

THE DESOLATE UNDERCROFT

PART THREE OF THE RUINED TOWER OF THE TEMPEST MAGE



The deepest depths of the ruins of the Tempest Mage's tower have not seen a living soul for centuries. In the silent dark, death waits for you. Will you rush to meet him?

A four-hour adventure for 5th-10th level characters

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Adventure Code CCC-CIC-03

Sponsored by Draxtar Games

Version 2



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Introduction

Welcome to *DDALCIC-03 The Desolate Undercroft*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure is designed for 5th through 10th-level characters, and is optimized for five 8th-level characters.

Characters outside this level range cannot participate in this adventure.

The adventure takes place in the Earthspur Mountains southeast of Mulmaster, within the Forgotten Realms campaign setting.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline

with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters.**

Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and

characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 8th-level characters.** To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for

your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*[™] has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle.

Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other

characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Background

Nearly a half a millennia ago when Mulmaster was a growing fortress at the end of the North Road overlooking the River Lis, a follower of the Sorcerer-King Nesker retired into the Earthspur Mountains to build a tower and further his studies. His name is lost to time, he is now known only as the Tempest Mage after the extreme weather surrounding the peak that he made his home. His servants constructed a small village below, which would come to be known as Windy Valley and remains today.

The Tempest Mage studied a wide variety of magic from conjuration to constructs, but would eventually be believed to have succumbed to age and passed from memory. While Windy Valley remains due to the presence of a small mine, the Tower and surrounding buildings are no longer regularly inhabited. Occasional bandits or goblin tribes might lair there, but the story of the Tempest Mage also attracts young adventurers from Mulmaster who seek to test their mettle in the extensive out buildings, crypts, and tunnels of the complex. Most believe the dungeon to be relatively played out, having been looted for five hundred years, but there remain a few levels that are yet undiscovered.

In the recent past, a group of adventurers came to the aid of Windy Valley, venturing into a vault in the ruins in the pursuit of a dark traveler that had abducted the town's baker, Jalie, and attempted to sacrifice the young woman to an entity named the Grasping Flame. She was rescued by the heroes, but during their explorations of the vault they discovered a brass clockwork door, and beyond it a strange grey door. Seemingly on a magical timer that could not be circumvented to open the door early, the adventurers were forced to bide their time. Two symbols, a clockwork gear with a vial inside it, and a holy symbol of the god of necromancy Velsharoon where all that hinted at what lay beyond the strange grey door. Now the adventurers have returned as the magical timer nears the time to open a passage into the Desolate Undercroft.

The Tempest Mage designed the Desolate Undercroft both as a temple to Velsharoon, the god of necromancy, and as a place where he might study that art in an effort to extend his own life. In the twilight of his years, the Tempest Mage grew more and more obsessed with beating death. So much so that when he failed to enact a ritual to achieve lichdom, he did not go to his rest easy.

Overview

The adventure begins with a request from Intun Alderson, the guardsman of Windy Valley, to investigate the occurrences of wandering undead coming from the mountain were the ruins of the Tower of the Tempest Mage resides. Intun worries that there may be reason the dead do not rest and he fears that the problem will only get worse.

Part One: The characters enter into a shrine devoted to Velsharoon and meet Cloella, the ghost of a former adventurer who attempted to slay the Tempest Mage. She is trapped in the shrine and asks the characters to free her by locating her magic mace.

Part Two: The party searches the Undercroft for any sign of Cloella's missing mace, or the cause of the undead plaguing Windy Valley.

Part Three: The characters finally locate the tomb of the Tempest Mage, only to find that he does not rest easy.

Role-playing Intun Alderson

"Someday the bill comes due and we all pay for our mistakes. When the time comes, you just hope you can settle the tab."

Over twenty-five years ago Intun Alderson fought for Mulmaster against a number of foes and was good at his job; not because he was a great warrior or had any grand mind for strategy, though he were passable at both, but because he knew that his men had to work as a team in order to survive. He became their sergeant and kept them alive. It is his great, and secret, shame that he eventually abandoned them. One night, while in his cups with several other natives of Windy Valley who had joined up with him, he got to talking. It would be easy to slip away from the Soldierly. What did he owe some Mulman noble and the crusade against the goblinfolk? There was no great glory or pay in war! No, but with the weapons, armor and training he now had, the dusty dungeons below the Tower would lay their treasure bare before him. And so, to his shame, he let his friends talk him into abandoning his commission and leaving his men on the eve of a battle. He deserted.

In the haze of drink and big stories he and his fellows made their way to the mountain ruin and broke into the old tombs. None of the others survived. He remembers the goblins, but the creatures worshiped other things; horrible things, with tentacles and fanged maws. The dreams still haunt him. He fled again leaving his friends to die, taking a magic sword and what coins he could carry on the way, and going back to the village of his birth; forever in the shadow of his guilt.

Now his "legend" as a war hero and adventurer made him the guard of little Windy Valley when a darkly cowed Traveler and a group of rough men made off with Nal-qui's sister Jalie the town looked to him to find a way to rescue her. Worse yet, the men have made for the pass at the Tempest Mage's Tower. Who knows what horrible thing they planned to do to that sweet girl? He was desperate to find a way to save her but he was too old and too much of a drunk to do it himself. A group of adventurers became his salvation, and now he looks to them to do it again as wandering undead plague the village only months later.

