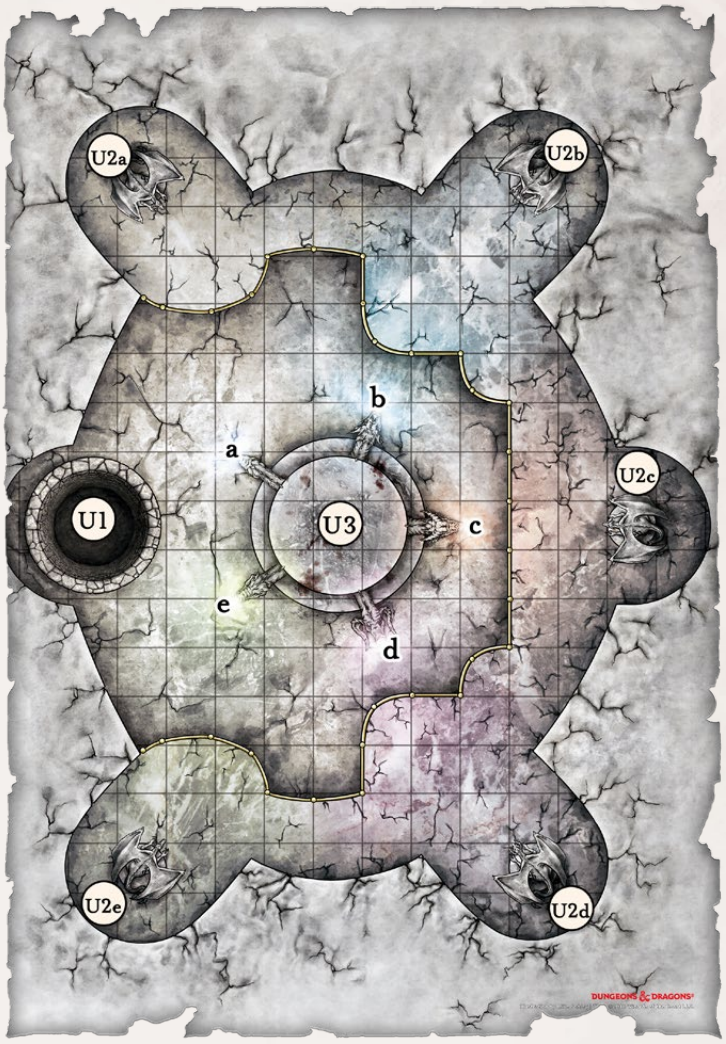
When a creature that is not a dragon touches the well floor, the trap activates. While the trap is active each round on initiative count 0, a burst of energy flares up from the floor. Each creature in the well must succeed on a DC 13 Constitution saving throw or take 3 (1d6) thunder damage.

As an action, a creature can scratch out the Draconic runes, which causes the trap to stop functioning.

### U2. Dragon Statues

A *detect magic* spell reveals the dragon statues radiate auras of conjuration magic. Each statue depicts a color of chromatic dragon and is magically connected to the head of the same color of dragon on Tiamat's Pedestal (area U3).

If a dragon statue takes a specific type of damage, it is activated and the connected head on the pedestal roars and opens its mouth in a snarl (see area U3 for more information).




U: Chromatic Vault

If a creature touches a dragon statue that is not activated, the statue summons a creature in the unoccupied space closest to the statue. That creature attacks any intruders in the vault.

The dragon colors, the specific energy type needed to activate each, and the creature it summons are listed on the Dragon Statues table.

**Dragon Statues**

| Statue | Color | Activation Damage | Creature |
|---|---|---|---|
| a | White | Cold | **Ice Mephit** |
| b | Blue | Lightning | **Dust Mephit** |
| c | Red | Fire | **Magmin** |
| d | Black | Acid | **Grey ooze** |
| e | Green | Poison | **Giant wasp** |

### U3. Tiamat's Pedestal

Tiamat's Pedestal has the following features:

- The top of the pedestal is 5 feet high and covered in bloodstains.
- Five stone heads, each one representing a different color of chromatic dragon, hold colored balls of light in their mouths.

- A *detect magic* spell reveals the pedestal radiates auras of conjuration and transmutation magic.

***Dragon Heads.*** Each of the dragon heads is magically connected to a dragon statue. See area U2 for more information about activating the statues. Each dragon head has its jaws closed around a ball of light, opening its jaws when the connected statue is activated. Each head's ball of light is the same color as the dragon it represents except for black, which has a purple light.

When each statue is activated, a **flying sword** with 30 hit points and made in the likeness of the sword *Sageroth* appears above the pedestal and attacks intruders in the vault. When this flying sword is destroyed, the real *Sageroth* materializes on the pedestal.

***Pedestal Top.*** When a creature moves from the first floor to the top of the pedestal and vice versa, it must spend an extra 5 feet of movement speed to do so. If a creature ends its turn on top of the pedestal and all the statues are not activated (see area U2), the pedestal extends quickly and rockets its top into the ceiling.

Each creature on the pedestal must make a DC 10 Dexterity saving throw. Creatures that succeed jump off the top of the pedestal and land in the nearest unoccupied space. Creatures that fail take 10 (3d6) bludgeoning damage and are knocked prone. After the pedestal rockets into the ceiling, it immediately retracts to its original position.

***Treasure.*** See "Sageroth" in appendix C for more information about the sword.

## Chromatic Vault Adventures

You can create your own adventures in the Chromatic Vault or use the hooks and encounters from the Chromatic Vault Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Chromatic Vault Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Kobold Club | 1st |
| 2 | Magmin Mayhem | 2nd |
| 3 | Mage Malfunction | 5th |
| 4 | Brass Guardian | 6th |

### Kobold Club

A group of kobolds found the Chromatic Vault, but only the winged kobolds were able to fly through the well without activating its trap. The winged kobolds took this as a sign that they are truly blessed by Tiamat.

They took up the vault as their lair and believe it is their sworn duty to protect the place (though they have no idea what its purpose is). The kobolds without wings left the vault in a huff.

***Story Hook.*** A village near the vault is raided by Fezlet and Kronic, two **winged kobolds** stealing food for their kin in the vault. A character who succeeds on a DC 7 Charisma (Intimidation or Persuasion) check gets a captured kobold to reveal the entrance to the vault. If one of the kobolds dies, the other flees, and a character who makes a successful DC 10 Wisdom (Perception or Survival) check follows the fleeing kobold's trail to the vault.

***Winged Kobolds.*** Mariket, Snaggle, Burio, and any kobolds surviving the initial encounter are in the vault when the characters arrive. These **winged kobolds** attack intruders. When only one kobold remains, it flees, touching as many inactivate dragon statues as it can on its way out. The kobolds know to avoid the statues otherwise.

### Magmin Mayhem

An unfortunate adventurer recently met his end in the vault when he summoned a magmin. That magmin realized it could summon more of its kind by poking the red dragon statue with the adventurer's sword. The sword melted in the magmin's hand, and it seeks another to summon more of its brethren.

***Story Hook.*** The characters find an old map that leads to the vault. The vault is not named on the map, but an "X" marks its location with the Draconic word for "treasure" next to it.

***Magmins.*** When the characters enter the vault, three **magmins** hide on the balcony. They attack any character wielding a sword. If the character falls, they take the weapon and use it to summon more magmins.

***Corpse.*** The charred body of a human in ruined chainmail near a melted sword lays in front of the red dragon statue.





## Mage Malfunction

The mage Rona Gosto is a dragon scholar who entered the vault to find *Sageroth*. Rona cast an *animate objects* spell on Tiamat's Pedestal to try to unlock its secrets, but the magic of her spell disrupted the magic of the pedestal, turning the object of Tiamat into something even more dangerous.

***Story Hook.*** Rona Gosto (CN female Turami human **mage**) asks the characters to accompany her to the Chromatic Vault to help fix her mistake and find *Sageroth*. She tells the characters they can have the sword after she gets a chance to study it for 1 year.

***Vault Malfunction.*** Tiamat's Pedestal (area U3) is quickly spinning in place in a counter-clockwise direction. The heads on the pedestal shoot colored beams of energy out of their mouths.

When the characters are in any area of the vault except the well (area U1), each round on initiative count 0 roll on the Malfunctioning Pedestal table to determine which head randomly targets a vault intruder with a ranged spell attack. All heads have a heads' +7 bonuses to attack rolls and deal 2d10 damage of the type show on the table on a hit.

When a statue is activated (see area U2), the connected head stops attacking. When all the statues are activated, the pedestal stops spinning. A successful casting of the *dispel magic* spell (DC 15) causes the pedestal to stop spinning and the heads to stop attacking.

### Malfunctioning Heads

| d10 | Head | Color | Damage |
|---|---|---|---|
| 1–2 | a | White | Cold |
| 3–4 | b | Blue | Lightning |
| 5–6 | c | Red | Fire |
| 7–8 | d | Black | Acid |
| 9–10 | e | Green | Poison |

## Brass Guardian

The brass dragon Somulos is on the hunt for *Sageroth* to add to her hoard. The talkative dragon desires an intelligent weapon she can chat with for days on end. She made it to the vault, but after days of trying, she cannot figure out how to get the sword.

***Story Hook.*** The characters find a chromatic dragon's journal detailing the legend of Terga the Bold, *Sageroth*, and the Chromatic Vault's location.

***Red Dragon Statue.*** By the time the characters enter the vault, Somulos activated the red dragon statue (see area U2) with her *fire breath*.

***Somulos.*** When the characters enter the vault, Somulos, a **young brass dragon**, is thrilled to see them. The chatty dragon talks to the characters nonstop. First, she asks each one individually about their name, background, and profession. She asks why they came to the vault, then she shares the vault's history (even if the characters already know it) and her own reasons for seeking *Sageroth*.

Once verbose introductions are done, Somulos offers a deal to the characters. If they help her get the sword, she can give them gold and a magic item of their choice from her hoard. If the characters do not agree, the dragon attacks some of the inactive statues to summon monsters to keep the characters busy while she figures out the vault.

If the characters agree to Somulos' deal, she launches into an explanation of how she activated the red dragon statue, how the statues can summon hostile monsters, and how the pedestal is a dangerous trap. She then discusses every possible theory she can with the characters, including several incorrect ones of her own, before trying whatever they suggest to unlock the vault. While the characters work, Somulos continues to chat with them.

If it looks like the characters are close to revealing the sword, Somulos does not want the conversation to end. She summons creatures by attacking the statues, trying to make the conjuring look like a clumsy accident if she struck a deal with the characters. A character who makes a successful DC 15 Charisma (Intimidation or Persuasion) check gets the dragon to stop summoning creatures.

If Somulos gains possession of *Sageroth*, she talks to the weapon, asking for its story. When she realizes the weapon only communicates by transmitting emotions, she is disappointed. She drops the sword, telling the characters they can have the weapon as she exits the vault.

# Tallow Town

Recently, life in the city has been rough for the residents of the neighborhood called Tallow Town, home of the Chandlers' Guild. Large shipments of lamp oil lowered demand for candles, leaving the candlemakers with less income than normal.

Such ebbs and flows in the economic reality of the city is normal, and no one is panicking yet. Guildmistress Jaunti Lieu of the Chandlers' Guild sees morale is low, however. With the Festival of Night approaching, she has decided to hold a large celebration to lift the spirits of the members of the guild, the associated workers, and their families.

The Festival of Night celebrates life by recognizing and normalizing death. Celebrants dress in unusual, colorful costumes, travelling to the homes of friends and family in a sort of progressive party. Some homes serve food, others offer small gifts, and others provide entertainment throughout the evening.

This year, the Festival of Night promises to be one of the most memorable, as Guildmistress Jaunti releases extra funds to her people to add to the extravagance. Unfortunately, some evil forces are at work in Tallow Town this year as well, threatening to turn the Festival of Night into the Festival of Fright.

## Tallow Town Features

Tallow Town has the following features:

- All one-story buildings are made of wood and measure 10-feet high to a flat roof. Two story buildings are 20-feet high.
- Climbing the walls of the buildings without equipment requires a successful DC 10 Strength (Athletics) check.
- Outer doors are locked unless otherwise noted, and can be opened with a successful DC 10 Dexterity check by a creature proficient with thieves' tool. They can be smashed open with a successful DC 15 Strength check. Inner doors are unlocked unless otherwise noted.
- Outer windows are latched but can be opened from the outside with a successful DC 15 Dexterity (Sleight of Hand) check or smashed with a successful DC 10 Strength check.

## Tallow Town Areas

The following areas are keyed to the Tallow Town map.

### V1. Guild Office

During the day, Guildmistress Jaunti (NG female forest gnome **commoner**) works in this building, managing the business of her guild. She is a tenacious advocate for those who count on her, and she is adored by her people.

Her office holds a single barred cell. In her role of guildmistress, she is technically an official of the city, and she can arrest and hold people until the proper authorities are summoned. The lock on the iron bars can be opened by a creature proficient with thieves' tools who succeed on a DC 20 Dexterity check.

***Story.*** During the Festival of Night, she waits here to hand out hams to the adults in her employ and sweet treats to the children.

### V2. Poochie's Tavern

This rough inn is operated by Poochie (NE male half-orc **thug**). He pretends to be a friend to the chandlers, but he is a plant and spy for the local thieves' guild. He works to subvert the good chandlers, setting up operations to steal their money and use them for even more nefarious purposes.

***Story.*** During the Festival of Night, Poochie hands out free ale to the adults and lemony fruit water to the children. He may be involved in the attack on the town (see "Tallow Town Adventures").

### V3. Apprentice Hall

This building houses three apprentice chandlers (N half-elf **commoners**) named Estelle, Visk, and Stohl. During the day they assist chandlers in their candle-making efforts. At night they rest in their rooms.

The larger room contains a table and chairs that are used as meeting areas for members of the Chandler's Guild when the Guildhall is in use.

***Story.*** During the Festival of Night, the three apprentices are entertaining revelers with a puppet show, enhanced by magical candles that can give off different colored light, as if treated with a *prestidigitation* spell.

### V4. Stables

The stables are overseen by a groom (NG male lightfoot halfling **commoner**) called "Charley Horse" by the locals. Charley lives at the stable and cares for the three **draft horses** that pull carts loaded with materials and finished tallow products.

***Treasure.*** Charley's quarters are sparse, but an unlocked chest there contains 50 gp and a *potion of animal friendship* for rare cases when he loses control of his charges.

***Story.*** During the Festival of Night, Charley is giving rides on the horses to the children. If hostilities break out near the horses, they rear and attack. One horse can be calmed as an action with a successful DC 10 Wisdom (Animal Handling) check.

### V5. Workshop

This two-story building acts as a workshop for the guild. The first room is a meeting chamber, where officials coming to speak to the guild wait until they are called into the other rooms.

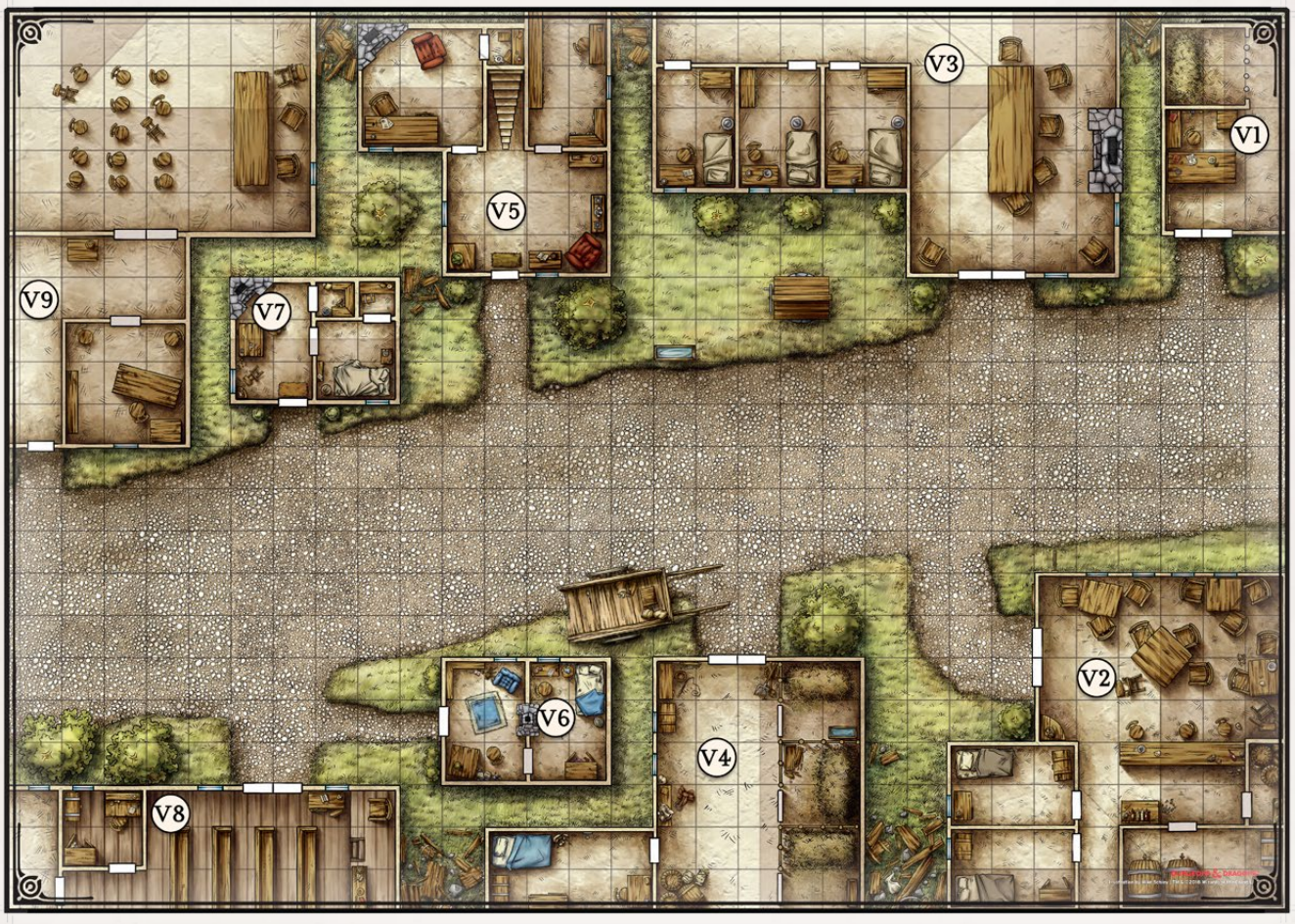
The room on the left is the office of Jardun, secretary of the Chandlers' Guild (LE male Damaran human **commoner**). Official records are stored here. Jardun is embezzling funds from the guild, skimming small amounts each month to pay off debts to shady underworld moneylenders.

The room on the right is the main workshop, where guild members experiment with new production methods.

The second floor, accessed by a steep staircase, houses supplies and other goods of interest to the guild.

***Treasure.*** Jardun's office contains a secret safe, set into the fireplace. Finding the safe requires a successful DC 15 Intelligence (Investigation) check. The safe's combination lock can only be picked with a successful DC 20 Dexterity check by a creature proficient with thieves' tools. Jardun and Jaunti are the only ones who know the combination. Inside the safe are gems worth a total of 500 gp, property of the guild.

***Story.*** During the Festival of Night, this area is locked and no one is present.




V: Tallow Town

### V6. Grumpy Kerd

Kerd (N male Tethyrian human **commoner**) was the guildmaster before Jaunti. When it was clear he was suffering from a disease that affected his mind, he was provided with a simple home in Tallow Town. The members of the guild and their families take turns caring for him.

Even when he was sound, Kerd was grumpy and acerbic. His mental condition has removed any filters he may have once had, leaving him verbally abusive to all he comes into contact with.

***Story.*** During the Festival of Night, Kerd locks himself in his home. A handwritten sign on parchment saying, "Go Away," is nailed to his front door.

### V7. Guard Quarters

Two guards (N female and male shield dwarf **guards**) named Fellisa and Drurin share this home. They alternate 12-hour shifts guarding the town, so they are rarely in the house at the same time.

***Treasure.*** The pair of dwarves have little of value, but they keep an expensive cask of dwarven ale in the closet for special occasions. The brew is worth 25 gp to the right buyer.

***Story.*** During the Festival of Night, both dwarves are on patrol around the streets of Tallow Town, and their home is locked.

### V8. Temple of Light

For as long as anyone can remember, Tallow Town and its residents have supported a temple to the goddess of light. The current priestess is Alahannah (LG female Chondathan human **acolyte**).

***Treasure.*** In a locked chest within Alahannah's private quarters are 40 gp, four vials of holy water, and a *potion of healing*.

***Story.*** During the Festival of Night, Alahannah welcomes celebrants to the temple, providing stories of the light goddess's benevolence, and giving dolls and toys to the children.

### V9. Guildhall

The Chandlers' Guild guildhall is the largest building in Tallow Town. Used for guild meetings, public events, education, elections, and other business and social gatherings, the hall's upkeep and decoration is a priority, as it reflects and prestige and success of the Chandler's Guild.