Adventure Hook

The adventure begins with the characters being asked by Intun to investigate the cause of the zombies and skeletons he has had to put down recently. For why the characters are already in Windy Valley, consider one of the following hooks:

Return to the Vault: The characters may have previously explored the Vault of the Devourer (*DDALCIC-01 The Vault of the Devourer* or *DDALCIC-02 The Clockwork Laboratory*) and have determined that the previously sealed grey door is close to opening, providing new opportunities to explore further into the ruins. Since they are going anyway, Intun offers them 500 gp if they can stop the power behind the undead.

Stories of History Lost: Lynfasa Onodalle, an elven historian studying the area, has discovered a tale of an adventuring party led by a half-elven woman named Cloella that ventured into the Undercroft to slay the Tempest Mage without having ever returned. Lynfasa seeks proof of the adventurers' fate, and will pay 500 gp if the characters can determine their fate.

Do You Want to Know More?

This adventure is Part Three of the Ruins of the Tempest Mage's Tower series, which debuted with *DDALCIC-01 The Vault of the Devourer* at Milwaukee Summer Revel, July 1-3 2016. The series concluded with *DDALCIC-02 The Clockwork Laboratory* by Jeremy Vosberg and *DDALCIC-03 The Desolate Undercroft* by Gary Affeldt, both of which premiered at Dan's Con of the Vale, October 21-23, 2016. You can learn about these other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>.

The art in this series has been drawn by artists Joe Abboreno and Ben Siekert and has been sponsored by the generous support of Draxtar Games. You can learn more about Draxstar by visiting <http://draxtargames.com/>.

PART 1: THE SHRINE

The adventure begins with the characters having accepted the call to investigate the Undercroft and entering through a door decorated with the holy symbol of Velsharoon (pronounced *VEL-shah-roon*) that was discovered in *DDALCIC-01 Vault of the Devourer*.

Once you are ready to begin, read:

The grey door, topped with the crowned skull emblem stands closed before you. Your examination of the door reveals no trap or lock and as you inspect it, the door unlatches of its own accord.

General Features

Unless otherwise noted, the entire dungeon has these general features:

Light. It is completely dark and the only light is that which the characters provide.

Ceiling. The ceiling is 10 feet high.

Development: Resting

When the characters take a short rest in any chamber in the shrine, there are no interruptions.

If the characters attempt to take a long rest in any chamber in the shrine:

- Dark thoughts and nightmares plague the characters while attempting to take the long rest.
- This results in each character being targeted with a *suggestion* spell.
- If a character fails a DC 15 Wisdom save, in the next combat encounter they go the dungeon's entrance as fast as they are able. This running interrupts their attempt at a long rest.
- When they reach the entrance, the character is no longer under the spell's influence.

If the characters long rest outside the shrine, they do not suffer the effects listed above.

1. Entrance

The characters find themselves in an abandoned shrine to Velsharoon (the deity of necromancy), an archmage that was sponsored to godhood by Talos (the deity of storms). Exploring this shrine discovers some traps and eventually the access to the undercroft.

Once the characters indicate they are opening the door, read:

The door grudgingly opens with a grating sound similar to that of grinding teeth. As the disturbed dust settles, a dry musty odor wafts out from the low ceilinged chamber that lies beyond the entrance.

In this chamber to the left is a rectangular shaped, topless stone box filled with dry looking dirt and to the right is an open area with a stone bench attached to the wall. Directly ahead is a vaulted entryway that leads to a larger chamber.

Features

Dirt-filled Box. Dry dirt fills the box.

- Worshippers of Velsharoon would perform a symbolic ritual by saying a prayer and dirtying their hands with grave dirt before entering the larger chamber.
- When a character makes a DC 15 Intelligence (Religion) check they recall the symbolic ritual that Velsharoon worshippers perform prior to entering the chapel.
- When a character enters the area between the entrance and the chapel without first performing the symbolic ritual by saying a prayer to Velsharoon and dirtying their hands with grave dirt, they trigger the trap (see below).

Stone Bench. The bench is where worshippers could sit and chat with one another.

- The stone bench radiates necromancy.
- Inscribed on the bench are several prayers to Velsharoon that praise his glory and power along with one offering their undying loyalty. The later prayer is sufficient for the grave dirt ritual above.
- When a character makes a DC 15 Intelligence (Religion) check they recall the prayers that Velsharoon worshippers perform prior to entering the chapel.
- When a character sits on the bench and does not offer one of the prayers to Velsharoon, they gain vulnerability to necrotic damage for 1 hour. There is no save to avoid this effect.

Trap

When a character enters one of the two 5-foot squares between the entrance and the chapel, a trap is set off.

- The trap is two *glyph of warding* spell glyphs just before the chapel entrance with one on the right side 5-foot square and the other on the left side 5-foot square.
- Finding the trap requires a successful DC 15 Intelligence (Investigate) check.
- When triggered, read:

A bleached white skull wearing a gleaming crown appears in the air before you. Eyes filled with black glowing flames glare malevolently at you as it opens its mouth impossibly wide as it launches itself at you, attempting to bite you.

- The triggering character is subjected to an *inflict wounds* spell cast at 2nd level; +8 melee spell attack; on a hit take 22 (4d10) necrotic damage.
- Triggering a *glyph of warding* expends it and that square may not be traversed safely.

2. Chapel

Worshippers performed rituals and services in this chamber but now it is home to a ghost, which the characters encounter when they investigate the area.

When the characters decide to investigate the larger chamber, read:

The larger chamber beyond has a domed ceiling covered in badly faded and chipped paintings whose subjects can no longer be determined. To the left there is a narrow entryway leading to another chamber while to the right there is a larger entryway where a stairway down begins.