***Story.*** During the Festival of Night, the hall acts as the final meeting place for the revelers after their progressive party. Here a large meal is served, the children play games, and the adults socialize and gossip.

## Tallow Town Adventures

You can create your own adventures in Tallow Town or use the hooks and encounters from the Tallow Town Encounters table to create an adventure. You can roll randomly for the adventure or choose one appropriate for the average level of the characters.

### Tallow Town Encounters

| d4 | Encounter | Avg. Level |
|---|---|---|
| 1 | Guild Heist | 1st |
| 2 | Druid's Revenge | 2nd |
| 3 | The Chaos Candles | 3rd |
| 4 | Steal the Darkness | 4th |

## Guild Heist

Poochie (area V2) has learned about the stash of gems in the hidden vault in the Chandlers' Workshop (area V5). He reported this to his contact at the local thieves' guild, who plans to use the chaos of the Festival of Night to steal the valuable gems.

***Story Hook.*** Guildmistress Jaunti Lieu invites the characters to join her flock in their Festival of Night celebrations before discussing some business details. The characters can move through the town, partake in activities, and meet the townsfolk before the bandits attack the town at the height of the celebration.

***The Leader.*** Jejel (LE female Mulan human **bandit leader**) is Poochie's contact, and she is at his bar throughout the evening, pretending to be a simple traveler having a drink. When it is time to attack, she signals her accomplices waiting on the outskirts of town. She then attempts to break into the Guild Workshop (area V5) and steal the gems. Poochie only assists her if the adventurers confront her in his bar, and if he is sure the characters can be defeated easily.

***Accomplices.*** Two groups of human **bandits**, with each group consisting of six members, await Jejel's signal. When they get the signal, one group moves into the area from the east, attacking with their scimitars. These bandits are disguised to look like zombies, hoping to confuse and scare away anyone who might otherwise attack. A successful DC 15 Wisdom (Insight) check reveals the disguise.

These bandits attack the revelers, but they do not try to kill them. If the characters or either of the dwarf guards (see area V7) confront them, these bandits start fighting to kill.

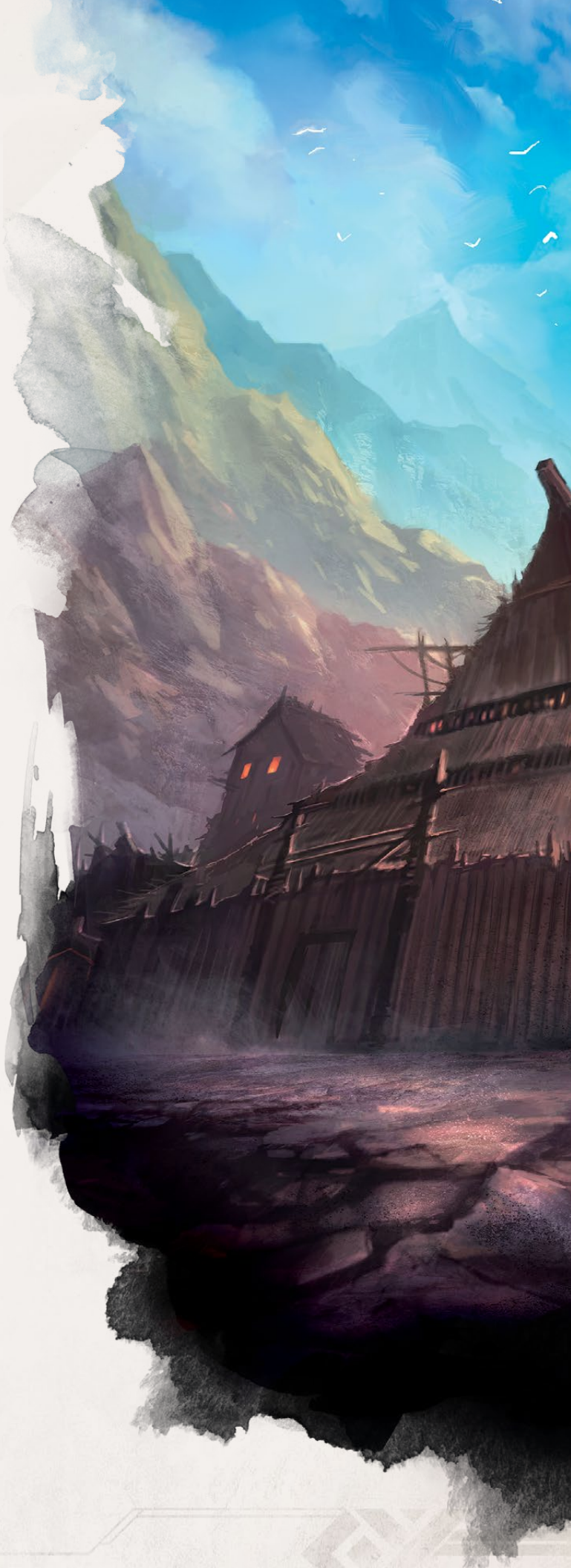
The other group of bandits are in place to reinforce the original group, with the express purpose of driving anyone away who might be in the vicinity of the Guildhall (area V5).

***Treasure.*** Jejel carries a vial of acid and 25 gp, as well as a silver set of thieves' tools worth 50 gp. If the characters foil the thieves' plans, Jaunti offers a reward 50 gp for their bravery.

## Druid's Revenge

The halfling groom Charley (area V4) has a dark secret. He once worked with a dark druid called Gorse (NE female lightfoot halfling **druid**). When he saw the evil Gorse was perpetrating, Charley moved to the city and started a new life. Angry at the betrayal, Gorse tracked Charley to his new home, and now she plans to wreak havoc on him and those he cares for.

***Story Hook.*** The city has noted an increase in wild animal attacks in the city, located in the area known as Tallow Town. As the adventurers stroll through the city one evening, they catch a glimpse of what looks like a bear moving in that direction. Their investigation leads them into Tallow Town during the Festival of Night.



***Traveling Zoo.*** Gorse disguises her menagerie of creatures as a travelling zoo. During the Festival of Night, she pulls up in her caravan, pretending to offer a thrill to the residents of Tallow Town. When a crowd has formed, she releases her pets on the crowd: a **brown bear**, an **ape**, two **boars**, and four **giant crabs**.

While the distraction sends the citizens into a panic, she sneaks off to search for Charley, who is at work in his stables. If the characters do not see her leave or miss other clues, she might kill Charley and flee before anyone notices.

## The Chaos Candles

Kerd (see area V6) is not suffering from a natural ailment. His mind has been warped by slaad magic from the plane of Limbo. Infected with the chaos magic, he invented new tallow-making and candle-processes. These tainted candles would infect the minds of any who inhaled their fumes. A team of modrons enter the area, tasked with dragging Kerd back to Mechanus with them, in addition to stealing the formulae for creating the chaos candles.

***Story Hook.*** A shipment of candles was stolen, and guild secretary Jardun wants adventurers to figure out what is happening. He fears the culprits might be those to whom he owes money, but he doesn't want to admit his past transgressions. He invites the characters to enjoy the Festival of Night before talking business.

***Modron Incursion.*** The modrons have two goals, and they carry them out with ruthless efficiency.

The first goal is to capture Kerd and bring him, alive, back to Mechanus to see what caused his malady. This is carried out by a **quadrone** and four **monodrones**.



The second goal is to break into the workshop (area V5) and destroy all documents that contain the means or recipe to create the chaos-tainted candles. This is carried out by a two **tridrones** and two **duodrones**.

Since most of the revelers are wearing elaborate costumes because of the Festival of Night, it is difficult to tell that the modrons aren't normal citizens in disguise.

***Candles of Chaos.*** Any of the areas that are burning candles have a chance of unleashing the chaos candle magic in the area. Those within 20 feet of a chaos candle must succeed on a DC 15 Wisdom saving throw or suffer the effects of a *confusion* spell.

## Steal the Darkness

Long ago, a priest of the evil god of murder and death crafted a powerful holy symbol that gave him a special connection to his deity. A party of adventurers defeated him and gave that symbol to priests of the goddess of light.

They tried to destroy the holy symbol but failed. Instead they decided to hide the symbol in an altar to keep it out of the hands of evil.

Over the years the symbol in the altar was forgotten, and recently the altar was moved to the temple of light in Tallow Town. Agents of the evil god learned that the holy symbol was there, and they plan to steal it away during the Festival of Night.

***Story Hook.*** Alahannah (see area V8) has been warned by other clerics in the city of increased undead activity near Tallow Town. She invites the adventurers to her temple of speak of this. Since the Festival of Night is occurring, she suggests they join the party to have fun but also to keep an eye on the proceedings. She offers them 50 gp or free spellcasting services as a reward.

***The Reaper.*** A figure in a dark cloak, known as the Reaper to her followers, plans to take possession of the evil holy symbol and lead a new death cult in a reign of terror in the city. The Reaper (CE female Tehtyrian human **cult fanatic**) has been gift undead servants by her dark god, and she plans to use them to cut a path to the altar.

***The Undead Troops.*** The Reaper commands eight **skeletons**, eight **zombies**, two **ghouls**, and a **wight**. These creatures, when they attack, move toward the center of Tallow Town from all directions, herding the screaming innocents toward a central kill zone. While this is happening, the Reaper enters the temple by herself.

***The Altar.*** The altar to the light goddess is displayed prominently in the corner of the temple. The lid is locked and trapped. Anyone trying to force it open triggers the trap. All creatures within 5 feet of the altar must succeed on a DC 12 Charisma saving throw or take 11 (2d10) radiant damage, or half as much damage on a successful save.

The altar can be opened with a successful DC 10 Dexterity check by a creature proficient with thieves' tools, or by a creature who makes a successful DC 15 Charisma (Religion) check to say a convincing prayer to the goddess of light.

***The Holy Symbol.*** The holy symbol of death in the altar is an *amulet of proof against detection and location*. It can also have other powers of darkness as fits your campaign.

# Appendix A: Monsters & NPCs

This appendix details monster and NPC stats that do not appear in the *Monster Manual*.



## Apprentice Wizard

*Medium humanoid (any race), any alignment*

**Armor Class** 10
**Hit Points** 9 (2d8)
**Speed** 30 ft.

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

**Skills** Arcana +4, History +4
**Senses** passive Perception 10
**Languages** any one language (usually Common)
**Challenge** 1/4 (50 XP)

***Spellcasting.*** The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*
1st level (2 slots): *burning hands, disguise self, shield*

### Actions

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



## Archer

*Medium humanoid (any race), any alignment*

**Armor Class** 16 (studded leather)
**Hit Points** 75 (10d8 + 30)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 18 (+4) | 16 (+3) | 11 (+0) | 13 (+1) | 10 (+0) |

**Skills** Acrobatics +6, Perception +5
**Senses passive** Perception 15
**Languages** any one language (usually Common)
**Challenge** 3 (700 XP)

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

### Actions

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

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

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

## Ancient Silver Shadow Dragon

*Gargantuan dragon, lawful good*

**Armor Class** 22 (natural armor)
**Hit Points** 487 (25d20 + 225)
**Speed** 40 ft., fly 80 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 30 (+10) | 10 (+0) | 29 (+9) | 18 (+4) | 15 (+2) | 23 (+6) |

**Saving Throws** Dex +7, Con +16, Wis +9, Cha +13
**Skills** Arcana +11, History +11, Perception +16, Stealth +7
**Damage Resistances** necrotic
**Damage Immunities** cold
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 26
**Languages** Common, Draconic
**Challenge** 23 (50,000 XP)

***Legendary Resistance (3/Day).*** If the dragon fails a saving throw, it can choose to succeed instead.

***Living Shadow.*** While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

***Shadow Stealth.*** While in dim light or darkness, the dragon can take the Hide action as a bonus action.

***Sunlight Sensitivity.*** While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

***Multiattack.*** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

***Bite.*** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

***Claw.*** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

***Tail.*** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

***Frightful Presence.*** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. 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 dragon's Frightful Presence for the next 24 hours.

***Breath Weapons (Recharge 5–6).*** The dragon uses one of the following breath weapons.

**Necrotic Breath.** The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

**Paralyzing Breath.** The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

***Change Shape.*** The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

### Legendary Actions

The dragon 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. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.
**Tail Attack.** The dragon makes a tail attack.
**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## A Silver Dragon's Lair

Silver dragons dwell among the clouds, making their lairs on secluded cold mountain peaks. Though many are comfortable in natural cavern complexes or abandoned mines, silver dragons covet the lost outposts of humanoid civilization. An abandoned mountaintop citadel or a remote tower raised by a long-dead wizard is the sort of lair that every silver dragon dreams of.

### Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon creates fog as if it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.
- A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

### Regional Effects

- The region containing a legendary silver dragon's lair is warped by the dragon's magic, which creates one or more of the following effects.
- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise the effect is identical to the control weather spell.
- Within 1 mile of the lair, winds buoy non-evil creatures that fall due to no act of the dragon's or its allies. Such creatures descend at a rate of 60 feet per round and take no falling damage.
- Given days or longer to work, the dragon can make clouds and fog within its lair as solid as stone, forming structures and other objects as it wishes.

## Bheur Hag

*Medium fey, chaotic evil*

**Armor Class** 17 (natural armor)
**Hit Points** 91 (14d8 + 28)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 16 (+3) | 14 (+2) | 12 (+1) | 13 (+1) | 16 (+3) |

**Saving Throws** Wis +4
**Skills** Nature +4, Perception +4, Stealth +6, Survival +4
**Damage Immunities** cold
**Senses** darkvision 60 ft., passive Perception 14
**Languages** Auran, Common, Giant
**Challenge** 7 (2,900 XP)

***Graystaff Magic.*** The hag carries a *graystaff*, a length of gray wood that is a focus for her inner power. She can ride the staff as if it were a *broom of flying*. While holding the staff, she can cast additional spells with her Innate Spellcasting trait (these spells are marked with an asterisk). If the staff is lost or destroyed, the hag must craft another, which takes a year and a day. Only a bheur hag can use a *graystaff*.

***Ice Walk.*** The hag can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra moment.

***Innate Spellcasting.*** The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *hold person,* ray of frost*
3/day each: *cone of cold,* ice storm,* wall of ice**
1/day each: *control weather*

### Actions

***Slam.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage plus 3 (1d6) cold damage.

***Maddening Feast.*** The hag feasts on the corpse of one enemy within 5 feet of her that died within the past minute. Each creature of the hag's choice that is within 60 feet of her and able to see her must succeed on a DC 15 Wisdom saving throw or be frightened of her for 1 minute. While frightened in this way, a creature is incapacitated, can't understand what others say, can't read, and speaks only in gibberish; the DM controls the creature's movement, which is erratic. 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 hag's Maddening Feast for the next 24 hours.

## Blackguard

*Medium humanoid (any race), any non-good 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** any one language (usually 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.



## Corpse Flower

*Large plant, chaotic evil*

**Armor Class** 12
**Hit Points** 127 (15d10 + 45)
**Speed** 20 ft., climb 20 ft.

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

**Condition Immunities** blinded, deafened
**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 12
**Languages** --
**Challenge** 8 (3,900 XP)

***Corpses.*** When first encountered, a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

***Spider Climb.*** The corpse flower can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Stench of Death.*** Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

### Actions

***Multiattack.*** The corpse flower makes three tentacle attacks.

***Tentacle.*** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

***Harvest the Dead.*** The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

## Deathlock

*Medium undead, neutral evil*

**Armor Class** 12 (15 with mage armor)
**Hit Points** 36 (8d8)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 15 (+2) | 10 (+0) | 14 (+2) | 12 (+1) | 16 (+3) |

**Saving Throws** Int +4, Cha +5
**Skills** Arcana +4, History +4
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 60 ft. (including magical darkness), passive Perception 11
**Languages** the languages it knew in life
**Challenge** 4 (1,100 XP)

***Innate Spellcasting.*** The deathlock's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

***Spellcasting.*** The deathlock is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 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): *chill touch, eldritch blast, mage hand*
1st–5th level (2 5th-level slots): *arms of Hadar, blight, counterspell, crown of madness, darkness, dimension door, dispel magic, fly, hold monster, invisibility*

***Turn Resistance.*** The deathlock has advantage on saving throws against any effect that turns undead.

### Actions

***Deathly Claw.*** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) necrotic damage.

## Deathlock Mastermind

*Medium undead, neutral evil*

**Armor Class** 13 (16 with mage armor)
**Hit Points** 110 (20d8 + 20)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 16 (+3) | 12 (+1) | 15 (+2) | 12 (+1) | 17 (+3) |

**Saving Throws** Int +5, Cha +6
**Skills** Arcana +5, History +5, Perception +4
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
**Damage Immunities** poison
**Condition Immunities** exhaustion, poisoned
**Senses** darkvision 120 ft. (including magical darkness), passive Perception 14
**Languages** the languages it knew in life
**Challenge** 8 (3,900 XP)

***Innate Spellcasting.*** The deathlock's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor*

***Spellcasting.*** The deathlock is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 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): *chill touch, eldritch blast, mage hand*
1st–5th level (2 5th-level slots): *arms of Hadar, blight, counterspell, crown of madness, darkness, dimension door, dispel magic, fly, hold monster, invisibility*

***Turn Resistance.*** The deathlock has advantage on saving throws against any effect that turns undead.

### Actions

***Deathly Claw.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3 necrotic damage).

***Grave Bolts.*** *Ranged Spell Attack:* +6 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

## Dire Troll

*Huge giant, chaotic evil*

**Armor Class** 15 (natural armor)
**Hit Points** 172 (15d12 + 75)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 15 (+2) | 21 (+5) | 9 (–1) | 11 (+0) | 5 (–3) |

**Saving Throws** Wis + 5, Cha +2
**Skills** Perception + 5
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** frightened, poisoned
**Senses** darkvision 60 ft., passive Perception 15
**Languages** Giant
**Challenge** 13 (10,000 XP)

***Keen Senses.*** The troll has advantage on Wisdom (Perception) checks that rely on smell and sight.

***Regeneration.*** The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The troll dies only if it is hit by an attack that deals 10 or more acid or fire damage while the troll has 0 hit points.

### Actions

***Multiattack.*** The troll makes five attacks: one with its bite and four with its claws.

***Bite.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 5 (1d10) poison damage.

***Claws.*** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage

***Whirlwind of Claws (Recharge 5–6).*** Each creature within 10 feet of the troll must make a DC 19 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.



## Drow Arachnomancer

*Medium humanoid (elf), chaotic evil*

**Armor Class** 15 (studded leather)
**Hit Points** 162 (25d8 + 50)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 11 (+0) | 17 (+3) | 14 (+2) | 19 (+4) | 14 (+2) | 16 (+3) |

**Saving Throws** Con +7, Int +9, Cha +8
**Skills** Arcana +9, Nature +9, Perception +7, Stealth +8
**Damage Resistances** poison
**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 17
**Languages** Elvish, Undercommon, can speak with spiders
**Challenge** 13 (10,000 XP)

***Change Shape (Recharges after a Short or Long Rest).*** The drow can use a bonus action to magically polymorph into a giant spider, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. It can speak and cast spells while in giant spider form. Any equipment it is wearing or carrying in humanoid form melds into the giant spider form. It can't activate, use, wield, or otherwise benefit from any of its equipment. It reverts to its humanoid form if it dies.

***Fey Ancestry.*** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

***Innate Spellcasting.*** The drow's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day: *darkness, faerie fire, levitate* (self only)

***Spellcasting.*** The drow is a 16th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 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): *chill touch, eldritch blast, mage hand, poison spray*
1st–5th level (3 5th-level slots): *conjure animals* (spiders only), *crown of madness, dimension door, dispel magic, fear, fly, giant insect, hold monster, insect plague, invisibility, vampiric touch, web, witch bolt*
1/day each: *dominate monster, etherealness, eyebite*

***Spider Climb.*** The drow can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Sunlight Sensitivity.*** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

***Web Walker.*** The drow ignores movement restrictions caused by webbing.

### Actions

***Multiattack.*** The drow makes two poisonous touch attacks or two bite attacks. The first of these attacks that hits each round deals an extra 26 (4d12) poison damage to the target.