In the chamber's center, a ghostly half-elven woman wearing chainmail armor and the tattered remains of a tabard is slouching against the altar emblazoned with a symbol of a crowned skull. A spectral chain wraps around her neck with the other end anchored to the altar.

She gazes at you for a moment before speaking in a soft voice, "What brings those who do not worship the Lord of the Forsaken Crypt to his shrine?"

Features

Altar. The altar is a stone slab carved into a rough rectangular shape.

- Nothing is on the altar.
- Search discovers no hidden compartments nor any traps.
- The ghostly chain binding Cloella appears attached to a point inside the altar.
- The chain has no physical substance and cannot be pulled out or broken.
- When the characters break the altar apart, (AC 17, 18 hp) the chain appears anchored in mid-air and this does not free her.
- A DC 10 Intelligence (Arcana) or Intelligence (Religion) check indicates the chain is really part of Cloella and it is going to remain until her task is complete, which in turn will allow her to rest.



Roleplaying Cloella

Cloella is a half-elf female now turned into a ghost. She has hazy uncertain memories about her past, including how she died and why she is here. She sees the characters as a means to complete an important task that she does not remember but feels compelled to complete. She tries to convince them to find her weapon and free her.

Quote: *"I only know what I know and I only remember what I remember."*

Talking to the Ghost

If the characters decide to speak with the ghostly figure, she tells them:

- Her name is Cloella (pronounced *KLŌ-el-ah*)
- She knows that the Lord of the Forsaken Crypt is Velsharoon and a successful DC 5 Intelligence (Religion) check confirms this.
- She knows she is a ghost.

- In life, she was a half-elf, but does not remember anything pertinent about her past.
- She died somewhere in the Undercroft, an area under this shrine, but remembers no details of its layout.
- She came here to complete an important task, but she cannot remember any details about the task.
- She cannot remember how she ended up bound to the altar by a chain and she cannot remove the chain (nor can any PC, as it is simply a symbol of her unfinished business in this world).
- She cannot leave this chamber (as a ghost anyways).
- She recalls that she came here with a powerful magic weapon and that she was to be used to complete her important task.

She thinks returning her weapon may free her from the chain and let her to rest.

- She thinks her weapon is somewhere in the Undercroft, but she does not know exactly where it is or how she was separated from it.
- If asked anything else she replies that she does not know or does not remember.

The Ghost's Real Story

This is Cloella's real story, which she cannot and does not tell the PCs, but may be helpful to the DM in portraying the adventure:

- Cloella was a cleric in service to the Gods of Fury.
- She came here with a party of adventurers to slay the Tempest Mage for his insolence and defiance to commands from his superiors as he became more obsessed with extending his life and ceased to obey orders from the Sorcerer-King Nesker.
- To perform this task, she used a mace of disruption blessed by Talos (pronounced *TAAHL-ose*), Auril (pronounced *AW-rill*) and Velsharoon (pronounced *VEL-shah-roon*).
- In the battle against the Tempest Mage, she and her companions were defeated.
- When she died, she called upon her faith to find a way for her to destroy the Tempest Mage. The gods answered her prayer and this manifested as her becoming a ghost with a chain around her neck that bound her to the altar.
- As a result of her transformation, she lost most of her memories and cannot complete her task without aid.

Development: Attacking the Ghost

If the characters decide to attack the ghost, Cloella uses the Dodge action and pleads for the characters to stop. She can move freely about the shrine but is unable to leave its confines, so she does her best to avoid combat but is easily cornered.

Once she loses half her hit points or more, she tries to possess a character. When she successfully possesses a character, Cloella tries to go down the stairway to the Undercroft. Once she enters the chamber containing the stairway, a ghostly chain appears around the possessed character's neck and pulls her out of the possessed body, dragging her back to the altar.

She does not attempt to possess anyone again and then uses her normal attacks and powers to defend herself if the characters

persist. When the characters defeat her she dissipates and returns to the ethereal plane for 24 hours and then she returns to the shrine. She remembers the characters defeating her and no longer converses with them. She defends herself if attacked by them again.

Development: Ignoring the Ghost

If the characters decide to ignore the ghost, Cloella attempts to engage them in conversation. She is sad and distraught that characters are ignoring her. She tells as much as she knows all while pleading for their help.

3. Reliquary

The chamber stored religious items for the rituals and services that occurred in the chapel. The characters likely encounter a trap when they investigate the area.

When the characters decide to investigate the smaller entryway that leads to another chamber, read:

The narrow entryway leads to a chamber whose walls are lined with warped and buckled shelves; many of the objects that once rested upon them now shattered on the floor. Three objects remain precariously perched on the shelves: a bone-carved box; a dirt-covered glass stoppered flask; and a silver-chased metal case.

Near the entryway are the remains of a wood table that has collapsed from dry rot with a large cloth crumpled on the floor next to it.

On the far side of the chamber, on the floor, is a large metal chest that is about an arm's length long, high and wide that has an ornate lock fashioned to look like a human skull.

Features

Bone-carved Box. The bone-carved box is about a foot long and half again as wide and high. The ring and hand radiate faint magic.

- The box it contains a mummified human hand wearing an engraved silver ring worth 25 gp.
- The mummified hand is actually a **crawling claw** that does not animate when handled inside the reliquary chamber unless a character wears the ring.
- When a character takes the mummified hand, without the ring on, or just takes the ring itself outside the reliquary, the **crawling claw** waits for the right moment (DM's discretion) before animating and attacking the character that has the ring or is carrying the hand.
- While inside the reliquary chamber, when a character takes the ring off the claw and puts it on their hand, the **crawling claw** animates. When this happens, read:

The mummified hand twitches and begins to flex its fingers before flipping over onto its fingertips. Its fingers wave at you several times before it scuttles next to your feet.