***Poisonous Touch (Humanoid Form Only).*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) poison damage.

***Bite (Giant Spider Form Only).*** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) poison damage.

***Web (Giant Spider Form Only).*** *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## Drow Favored Consort

*Medium humanoid (elf), neutral evil*

**Armor Class** 15 (18 with mage armor)
**Hit Points** 225 (30d8 + 90)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 15 (+2) | 20 (+5) | 16 (+3) | 18 (+4) | 15 (+2) | 18 (+4) |

**Saving Throws** Dex +11, Con +9, Cha +10
**Skills** Acrobatics +11, Athletics +8, Perception +8, Stealth +11
**Senses** darkvision 120 ft., passive Perception 16
**Languages** Elvish, Undercommon
**Challenge** 18 (20,000 XP)

***Fey Ancestry.*** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

***Innate Spellcasting.*** The drow's spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day: *darkness, faerie fire, levitate* (self only)

***Spellcasting.*** The drow is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand, message, poison spray, shocking grasp, ray of frost*
1st level (4 slots): *burning hands, mage armor, magic missile, shield*
2nd level (3 slots): *gust of wind, invisibility, misty step, shatter*
3rd level (3 slots): *counterspell, fireball, haste*
4th level (3 slots): *dimension door, Otiluke's resilient sphere*
5th level (2 slots): *cone of cold*
6th level (1 slot): *chain lightning*

***Sunlight Sensitivity.*** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

***War Magic.*** When the drow uses its action to cast a spell, it can make one weapon attack as a bonus action.

### Actions

***Multiattack.*** The drow makes three scimitar attacks.

***Scimitar.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 18 (4d8) poison damage. In addition, the target has disadvantage on the next saving throw it makes against a spell the drow casts before the end of the drow's next turn.

***Hand Crossbow.*** *Ranged Weapon Attack:* +11 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

## Drow Shadowblade

*Medium humanoid (elf), neutral evil*

**Armor Class** 17 (studded leather)
**Hit Points** 150 (20d8 + 60)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 14 (+2) | 21 (+5) | 16 (+3) | 12 (+1) | 14 (+2) | 13 (+1) |

**Saving Throws** Dex +9, Con +7, Wis +6
**Skills** Perception +6, Stealth +9
**Senses** darkvision 120 ft., passive Perception 16
**Languages** Elvish, Undercommon
**Challenge** 11 (7,200 XP)

***Fey Ancestry.*** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

***Innate Spellcasting.*** The drow's spellcasting ability is Charisma (spell save DC 13). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*
1/day: *darkness, faerie fire, levitate* (self only)

***Shadow Step.*** While in dim light or darkness, the drow can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

***Sunlight Sensitivity.*** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

***Multiattack.*** The drow makes two attacks with its shadow sword. If either attack hits and the target is within 10 feet of a 5-foot cub of darkness created by the shadow sword on a previous turn, the drow can dismiss that darkness and cause the target to take 21 (6d6) necrotic damage. The drow can dismiss darkness in this way no more than once per turn.

***Shadow Sword.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage and 10 (3d6) poison damage. The drow can then fill an unoccupied 5-foot cube within 5 feet of the target with magical darkness, which remains for 1 minute.

***Hand Crossbow.*** *Melee Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

## Firenewt Warrior

*Medium humanoid (firenewt), neutral evil*

**Armor Class** 16 (chain shirt, shield)
**Hit Points** 22 (4d8 + 4)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 10 (+0) | 13 (+1) | 12 (+1) | 7 (–2) | 11 (+0) | 8 (–1) |

**Damage Immunities** fire
**Senses** passive Perception 10
**Languages** Draconic, Ignan
**Challenge** 1/2 (100 XP)

***Amphibious.*** The firenewt can breathe air and water.

### Actions

***Multiattack.*** The firenewt makes two attacks with its scimitar.

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

***Spit Fire (Recharges after a Short or Long Rest).*** The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

## Firenewt Warlock of Imix

*Medium humanoid (firenewt), neutral evil*

**Armor Class** 10 (13 with *mage armor*)
**Hit Points** 33 (6d8 + 6)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 13 (+1) | 11 (+0) | 12 (+1) | 9 (–1) | 11 (+0) | 14 (+2) |

**Damage Immunities** fire
**Senses** darkvision 120 ft. (penetrates magical darkness), passive Perception 10
**Languages** Draconic, Ignan
**Challenge** 1 (200 XP)

***Amphibious.*** The firenewt can breathe air and water.

***Innate Spellcasting.*** The firenewt's innate spellcasting ability is Charisma. It can innately cast *mage armor* (self only) at will, requiring no material components.

***Spellcasting.*** The firenewt is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 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): *fire bolt*, *guidance*, *light*, *mage hand*, *prestidigitation*
1st–2nd level (2 2nd-level slots): *burning hands*, *flaming sphere*, *hellish rebuke*, *scorching ray*

***Imix's Blessing.*** When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

### Actions

***Morningstar.*** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



## Earth Elemental Myrmidon

*Medium elemental, neutral*

**Armor Class** 18 (plate)
**Hit Points** 127 (17d8 + 51)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 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, one language of its creator's choice
**Challenge** 7 (2,900 XP)

***Magic Weapons.*** The myrmidon's weapon attacks are magical.

### Actions

***Multiattack.*** The myrmidon makes two maul attacks.

***Maul.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

***Thunderous Strike (Recharge 6).*** The myrmidon makes one maul attack. On a hit, the target takes an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

## 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.

## Greater Zombie

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)
**Hit Points** 97 (13d8 + 39)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 10 (+0) | 17 (+3) | 4 (–3) | 6 (–2) | 6 (–2) |

**Saving Throws** Wis +1
**Damage Resistances** cold, necrotic
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
**Senses** darkvision 60 ft., passive Perception 8
**Languages** understands the languages it knew in life but can't speak
**Challenge** 5 (1,800 XP)

***Turn Resistance.*** The zombie has advantage on saving throws against any effect that turns undead.

***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 lich drops to 1 hit point instead.

### Actions

***Multiattack.*** The zombie makes two melee attacks.

***Empowered Slam.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

## Half-Silver Dragon Warlord

*Medium humanoid (half-dragon), any alignment*

**Armor Class** 20 (plate)
**Hit Points** 229 (27d8 + 108)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 16 (+3) | 18 (+4) | 12 (+1) | 12 (+1) | 18 (+4) |

**Saving Throws** Str +9, Dex +7, Con +8
**Skills** Athletics +9, Intimidation +8, Perception +5, Persuasion +8
**Damage Resistances** cold
**Senses** passive Perception 15
**Languages** any two languages
**Challenge** 12 (8,400 XP)

***Indomitable (3/Day).*** The warlord can reroll a saving throw it fails. It must use the new roll.

***Survivor.*** The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

### Actions

***Multiattack.*** The warlord makes two weapon attacks.

***Greatsword.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

***Shortbow.*** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

***Breath Weapons (Recharge 5–6).*** The warlod uses one of the following breath weapons.

**Cold Breath.** The warlord exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

**Paralyzing Breath.** The warlord exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### Legendary Actions

The warlord 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. The warlord regains spent legendary actions at the start of its turn.

**Weapon Attack.** The warlord makes a weapon attack.

**Command Ally.** The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

**Frighten Foe (Costs 2 Actions).** The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

## Howler

*Large fiend, chaotic evil*

**Armor Class** 16 (natural armor)
**Hit Points** 90 (12d10 + 24)
**Speed** 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 17 (+3) | 16 (+3) | 15 (+2) | 5 (–3) | 20 (+5) | 6 (–2) |

**Skills** Perception +8
**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** frightened
**Senses** darkvision 60 ft., passive Perception 15
**Languages** understands Abyssal but can't speak
**Challenge** 8 (3,900 XP)

***Pack Tactics.*** A howler has advantage on attack rolls against a creature if at least one of the howler's allies is within 5 feet of the creature and the ally isn't incapacitated.

### Actions

***Multiattack.*** The howler makes two bite attacks.

***Rending Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, plus 22 (4d10) psychic damage if the target is frightened. This attack ignores damage resistance.

***Mind-Breaking Howl (Recharge 6).*** The howler emits a keening howl in a 60-foot cone. Each creature in that area that isn't deafened must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the howler's next turn. While a creature is frightened in this way, its speed is halved, and it is incapacitated. A target that successfully saves is immune to the Mind-Breaking Howl of all howlers for the next 24 hours.

## Imix

*Huge elemental, neutral evil*

**Armor Class** 17
**Hit Points** 325 (26d12 + 156)
**Speed** 50 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 19 (+4) | 24 (+7) | 22 (+6) | 15 (+2) | 16 (+3) | 23 (+6) |

**Saving Throws** Dex +13, Con +12, Cha +12
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** fire, poison
**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned, prone, restrained
**Senses** blindsight 120 ft., passive Perception 13
**Languages** Common, Ignan
**Challenge** 19 (22,000 XP)

***Empowered Attacks.*** Imix's slam attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical weapons.

***Fire Aura.*** At the start of each of Imix's turns, each creature within 10 feet of him takes 17 (5d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature also takes 17 (5d6) fire damage if it touches Imix or hits him with a melee attack while within 10 feet of him, and a creature takes that damage the first time on a turn that Imix moves into its space. Nonmagical weapons that hit Imix are destroyed by fire immediately after dealing damage to him.

***Fire Form.*** Imix can enter a hostile creature's space and stop there. He can move through a space as narrow as 1 inch without squeezing if fire could pass through that space.

***Illumination.*** Imix sheds bright light in a 60-foot radius and dim light for an additional 60 feet.

***Legendary Resistance (3/Day).*** If Imix fails a saving throw, he can choose to succeed instead.

***Innate Spellcasting.*** Imix's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *fireball, wall of fire*
3/day each: *fire storm, haste, teleport*

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

### Actions

***Multiattack.*** Imix makes two slam attacks or two flame blast attacks.

***Slam.*** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 18 (5d6) fire damage.

***Flame Blast.*** *Ranged Spell Attack*: +12 to hit, range 250 ft., one target. *Hit:* 35 (10d6) fire damage.

***Summon Elementals (1/Day).*** Imix summons up to three fire elementals and loses 30 hit points for each elemental he summons. Summoned elementals have maximum hit points, appear within 100 feet of Imix, and disappear if Imix is reduced to 0 hit points.

### Legendary Actions

Imix 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. Imix regains spent legendary actions at the start of his turn.

**Heat Wave.** Imix creates a blast of heat within 300 feet of himself. Each creature in the area in physical contact with metal objects (for example, carrying metal weapons or wearing metal armor) takes 9 (2d8) fire damage. Each creature in the area that isn't resistant or immune to fire damage must make a DC 21 Constitution saving throw or gain one level of exhaustion.

**Teleport (Costs 2 Actions).** Imix magically teleports up to 120 feet to an unoccupied space he can see. Anything Imix is wearing or carrying isn't teleported with him.

**Combustion (Costs 3 Actions).** Imix causes one creature he can see within 30 feet of him to burst into flames. The target must make a DC 21 Constitution saving throw. On a failed save, the target takes 70 (20d6) fire damage and catches fire. A target on fire takes 10 (3d6) fire damage when it starts its turn, and remains on fire until it or another creature takes an action to douse the flames. On a successful save, the target takes half as much damage and doesn't catch fire.