- The character wearing the silver ring can verbally command the **crawling claw** (it understands Common).
- If the characters do not destroy it, it follows them as they go through the rest of the adventure without hindering them and staying as near as possible to the character with the ring. The claw disintegrates if taken from the Tempest Mage's Tower. This causes the ring to become non-magical.

Dirt-covered Glass Stopped Flask.

When a character opens or cleans it, they discover it contains small finger-bones from various humanoid races. The flask radiates faint magic.

- When a character attempts to empty the flask out, they discover they cannot as the bones always get caught in the opening even though visually it is clear they should be able to get them out. If additional bones

are added to the flask, they also become permanently stuck inside.

- If the flask is broken apart, the bones fall apart and turn to dust.
- It is a trinket worth 25 gp.

Silvered-chased Metal Case. The case is about the size of a fist and contains ashes. The case radiates faint magic.

- Emptying the ashes, mysteriously refills the case with more ashes when no one is noticing.
- It is a trinket worth 25 gp.

Table. The cloth once covered the wood table and used to prepare religious items for ceremonies. The cloth frays and falls apart if handled. It is worthless.

Metal Chest. The chest stored treasures and other valuables.

- The characters find no trap on the outside of the large metal chest.
- The chest is locked, requiring a successful DC 13 Dexterity check to open or it can be broken apart (AC 19, 10 hp).
- When the chest is opened or its contents exposed, read:

Lying in the chest is a red silk cloth with white skull emblem inside a black hexagon. It partially covers a mix of gold and silver coins that lay underneath it.

- There are coins worth 200 gp.
- Unfortunately, the treasure is trapped. A glyph triggers when a character removes the cloth or coins (see below). However, moving the closed chest more than 10 feet from where it is currently located, dispels the *glyph of warding* and makes it safe to loot.

Glyph of Warding Trap

A successful DC 15 Intelligence (Investigate) check notes a design inside the chest and finds the trap. If the trap springs, two *glyphs of warding* activate. When this happens, read:

A thick, choking vapor swiftly fills the room and beyond, blocking normal sight. At the same time smooth, rubbery ropes wrap themselves around you and begin squeezing.

When the glyphs activate, two effects occur whose combination is designed to prevent victims from taking any action while taking damage every round. Both spells last 10 rounds or 1 minute.

- First, a *stinking cloud* spell fills the room, the narrow entryway and just beyond the entrance. The stinking cloud heavily obscures the area (it blocks vision, meaning a creature in it suffers from the blindness condition. Each creature that is within the cloud at the start of its turn must make a DC 15 Constitution saving throw against poison or spends their action retching and reeling.
- Second, an *Evard's black tentacles* spell fills a 20'x20' area in the room, leaving a 10'x20' at the chamber's far end free from them. When a creature enters the affected area or starts their turn there, the creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and become restrained. A creature that starts their turn in the area and is already restrained by the tentacles takes 10 (3d6) bludgeoning damage. A creature restrained by the tentacles can use its action to make a DC 15 Strength or Dexterity check (its choice) to free itself. Note that creatures affected by the *stinking cloud* and restrained by the *Evard's black tentacles*, do not have an action to use to attempt to free itself from the tentacles.

Cloella does not know about the trap and is unable to help the characters, as she cannot reach the chamber due to her chain (there is an option to use her to prevent the last living PC from dying; see Development below).

Treasure

Treasure worth 300 gp total can found in this area:

- Bone-carved box 25 gp
- Engraved silver ring 25 gp
- Dirt-covered glass stoppered flask 25 gp
- Silver-chased metal case 25 gp
- Coins worth 200 gp

Development

If the trap turns particularly deadly and threatens to kill the last character that remains alive, Cloella rescues them once they fall unconscious but before they die. When this happens, the last character wakes up in the shrine next to Cloella who does not have any recollection on how or if she even saved them. The character now has a glowing chain around their neck and feels predisposed towards helping Cloella. There is no other obvious effect. The character earns The Chains Forged in Death story award. The last character can then return to Mulmaster and get the other characters raised from the dead and continue the adventure.

4. Stairway

The stairs lead to the Undercroft, but the characters encounter a trap as they descend (see below for details).

When the PCs decide to investigate the larger entryway where a stairway begins, read:

A steep stone stairway winds downward around the outside of an open shaft. Four thick wood beams reach up to the shaft's ceiling where they support a chain and pulley apparatus. A thick iron loop on the wall secures one chain end with a bolt and the remaining length of the chain hangs down the shaft.

Set in three of the shaft's four corners are niches wherein lies a humanoid skull with a glittering gemstone set in only one of their eye sockets.

Features

Shaft. The shaft is 20 feet across and ends 80 feet below.

Stairs. The steep stairs surrounding the shaft descend to the undercroft below.

- Each 20-foot long side of stairs descends 20 feet. It costs double movement to go up or down the stairs.
- When a character uses the Dash action on the stairs, they must make a DC 10 Dexterity (Acrobatics) check. If a character fails by less than 5, they fall prone after moving half their normal movement (e.g., if 30 feet is the character's normal movement, then after 15 feet they fall prone). If a character fails by 5 or more, they fall off the stairs. If a character falls off the stairs, they must make a DC 15 Dexterity saving throw to catch themselves. If the character fails they suffer normal falling damage (1d6 per 10 feet they fall).