## Imix's Lair

Imix's home is a fiery inverted pyramid within a volcano on the Elemental Plane of Fire. This fortress-palace is known as the Temple of Ultimate Consumption. Imix is quick to answer calls from the Material Plane, since he hungers eternally for new forests, plains, and kingdoms to burn.

### Lair Actions

Imix is master of heat and flames in his vicinity. He can take lair actions on the Elemental Plane of Fire, or in any elemental fire node. On initiative count 20 (losing initiative ties), Imix uses his lair action to cause one of the following effects:

- Any fires in the lair flare up drastically, quadrupling in size (for example, a fire blazing in a 5-foot by 5-foot area expands to a 10-foot by 10-foot area). Pools or streams of lava or other molten material are also affected. Creatures caught in the area of an expanded fire are subject to the normal damage for entering or being in the fire. Creatures caught by a sudden flood of lava must succeed on a DC 20 Strength saving throw or be knocked prone, in addition to the normal damage for contact with molten rock.
- A thick cloud of black smoke and burning embers fills a 40-foot-radius sphere within 120 feet of Imix, lasting until initiative count 20 of the next round. Creatures and objects within or beyond the smoke are heavily obscured. A creature that enters the cloud of embers for the first time on a turn or starts its turn there takes 10 (3d6) fire damage.
- A wave of searing heat fills the lair in a 300-foot radius around Imix for an instant. Each creature other than Imix in the area must succeed on a DC 15 Constitution saving throw or take 1d8 fire damage. Creatures that take fire damage from this effect gain one level of exhaustion. In addition, there is a fifty percent chance that any container of fluid held or carried by an affected creature (for example, a magic potion) is destroyed.



### Regional Effects

The region containing an elemental node in which Imix is present becomes vulnerable to the influence of fire. This creates the following effects:

- A dry, baking heat wave strikes the region within 10 miles of Imix's location. At first, effects are minor — grass turns brown, animals become listless, work and travel become very tiring. The longer Imix remains, the worse the heat becomes; after 5 days, crops die and ponds dry up; after 10 days, unprotected livestock dies, and wells and small rivers dry up; after 20 days, large lakes and rivers are reduced in depth by 20 feet and shrink accordingly.
- Wildfires erupt within a 5-mile radius of Imix's lair. Every hour, there is a ten percent chance that characters in this area are caught in the path of a wildfire moving 50 feet per round. Each character must succeed on a DC 21 Constitution saving throw or take 10 (3d6) fire damage. A wildfire continues to threaten the characters for 1d10 rounds or until they get out of its path. Wooden structures caught in the wildfire are destroyed.
- Lava fountains erupt from the ground within 1 mile of Imix's lair. Every hour, there is a ten percent chance that characters in this area are close enough to an erupting lava fountain to be in danger. A lava fountain creates a vent 20 feet in diameter, and hurls globs of lava up to 200 feet away. Each character within this area must succeed on a DC 21 Dexterity saving throw or take 11 (2d10) bludgeoning damage plus 17 (5d6) fire damage. A fountain lasts for 2d10 rounds before subsiding.
- Wildfires or volcanic fissures within 1 mile of Imix's lair form intermittent portals to the Elemental Plane of Fire, allowing elemental creatures into the mortal world to dwell near those points.
- If Imix is destroyed or banished back to his home plane, the regional effects fade over the next 1d10 days.



## Kobold Inventor

*Small humanoid (kobold), lawful evil*

**Armor Class** 12
**Hit Points** 13 (3d6 + 3)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 7 (–2) | 15 (+2) | 12 (+1) | 8 (–1) | 7 (–2) | 8 (–1) |

**Skills** Perception +0
**Senses** darkvision 60 ft., passive Perception 10
**Languages** Common, Draconic
**Challenge** 1/4 (50 XP)

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

***Sunlight Sensitivity.*** While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

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

***Sling.*** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

***Weapon Invention.*** The kobold uses one of the following options (roll a d8 or choose one); the kobold can use each one no more than once per day:

*1. Acid.* The kobold hurls a flask of acid. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 7 (2d6) acid damage.

*2. Alchemist's Fire.* The kobold throws a flask of alchemist's fire. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 2 (1d4) fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

*3. Basket of Centipedes.* The kobold throws a small basket into a 5-foot-square space within 20 feet of it. A **swarm of insects (centipedes)** with 11 hit points emerges from the basket and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

*4. Green Slime Pot.* The kobold throws a clay pot full of green slime at the target, and it breaks open on impact. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* The target is covered in a patch of green slime (see chapter 5 of the *Dungeon Master's Guide*). *Miss:* A patch of green slime covers a randomly determined 5-foot-square section of wall or floor within 5 feet of the target.

*5. Rot Grub Pot.* The kobold throws a clay pot into a 5-foot-square space within 20 feet of it, and it breaks open on impact. A **swarm of rot grubs** (see appendix A) emerges from the shattered pot and remains a hazard in that square.

*6. Scorpion on a Stick.* The kobold makes a melee attack with a **scorpion** tied to the end of a 5-foot-long pole. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

*7. Skunk in a Cage.* The kobold releases a skunk into an unoccupied space within 5 feet of it. The skunk has a walking speed of 20 feet, AC 10, 1 hit point, and no effective attacks. It rolls initiative and, on its turn, uses its action to spray musk at a random creature within 5 feet of it. The target must make a DC 9 Constitution saving throw. On a failed save, the target retches and can't take actions for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw. Once the skunk has sprayed its musk, it can't do so again until it finishes a short or long rest.

*8. Wasp Nest in a Bag.* The kobold throws a small bag into a 5-foot-square space within 20 feet of it. A **swarm of insects (wasps)** with 11 hit points emerges from the bag and rolls initiative. At the end of each of the swarm's turns, there's a 50 percent chance that the swarm disperses.

## Nabassu

*Medium fiend (demon), chaotic evil*

**Armor Class** 18 (Natural)
**Hit Points** 190 (20d8 + 100)
**Speed** 40 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 14 (+2) | 21 (+5) | 14 (+2) | 15 (+2) | 17 (+3) |

**Saving Throws** Str +11, Dex +7
**Skills** Perception +7
**Damage Resistances** cold, fire, necrotic; bludgeoning, piercing, and slashing from nonmagical Attacks
**Damage Immunities** poison
**Condition Immunities** poisoned
**Senses** darkvision 60 ft., passive Perception 17
**Languages** Abyssal telepathy 120 ft.
**Challenge** 15 (13,000 XP)

***Demonic Shadows.*** The nabassu darkens the area around its body in a 10-foot radius. Nonmagical light can't illuminate this area of dim light.

***Devour Soul.*** A nabassu can eat the soul of a creature it has killed within the last hour, provided that creature is neither a construct nor an undead. The devouring requires the nabassu to be within 5 feet of the corpse for at least 10 minutes, after which it gains a number of Hit Dice (d8s) equal to half the creature's number of Hit Dice. Roll those dice, and increase the nabassu's hit points by the numbers rolled. For every 4 Hit Dice the nabassu gains in this way, its attacks deal an extra 3 (1d6) damage on a hit. The nabassu retains these benefits for 6 days. A creature devoured by a nabassu can be restored to life only by a wish spell.

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

***Magic Weapons.*** The nabassu's weapon attacks are magical.

### Actions

***Multiattack.*** The nabassu uses its Soul-Stealing Gaze and makes two attacks: one with its claws and one with its bite.

***Claws.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

***Bite.*** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 32 (4d12 + 6) piercing damage.

***Soul-Stealing Gaze***. The nabassu targets one creature it can see within 30 feet of it. If the target can see the nabassu and isn't a construct or an undead, it must succeed on a DC 16 Charisma saving throw or reduce its hit point maximum by 13 (2d12) and give the nabassu an equal number of temporary hit points. This reduction lasts until the target finishes a short or long rest. The target dies if its hit point maximum is reduced to 0, and if the target is a humanoid, it immediately rises as a ghoul under the nabassu's control.

## Nightwalker

*Huge undead, chaotic evil*

**Armor Class** 14
**Hit Points** 297 (22d12 + 154)
**Speed** 40 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 22 (+6) | 19 (+4) | 24 (+7) | 6 (–2) | 9 (–1) | 8 (–1) |

**Saving Throws** Con +13
**Damage Resistances** acid, cold, fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** necrotic, poison
**Condition Immunities** exhaustion, frightened, grappled, petrified, poisoned, prone, restrained
**Senses** darkvision 120 ft., passive Perception 9
**Languages** —
**Challenge** 20 (25,000 XP)

***Annihilating Aura.*** Any creature that starts its turn within 30 feet of the nightwalker must succeed on a DC 21 Constitution saving throw or take 14 (4d6) necrotic damage and grant the nightwalker advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

***Life Eater.*** A creature reduced to 0 hit points from damage dealt by the nightwalker dies and can't be revived by any means short of a wish spell.

### Actions

***Multiattack.*** The nightwalker uses Enervating Focus twice, or it uses Enervating Focus and Finger of Doom, if available.

***Enervating Focus.*** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (5d8 + 6) necrotic damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

***Finger of Doom (Recharge 6).*** The nightwalker points at one creature it can see within 300 feet of it. The target must succeed on a DC 21 Wisdom saving throw or take 26 (4d12) necrotic damage and become frightened until the end of the nightwalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the nightwalker's Finger of Doom for the next 24 hours.



## Orcus

*Huge fiend (demon), chaotic evil*

**Armor Class** 17 (natural armor), 20 with the Wand of Orcus
**Hit Points** 405 (30d12 + 210)
**Speed** 40 ft., fly 40 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 27 (+8) | 14 (+2) | 25 (+7) | 20 (+5) | 20 (+5) | 25 (+7) |

**Saving Throws** Dex +10, Con +15, Wis +13
**Skills** Arcana +12
**Damage Resistances** cold, fire, lightning
**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** charmed, exhaustion, frightened, poisoned
**Senses** truesight 120 ft., passive Perception 22
**Languages** all, telepathy 120 ft.
**Challenge** 26 (90,000 XP)

***Wand of Orcus.*** The wand has 7 charges, and any of its properties that require a saving throw have a save DC of 18. While holding it, Orcus can use an action to cast animate dead, blight, or speak with dead. Alternatively, he can expend 1 or more of the wand's charges to cast one of the following spells from it: *circle of death* (1 charge), *finger of death* (1 charge), or *power word kill* (2 charges). The wand regains 1d4 + 3 charges daily at dawn.

While holding the wand, Orcus can use an action to conjure undead creatures whose combined average hit points don't exceed 500. These undead magically rise up from the ground or otherwise form in unoccupied spaces within 300 feet of Orcus and obey his commands until they are destroyed or until he dismisses them as an action. Once this property of the wand is used, the property can't be used again until the next dawn.