Niches. There are three niches and in each is a skull from a humanoid race (the DM can decide on a race most likely to disturb their character if a player inquires). Each skull has a single gemstone set into their left eye socket.

- The second and third niches radiate evocation magic and contain a trap.
- When going down the stairway, if a character does not take the gemstone from the first niche and place it in the second niche's skull empty eye socket before continuing downward, the trap activates.
- When continuing down the stairway, if a character does not take the other gemstone from the second niche's skull and place it in the third niche's skull empty eye socket, the trap activates again.
- This works in reverse when a character ascends the stairs.

Wood Supports, Chain and Pulley. In the past, the Tempest Mage's servants used the chain and pulley to lower heavy objects to the undercroft.

- The chain is 100-feet long.
- A character can climb down using the chain by making a DC 10 Strength (Athletics) check and using the normal climb rules. If a character fails the check by more than 5, they fall (see below if this happens).
- Due to age and lack of maintenance, the wood supports can hold the weight of one medium-sized character or two small-sized characters safely at one time. This can be noticed with a DC 10 Knowledge (Investigation) check.
- If the weight limit of one medium-sized character is exceeded, the wood supports start to break. When this happens, read:

An ominous crack resounds throughout the shaft as the wood supports have started giving way under the weight. Before you are able to react, a support starts giving way threatening to send those on the chain to the hard stone floor below.

- The supports break at the end of the round two rounds from when it starts breaking. Adding a medium-sized character's weight reduces the number of rounds the support breaks by one. When reduced to zero, it breaks immediately.
- When the characters are unable to get off the chain in two rounds (or less), they fall to the stone floor below.
- When the supports break, they fall to the shaft's bottom.
- When the support breaks, any character at the shaft's bottom must make a DC 10 Dexterity save or take 11 (2d10) as they are struck by the debris from above.
- Characters on the chain when it starts to give way must make a DC 10 Strength save or lose their grip. Characters that lose their grip can attempt a DC 10 Dexterity saving throw to grab the chain and regain their grip on it. If a character fails, they fall the remaining distance to the stone floor below.
- If a character keeps their grip, they can attempt to continue climbing carefully down

the chain or jump off the chain. To continue climbing carefully down the chain, the character must make a DC 10 Dexterity (Acrobatics) check in an effort to take care not to strain the supports any further. This is in addition to a regular DC 10 Strength (Athletics) check to climb.

- To jump off the chain onto the stairs, a character must make a DC 10 Strength (Athletics) check to do so.

Trap

After the trap activates, have the characters roll for initiative. Roll for the trap with a +0.

When the characters activate the trap, read:

A loud thunderclap fills the stairway and a wave of air washes over you, threatening to send you flying off the stairway.

- The trap casts the spell *thunderwave*. All characters in the 15-foot cube originating from the 5-foot corner square (which is included) must make a DC 13 Constitution saving throw. On a failed save, they take 13 (3d8) thunder damage and are pushed up to 10 feet away off the stairway.
- The character can attempt to grab hold of the chain to keep from falling (see above).
- Since the stairs are so steep, they are not a good option to grab hold of to keep from falling unless the judge deems otherwise.
- The trap activates again on its initiative order.
- Disabling the trap requires thieves' tools and a successful DC 15 Dexterity check.
- A successful *dispel magic* cast on the niche destroys the trap.

Treasure

Treasure worth 300 gp total can found in this area:

- 3 gemstones, each worth 100 gp.

Development

If the trap turns particularly deadly and threatens to kill the last character that remains alive, Cloella rescues them once they fall unconscious but before they die. When this happens, the last character wakes up in the shrine next to Cloella who does not have any recollection on how or if she even saved them. The character now has a glowing chain around their neck and feels predisposed towards helping Cloella. There is no other obvious effect. The character earns The Chains Forged in Death story award. The last character can then return to Mulmaster and get the other characters raised from the dead and continue the adventure.

Once the characters make to the bottom of the stairway, a short passage leads to the Undercroft's Main Hall. Continue with Part 2.

PART 2: THE UNDERCROFT

Encounter Goal and Convention Timing

The characters' goal is to find Cloella's weapon and in doing so free her and let the party get to the final encounter Part 3: The Tomb.

Cloella's weapon, a *mace of disruption*, is in one of the chambers in the Undercroft. The idea is the characters explore all the chambers and find it in the last chamber.

If there is an issue with time, such as running at a convention, the judge can have the characters find the weapon before the last chamber is explored so they can move on to the final encounter, The Tomb.

The Search

In the Undercroft, the characters find many storage areas and burial niches, and a number of undead creatures.

Once you are ready to begin, start with the Main Hall below.

Development: Finding the Mace

When the characters discover the location of Cloella's weapon (see sidebar above for placement), read:

Lying before you must be the weapon that Cloella seeks. It is a black metal mace, flickering with lightning and generating an occasional swirl of snowflakes. On the weapon are three holy symbols: a snowflake with six points; a stroke of exploding lightning; and a crowned laughing skull on a black hexagon.

A DC 5 Knowledge (religion) identifies one of the holy symbols or a successful DC 10 Knowledge (religion) recognizes all three:

- The snowflake with six points is the holy symbol of Auril, the evil goddess of winter.
- The stroke of exploding lightning is the holy symbol of Talos, the evil god of storms.
- The crowned laughing skull on a black hexagon is the holy symbol of Velsharoon, the evil god of necromancy.

Development: Resting

When the characters take a short rest in any chamber in the shrine, there are no interruptions.

If the characters attempt to take a long rest in any chamber in the shrine:

- Dark thoughts and nightmares plague the characters while attempting to take the long rest.
- This results in each character being targeted with a *suggestion* spell.
- If a character fails a DC 15 Wisdom save, in the next combat encounter they go the dungeon's entrance as fast as they are able. This running interrupts their attempt at a long rest.
- When they reach the entrance, the character is no longer under the spell's influence.

If the characters long rest outside the shrine, they do not suffer the effects listed above.

5. Main Hall

This area connects to the other areas via passageways. When the characters enter this area, read:

At the stairway's bottom, you find a short passageway leading to a larger chamber beyond it. This large vaulted chamber has a domed ceiling supported by pillars. There are seven double doors exiting from this chamber. The chamber gives no indication as to its purpose and it is bare of any ornamentation.

Features

Ceiling. The ceiling height is 30 feet high.

The characters find nothing in this chamber other than access to the other chambers.

6. Study

The Tempest Mage worked on his demi-plane research in this room. He imprisoned two undead creatures who were subject matter experts on this subject and used them to help him. They remain, but the prison holding them has weakened and they escape, they attack the characters as the party enters.

When the characters enter this chamber, read:

The chamber's far wall is lined with shelves on which rest small glass bottles, scroll tubes and several leather-bound books. In the chamber's center is a still intact large wood table on which rest dust-covered parchments. On the right side is a large rectangular stone box chiseled with inscriptions and two lids, evenly split.

Lying on top of box are two gold-covered jeweled encrusted masks, one shaped with a masculine looking human face and the other with a feminine looking one.

Features

Parchments: The parchments on the table are fragile looking.

- A successful DC 10 Dexterity saving throw keeps the parchments from falling apart when handled.
- A successful DC 10 Intelligence (Arcana) check indicates these are notes about creating a demi-plane within the confines of a room here in the Undercroft.

Bottles: When the characters examine the glass bottles, they discover they once held potions, inks or other liquid substances now long evaporated or spoiled. One bottle still has a liquid in it and it is a *potion of mind reading*.

Gold-covered Masks: The masks are valuable and worth 25 gp each. One has a decidedly human male face while the other is decidedly a human female.

- They also radiate transmutation magic.

- When a character identifying as male in gender wears the feminine mask, they switch to identify as female in gender for the next 24 hours. If a character uses the mask to switch gender or the mask is removed from the demi-plane, it loses its magic.
- When a character identifying as female in gender wears the masculine mask, they switch to identify as male in gender for the next 24 hours. If a character uses the mask to switch gender or the mask is removed from the demi-plane, it loses its magic.
- There is no effect if a character identifying as male in gender wears the masculine mask or when a character identifying as female in gender wears the feminine mask or if the character has no gender identity at all.
- The gender-identifying switch is for role-playing purposes only; ignore it if desired or is inappropriate. After 24 hours, the character can return to their original gender by receiving a *remove curse* spell.

Books: When the characters examine the books, they discover they contain knowledge about creating demi-planes. Due to their condition, they are worth only 150 gp.

Scroll Tubes: When the characters examine the scroll tubes, they find a *scroll of rope trick*.

Stone Box: When the characters examine the stone box, they can find out the following:

- It is locked and radiates abjuration magic.
- Deciphering the chiseled inscriptions requires a DC 15 Intelligence (Arcana) or Intelligence (Religion) check. If successful, the character can determine that the box confines undead creatures. If the check fails by 4 or less, the character is uncertain about the purpose of the box. If the character fails by 5 or more they believe the box protects some valuables.
- The lock can be opened with thieves' tools and a successful DC 15 Dexterity check, mason's tools and a successful DC 10

Strength check, or the box can be broken apart or into (AC 17, 18 hp).

- Casting *dispel magic* can break the box's abjuration magic and open it when the character makes a DC 15 spellcasting check.
- When the stone box is opened or broken apart, read:

Dry dusty air whirls out of the box filling the chamber and beyond with a sweet cloying scent. One lid moves aside and lands on the floor with a loud thud as a creature covered in decaying cloth strips stands up. It lets out a sorrowful groan and the remaining lid moves aside as another similar creature rises from the box.

The box contains **2 mummies** that attack the characters.

- The sweet cloying scent is **essence of ether**, a poison. Any character in the chamber and in the passageway leading to chamber up to 30 feet away that breathes must succeed in a DC 15 Constitution save or become poisoned for 8 hours and fall unconscious. An unconscious character wakes up when they take damage or when another character takes an action to wake them.
- On the second round, the dust begins to settle and the poison weakens and becomes a DC 10 Constitution save.
- On the third round, the poison weakens further and becomes a DC 5 Constitution save.
- On the fourth and remaining rounds, the poison has dispersed and is no longer a threat.
- The mummies and the specters suffer no ill effects from the poison.

On the second round, **8 specters** emerge from the box. When this happens read:

Sounds of stone cracking come from the stone box as numerous fractures appear on its surface. Within in moments the box falls apart and collapses into rubble. From the rubble emerge spectral figures that appear similar to the other creatures but having no substance to them. Low moans of anger come from them as they reach toward you.

Tactics

The **2 mummies** use their action to Multiattack, using their Dreadful Glare on one character and attacking another with their Rotting Fist.

- If any character is unconscious, they attack that character with their Rotting Fist.
- The mummies try to focus their attacks on any character paralyzed by their Dreadful Glare.
- The mummies use their Rotting Fist in an attempt to curse all the characters.