***Innate Spellcasting.*** Orcus's spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *chill touch* (17th level), *detect magic*
3/day each: *create undead, dispel magic*
1/day: *time stop*

***Legendary Resistance (3/Day).*** If Orcus fails a saving throw, he can choose to succeed instead.

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

***Magic Weapons.*** Orcus's weapon attacks are magical.

***Master of Undeath***. When Orcus casts animate dead or create undead, he chooses the level at which the spell is cast, and the creatures created by the spells remain under his control indefinitely. Additionally, he can cast create undead even when it isn't night.

### Actions

***Multiattack.*** Orcus makes two Wand of Orcus attacks.

***Wand of Orcus.*** *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage plus 13 (2d12) necrotic damage.

***Tail.*** *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage plus 9 (2d8) poison damage.

### Legendary Actions

Orcus 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. Orcus regains spent legendary actions at the start of his turn.

**Tail.** Orcus makes one tail attack.

**A Taste of Undeath.** Orcus casts chill touch (17th level).

**Creeping Death (Costs 2 Actions).** Orcus chooses a point on the ground that he can see within 100 feet of him. A cylinder of swirling necrotic energy 60 feet tall and with a 10-foot radius rises from that point and lasts until the end of Orcus's next turn. Creatures in that area are vulnerable to necrotic damage.

## Ooze Master

*Huge undead, lawful evil*

**Armor Class** 9 (natural armor)
**Hit Points** 138 (12d12 + 60)
**Speed** 30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 1 (−5) | 20 (+5) | 17 (+3) | 10 (+0) | 16 (+3) |

**Saving Throws** Int +7, Wis +4
**Skills** Arcana +7, Insight +4
**Damage Resistances** lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** acid, cold, poison
**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone
**Senses** blindsight 120 ft., passive Perception 10
**Languages** Common, Primordial, Thayan
**Challenge** 10 (5,900 XP)

***Corrosive Form.*** A creature that touches the Ooze Master or hits it with a melee attack while within 5 feet of it takes 9 (2d8) acid damage. Any nonmagical weapon that hits the Ooze Master corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition that hits the Ooze Master is destroyed after dealing damage.

The Ooze Master can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

***Instinctive Attack.*** When the Ooze Master casts a spell with a casting time of 1 action, it can make one pseudopod attack as a bonus action.

***Spellcasting.*** The Ooze Master is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *friends*, *mage hand*, *poison spray*
1st level (4 slots): *charm person*, *detect magic*, *magic missile*, *ray of sickness*
2nd level (3 slots): *detect thoughts*, *Melf's acid arrow*, *suggestion*
3rd level (3 slots): *fear*, *slow*, *stinking cloud*
4th level (3 slots): *confusion*, *Evard's black tentacles*
5th level (1 slot): *cloudkill*

***Spider Climb.*** The Ooze Master can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### Actions

***Pseudopod.*** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 10 (3d6) acid damage.

### Reactions

***Instinctive Charm.*** If a creature the Ooze Master can see makes an attack roll against it while within 30 feet of it, the Ooze Master can use a reaction to divert the attack if another creature is within the attack's range. The attacker must make a DC 15 Wisdom saving throw. On a failed save, the attacker targets the creature that is closest to it, not including itself or the Ooze Master. If multiple creatures are closest, the attacker chooses which one to target. On a successful save, the attacker is immune to this Instinctive Charm for 24 hours. Creatures that can't be charmed are immune to this effect.



## Shadow Dancer

*Medium humanoid (elf), neutral*

**Armor Class** 15 (studded leather)
**Hit Points** 71 (13d8 + 13)
**Speed** 30 ft.

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

**Saving Throws** Dex +6, Cha +4
**Skills** Stealth +6
**Damage Resistances** necrotic
**Condition Immunities** charmed, exhaustion
**Senses** darkvision 60 ft., passive Perception 11
**Languages** Common, Elvish
**Challenge** 7 (2,900 XP)

***Fey Ancestry.*** The shadow dancer has advantage on saving throws against being charmed, and magic can't put it to sleep.

***Shadow Jump.*** As a bonus action, the shadow dancer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow dancer can use this ability between the weapon attacks of another action it takes.

### Actions

***Multiattack.*** The shadow dancer makes three spiked chain attacks.

***Spiked Chain.*** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadow dancer's choice:

- The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the shadow dancer can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) necrotic damage.

## Slithering Tracker

*Medium ooze, chaotic evil*

**Armor Class** 14
**Hit Points** 32 (5d8 + 10)
**Speed** 30 ft., climb 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 19 (+4) | 15 (+2) | 10 (+0) | 14 (+2) | 11 (+0) |

**Skills** Stealth +8
**Damage Vulnerabilities** cold, fire
**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
**Condition Immunities** blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious
**Senses** blindsight 120 ft., passive Perception 12
**Languages** understands languages it knew in its previous form but can't speak
**Challenge** 3 (700 XP)

***Ambusher.*** In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

***Damage Transfer.*** While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

***False Appearance.*** While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

***Keen Tracker.*** The slithering tracker has advantage on Wisdom checks to track prey.

***Liquid Form.*** The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

***Spider Climb.*** The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Watery Stealth.*** While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

### Actions

***Slam.*** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

***Life Leech.*** One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

## Swarm of Rot Grubs

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 8
**Hit Points** 22 (5d8)
**Speed** 5 ft., climb 5 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 2 (–4) | 7 (–2) | 10 (+0) | 1 (–5) | 2 (–4) | 1 (–5) |

**Damage Resistances** piercing, slashing
**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained
**Senses** blindsight 10 ft., passive Perception 6
**Languages** —
**Challenge** 1/2 (100 XP)

***Swarm.*** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny maggot. The swarm can't regain hit points or gain temporary hit points.

### Actions

***Bites.*** *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned.

If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

## Sword Wraith Commander

*Medium undead, lawful evil*

**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** the languages it knew in life
**Challenge** 8 (3,900 XP)

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

***Turning Defiance.*** The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

### Actions

***Multiattack.*** The sword wraith 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.

***Call to Honor (1/Day).*** To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.



## Sword Wraith Warrior

*Medium undead, lawful evil*

**Armor Class** 16 (chain shirt, shield)
**Hit Points** 45 (6d8 + 18)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 12 (+1) | 17 (+3) | 6 (-2) | 9 (-1) | 10 (+0) |

**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 9
**Languages** the languages it knew in life
**Challenge** 3 (700 XP)

***Martial Fury.*** As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

### Actions

***Longsword.*** *Melee Weapon Attack:* +6 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:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



## 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.

## Vampiric Mist

*Medium undead, chaotic evil*

**Armor Class** 13
**Hit Points** 45 (6d8 + 18)
**Speed** 0 ft., fly 30 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 6 (–2) | 16 (+3) | 16 (+3) | 6 (–2) | 12 (+1) | 7 (–2) |

**Saving Throws** Wis +3
**Damage Resistances** acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
**Damage Immunities** poison
**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
**Senses** darkvision 60 ft., passive Perception 11
**Languages** —
**Challenge** 3 (700 XP)

***Blood Sense.*** The vampiric mist can sense living creatures that have blood or similar vital fluids in a radius of 60 feet.

***Forbiddance.*** The vampiric mist can't enter a residence without an invitation from one of the occupants.

***Misty Form.*** The vampiric mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The mist can't manipulate objects in any way that requires hands; it can apply simple force only.

***Sunlight Hypersensitivity.*** The vampiric mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks.

### Actions

***Blood Drain.*** One creature in the vampiric mist's space must make a DC 13 Constitution saving throw (undead and constructs automatically succeed). On a failed save, the target takes 10 (2d6 + 3) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the mist regains hit points equal to that amount.

This reduction to the target's hit point maximum lasts until the target finishes a long rest. It dies if this effect reduces its hit point maximum to 0.



## 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 +4, Cha +7
**Skills** Arcana +4, Deception +7, Persuasion +7, Religion +4
**Damage Resistances** slashing damage from nonmagical attacks not made with silvered weapons
**Senses** darkvision 60 ft., passive Perception 11
**Languages** any two languages (usually Abyssal or Infernal)
**Challenge** 7 (2,900 XP)

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

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

***Spellcasting.*** The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (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.

## War Priest

*Medium humanoid (any race), any alignment*

**Armor Class** 18 (plate)
**Hit Points** 117 (18d8 + 36)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 16 (+3) | 10 (+0) | 14 (+2) | 11 (+0) | 17 (+3) | 13 (+1) |

**Saving Throws** Con +6, Wis +7
**Skills** Intimidation +5, Religion +4
**Senses** passive Perception 13
**Languages** any two languages
**Challenge** 9 (5,000 XP)

***Spellcasting.*** The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*
1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*
2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*
3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*
4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*
5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

### Actions

***Multiattack.*** The priest makes two melee attacks.

***Maul.*** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

### Reactions

***Guided Strike (Recharges after a Short or Long Rest)***. The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses..



## Warlord

*Medium humanoid (any race), any alignment*

**Armor Class** 18 (plate)
**Hit Points** 229 (27d8 + 108)
**Speed** 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 20 (+5) | 16 (+3) | 18 (+4) | 12 (+1) | 12 (+1) | 18 (+4) |

**Saving Throws** Str +9, Dex +7, Con +8
**Skills** Athletics +9, Intimidation +8, Perception +5, Persuasion +8
**Senses** passive Perception 15
**Languages** any two languages
**Challenge** 12 (8,400 XP)

***Indomitable (3/Day).*** The warlord can reroll a saving throw it fails. It must use the new roll.

***Survivor.*** The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

### Actions

***Multiattack.*** The warlord makes two weapon attacks.

***Greatsword.*** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

***Shortbow.*** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

### Legendary Actions

The warlord 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. The warlord regains spent legendary actions at the start of its turn.

**Weapon Attack.** The warlord makes a weapon attack.
**Command Ally.** The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.
**Frighten Foe (Costs 2 Actions).** The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

## Yeth Hound

*Large fey, neutral evil*

**Armor Class** 14 (natural armor)
**Hit Points** 51 (6d10 + 18)
**Speed** 40 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| 18 (+4) | 17 (+3) | 16 (+3) | 5 (–3) | 12 (+1) | 7 (–2) |

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
**Condition Immunities** charmed, exhaustion, frightened
**Senses** darkvision 60 ft., passive Perception 11
**Languages** understands Common, Elvish, and Sylvan but can't speak
**Challenge** 4 (1,100 XP)

***Keen Hearing and Smell.*** The yeth hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

***Sunlight Banishment.*** If the yeth hound starts its turn in sunlight, it is transported to the Ethereal Plane. While sunlight shines on the spot from which it vanished, the hound must remain in the Deep Ethereal. After sunset, it returns to the Border Ethereal at the same spot, whereupon it typically sets out to find its pack or its master. The hound is visible on the Material Plane while it is in the Border Ethereal, and vice versa, but it can't affect or be affected by anything on the other plane. Once it is adjacent to its master or a pack mate that is on the Material Plane, a yeth hound in the Border Ethereal can return to the Material Plane as an action.