The specters attack the nearest character. If necessary, they move through the wall, floor or ceiling to get at a character.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 6 specters.
- **Weak party:** Remove 3 specters.
- **Strong party:** Add 2 specters.
- **Very strong party:** Add 4 specters.

Treasure

Treasure worth 200 gp total can found in this area:

- 2 gold masks each worth 25 gp
- Books worth 150 gp

The characters can find these magic items in this area:

- *potion of mind reading*
- *scroll of rope trick*

Development

If Cloella's weapon is in this chamber, the characters find it inside the stone box.

When the characters retreat from this chamber, the creatures pursue until destroyed or the characters flee the dungeon.

7. Pool

Originally, this area was pit used by the Tempest Mage to dispose of unwanted prisoners and alchemical waste. Water has since seeped in and filled the pit.

When the characters enter this chamber, read:

You can hear the sound of dripping water from the chamber ahead. The far wall is dripping with moisture and it has filled the chamber with water. Likely, at one time, this was a sunken chamber, or perhaps a pit, but now it is simply a pool of water.

Although the moisture dripping into the water is clear, the water in the pool is of a dark, murky color.

Features

Pool of Water: The pool of water is 40 feet deep. It is murky and visibility is limited to 10 feet.

- A DC 10 Intelligence (Nature) check reveals the taint in the water has been caused by decaying flesh and alchemical waste. It is not suitable to drink but short-term exposure to it should have few, if any ill effects. It is safe to swim in.
- If a character enters the water and they are within 10 feet of the bottom, the character encounters spirit webs; a magical effect that manifests around them and is similar to the normal dungeon hazard webs. The effect has been created by the souls of those who died in the pit and now desire anything living to join them here.
- When the spirit webs manifest, read:

As you swim downward, the bottom of the pool comes into view revealing the remains of many humanoid bodies. Without warning spectral energies, erupt from the remains, weaving a web around you, attempting to trap you within them. The water becomes even colder, threatening to drain the strength from your body and limbs. The corpses' lifeless eyes now stare hungrily at you as they notice your predicament.

- Once activated, the spirit webs fill the entire pool. Any character in the pool must make a DC 12 Dexterity saving throw or become restrained. A restrained character can use its action to try to escape, requiring a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.
- The webs can also be damaged. Each 10-foot cube of spirit webs has AC 10 and 15 hit points. The webs have vulnerability to radiant, are resistant to slashing damage from nonmagical weapons and immunity to all bludgeoning, piercing, necrotic and psychic damage.
- Once the spirit webs manifest, the water becomes unnaturally cold. Each round a character in the water must make a DC 10 Constitution saving throw or gain one level of exhaustion. Characters with resistance or immunity to cold damage automatically succeed on the saving throw.

After the water becomes unnaturally cold, the preserved bodies animate turning into **6 ghouls** and **4 ghasts**. They attack the characters.

Tactics

The **ghouls** and **ghasts** attack any character in the water before they attack any character not in the water. If there is no character in the water, they attempt to pull a character into the water (treat as a Shove, but pull rather than push the PC) and if they succeed, the undead focus their attacks on that character. They prefer to target any paralyzed or poisoned character.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove **3 ghouls** and **1 ghast**.
- **Weak party:** Remove **2 ghouls** and **1 ghast**.
- **Strong party:** Add **2 ghouls**.
- **Very strong party:** Add **2 ghouls** and **1 ghast**.

Development

If Cloella's weapon is in this chamber, the characters find it at the bottom of the pool of water.

When the characters retreat from this chamber, the ghouls and ghouls pursue.

Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

8. Ossuary

The Tempest Mage gathered bones from various creatures used in his experiments and placed them here creating a hazard that may trap any creature that stands on them. Those trapped find themselves attacked by the undead that inhabit this area.

When the characters enter this area, read:

The chamber's entire floor is mounded over with numerous and varied bones from creatures great and small. Here and there weapons, bits of armor and other gear poke through the bones.

Notably well into the room is a dagger with a large gemstone set into its pommel that is lying next to a decaying leather satchel with coins spilling from it.

When the characters enter the chamber and begin to search, read this:

As you search through the chamber, you feel the bones beneath you abruptly shift and give way. You find yourself sinking into the bones, deeper and deeper by the moment.

More alarming than this are the shadowy humanoid forms rising up through the bones reaching out to attack you with their barely formed hands that end in jagged claws.

The bones have transformed into a hazard similar to quicksand called a bone pile, except it does not cause suffocation (see below). At the same time, **12 shadows** and a **flameskull** lurking inside the bone pile attack the characters.

Bone Pile Hazard

- Any character in the chamber immediately sinks 1d4 + 1 feet and becomes restrained.
- At the start of the character's turn, they sink another 1d4 feet into the bone pile.
- When a character sinks 10 feet, they sink no further into the bone pile.
- A character can escape using its action and succeeding on a Strength (Athletics) check with a DC equal to 10 plus the number of feet they have sunk into the bone pile. Example: if a character has sunk 4 feet, it is DC 14 (10 + 4). A character that succeeds manages to pull themselves above the bones.
- A character can pull another character out of the bone pile if they are within reach (or perhaps by extending their reach with rope or long weapons). Doing so requires an action and a successful Strength (Athletics) check with a DC equal to 5 plus the

number of feet the target character being helped has sank into the bone pile.