***Telepathic Bond.*** While the yeth hound is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically with each other.

### Actions

***Bite.*** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, plus 14 (4d6) psychic damage if the target is frightened.

***Baleful Baying.*** The yeth hound bays magically. Every enemy within 300 feet of the hound that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the hound's next turn or until the hound is incapacitated. A frightened target that starts its turn within 30 feet of the hound must use all its movement on that turn to get as far from the hound as possible, must finish the move before taking an action, and must take the most direct route, even if hazards lie that way. A target that successfully saves is immune to the baying of all yeth hounds for the next 24 hours.

# Appendix B: Racial Templates

If a humanoid NPC has a race listed that is not human, adjustments for that NPC's statistics follow.

## Dragonborn, Red

A red dragonborn NPC has the following changes:

- The NPC can use its action to exhale a 15-foot cone of fire (but can't do this again until he finishes a short or long rest). Each creature in the cone must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. The DC for this saving throw equals 8 + the NPC's Constitution modifier + the NPC's proficiency bonus.
- The NPC has resistance to fire damage.
- The NPC speaks Common and Draconic.

## Dwarf, Shield

A shield dwarf NPC has the following changes:

- The NPC's walking speed is 25 feet.
- The NPC has advantage on saving throws against poison and resistance to poison damage.
- The NPC has darkvision out to a range of 60 feet.
- The NPC speaks Common and Dwarvish.

## Elf, Dark (Drow)

A dark elf NPC has the following changes:

- The NPC has darkvision out to a range of 120 feet.
- The NPC has advantage on saving throws against being charmed, and magic can't put it to sleep.
- The NPC has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when the NPC, the target of the NPC's attack, or whatever the NPC is trying to perceive is in direct sunlight.
- The NPC knows the dancing lights cantrip and can cast the faerie fire and darkness spells once each and regains the ability to do so when the NPC finishes a long rest. Charisma is the NPC's spellcasting ability for these spells.
- The NPC speaks Common, Elvish, and Undercommon.

## Elf, Moon

A moon elf NPC has the following changes:

- The NPC's walking speed is 35 feet.
- The NPC has darkvision out to a range of 60 feet.
- The NPC has advantage on saving throws against being charmed, and magic can't put it to sleep.
- The NPC speaks Common and Elvish.



## Elf, Sun

A sun elf NPC has the following changes:

- The NPC's walking speed is 35 feet.
- The NPC has darkvision out to a range of 60 feet.
- The NPC has advantage on saving throws against being charmed, and magic can't put it to sleep.
- The NPC knows one cantrip of the DM's choice from the wizard spell list. Intelligence is the NPC's spellcasting ability for it.
- The NPC speaks Common and Elvish.

## Gnome, Forest

A forest gnome NPC has the following changes:

- The NPC's size is Small.
- The NPC's uses d6 hit dice.
- The NPC's walking speed is 25 feet.
- The NPC has darkvision out to a range of 60 feet.
- The NPC has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- The NPC knows the minor illusion cantrip. Intelligence is the NPC's spellcasting ability for it.
- The NPC speaks Common and Gnomish. Through sounds and gestures, the NPC can communicate simple ideas with Small or smaller beasts.

## Half-Elf

A half-elf NPC has the following changes:

- The NPC has darkvision out to a range of 60 feet.
- The NPC has advantage on saving throws against being charmed, and magic can't put it to sleep.
- The NPC speaks Common and Elvish.

## Half-Orc

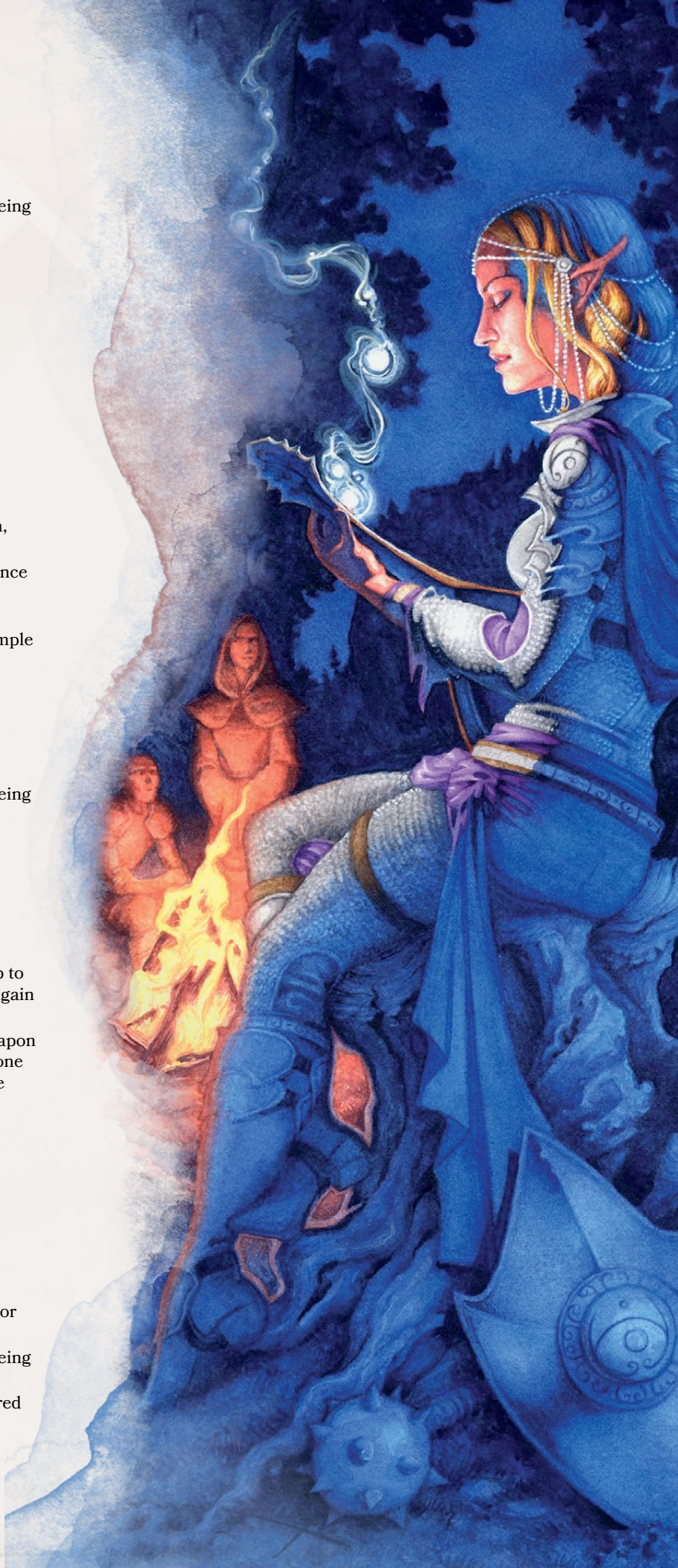
A half-orc NPC has the following changes:

- The NPC has darkvision out to a range of 60 feet.
- When the NPC is reduced to 0 hit points, it can drop to 1 hit point instead. The NPC can't use this feature again until it finishes a long rest.
- When the NPC scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.
- The NPC speaks Common and Orc.

## Halfling, Lightfoot

A lightfoot halfling NPC has the following changes:

- The NPC's size is Small.
- The NPC's uses d6 hit dice.
- The NPC's walking speed is 25 feet.
- The NPC can move through the space of a Medium or larger creature.
- The NPC has advantage on saving throws against being frightened.
- The NPC can attempt to hide even when it is obscured only by a Medium or larger creature.
- The NPC speaks Common and Halfling.



# Appendix C: Magic Items

This appendix details magic items that are encountered in these adventures.

## Mirror of the Past

*Wondrous Item, rare*

The holder of this platinum hand mirror can learn something about the history of a specific object or creature by taking an action to gaze into the mirror and think of the target. Instead of the holder's reflection, the mirror presents scenes from the target's past. Information conveyed is accurate, but it is random and cryptic, and presented in no particular order. Once it is activated, the mirror gives its information for 1 minute or less, then returns to normal. It can't be used again until the next dawn.



## Perfume of Bewitching

*Wondrous item, common*

This tiny vial contains magic perfume, enough for one use. You can use an action to apply the perfume to yourself, and its effect lasts 1 hour. For the duration, you have advantage on all Charisma checks directed at humanoids of challenge rating 1 or lower. Those subjected to the perfume's effect are not aware that they've been influenced by magic.

## Sageroth

*Weapon (longsword), very rare*

Sageroth is a sentient *dragon slayer* longsword with a ruby blade, and its platinum hilt is decorated with a heart-shaped pommel.

***Sentience***. *Sageroth* is a chaotic good weapon with an Intelligence of 10, a Wisdom of 15, and a Charisma of 12. It has hearing and vision out to a range of 30 feet.

The weapon communicates by transmitting emotions, sending a tingling sensation through the wielder's hand when it wants to communicate something it has sensed. It can communicate more explicitly through visions or dreams, when the wielder is either in a trance or asleep.

***Personality.*** *Sageroth* hates chromatic dragons and feels its purpose is to kill every last one in existence. If its wielder goes 3 months without killing a chromatic dragon, or if the wielder interacts with a chromatic dragon and fails to kill it, a conflict with the weapon arises (see "Sentient Magic Items" in chapter 7, "Treasure," of the *Dungeon Master's Guide*).

## Wand of Winter

*Wand, rare (requires attunement)*

This wand looks and feels like an icicle. You must be attuned to the wand to use it.

The wand has 7 charges, which are used to fuel the spells within it. With the wand in hand, you can use your action to cast one of the following spells from the wand, even if you are incapable of casting spells: *ray of frost* (no charges, or 1 charge to cast at 5th level; +5 to hit with ranged spell attack), *sleet storm* (3 charges; spell save DC 15), or *ice storm* (4 charges; spell save DC 15). No components are required.

The wand regains 1d6 + 1 expended charges each day at dawn. If you expend the wand's last charge, roll a d20. On a 20, the wand melts away, forever destroyed.