- Once a character escapes to the surface of the pile, they are no longer restrained.
- If an unrestrained character moves normally or remains in the room, they may attempt a DC 10 Wisdom (Perception) check to determine where they can safely step on the bones without sinking or a attempt DC 10 Dexterity (Acrobatics) check to step carefully and avoid sinking. If the character uses the Dash action, increase the DC to 15. If they fail one of these checks by less than 5, the character moves 5 feet before falling prone. If they fail by 5 or more, they sink 1d4 + 1 feet into the bone pile and become restrained.

Tactics

The **shadows** attack any characters trapped by the bone pile.

- The **shadows** are unaffected by the bone pile due to their amorphous trait, so they can attack and move normally.
- If there are no characters trapped by the bone pile, they attack the nearest character.
- If necessary, they move through a wall, floor or ceiling to do so.

The **flameskull** attacks any characters not trapped by the bone pile.

- The **flameskull** is near the top of the bone pile and spends its movement during the first turn moving out of it and hovering in mid-air away from foes.
- The **flameskull** uses its *fireball* spell to harm as many characters as possible, preferably on the first round.
- The **flameskull** uses its Fire Rays to attack a character along with a *flaming sphere* especially against restrained foes.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 8 shadows.
- **Weak party:** Remove 5 shadows.
- **Strong party:** Remove 7 shadows and add 1 flameskull.
- **Very strong party:** Remove 3 shadows and add 1 flameskull.

Treasure

Treasure worth 200 gp total can found in this area:

- Dagger with large pommel gemstone 50 gp
- Coins worth 150 gp

Development

If Cloella's weapon is in this chamber, the characters find it mixed in with the bones.

When the characters retreat from this room, the **shadows** do not pursue but the **flameskull** does. If any **shadows** remain and the characters return to this room, the **shadows** attempt to ambush them.

9. Armory

The Tempest Mage stored weapons and armor, along with other equipment for his servants, in this chamber. Now it houses some of the undead he created along with another undead he convinced to serve him.

When the characters enter this chamber, read (change numbers for an adjusted encounter):

This chamber is filled with armor scraps and broken weapons piled all along the walls. Ranked along the chamber's far end are three groups of skeletal figures. The rear group is composed of humanoid skeletons that stand near five grime covered chests bound in rusty iron. The middle rank is composed of a large serpent-looking skeleton, and the front group is composed of large skeletons, each with a horned bull's head and wielding a greataxe.

At the sight of you, the serpent-looking skeleton speaks in a harsh guttural tongue, to which the other skeletons respond.

The characters are attacked by **5 skeletons**, **3 minotaur skeletons** and a **bone naga**.

The **bone naga** is speaking Abyssal and all the other skeletons understand it. It orders the skeletons to slay the living.

Features

Armor Scraps & Broken Weapons: These are all worthless.

Chests: These five chests are each trapped with a *glyph of warding* spell that triggers an *explosive runes* effect.

- Roll randomly to determine the magical energy type for each using a d10: 1-2 acid; 3-4 cold; 5-6 fire; 7-8 lightning; 9-10 thunder.
- Any creature in the 20-foot radius spread of a chest must make a DC 15 Dexterity saving throw if a chest is opened. On a failed saving throw they take 22 (5d8) damage. Those that successfully save take half damage.
- Finding the glyphs requires a DC 15 Intelligence (Investigate) check.
- If the chests are moved from the room before opened, the glyph is dispelled.

Tactics

The **minotaur skeletons** attack the nearest character, charging if they can do so. They engage the characters by entrance to protect the **bone naga**, and follow the **bone naga's** orders if sees a better way to deploy them.

The **bone naga** stays at range and uses its spells, trying to catch as many characters with its *lightning bolt*. If it can, it avoids damaging its allies, but does so if necessary. When it is going to cast *sleep* or *hold person*, it orders the **minotaur skeletons** to Ready their action when the character falls asleep or

is held by a spell so they can attack with advantage. If a character goes to 0 hit points, it orders the **minotaur skeletons** to kill the character with their attacks.

The **skeletons** stay at range to use their shortbows to make range attacks on the characters, focusing on ranged attackers or casters attempting to maintain concentration.

If the characters destroy the **bone naga** or when commanded by the **bone naga**, the skeletons use their action to Ready to open the chest once they are engaged in melee combat.

Opening the chest, either by a skeleton or by a character, it sets off the *glyph of warding* (see above).

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 minotaur skeletons.
- **Weak party:** Remove 1 minotaur skeleton.
- **Strong party:** Add 1 minotaur skeleton.
- **Very strong party:** Add 2 minotaur skeletons.

Development

If Cloella's weapon is in this chamber, it can found in one of the piles of broken weapons.

When the characters retreat from this chamber, the creatures pursue unless the characters have destroyed the **bone naga**.

10. Empty Room

The characters find nothing here the first time they enter this room. (See Part 3: The Tomb for more details).

This large, plain room is completely empty except for a small amount of dust.

There is nothing to find here by searching but allow the characters to try if they desire. However, if they later return with Cloella's weapon, the demi-plane returns and the room is different.

Co-Planar Room

The Tempest Mage moved his tomb to a demi-plane and it occupies the same space as this room.

- If a character uses the spell *detect magic* or a similar ability, they can tell the whole area is magical and it radiates conjuration magic.
- If a character makes a DC 30 Knowledge (Arcana) check they determine that a demi-plane occupies the same space as this chamber.
- The characters cannot bring the chamber back to this plane without Cloella and her weapon.

11. Burial Chamber

The Tempest Mage buried important and powerful servants here and now they serve him from beyond the grave. When the characters disturb them, they attack.

When the characters enter this area, read:

Covering the chamber's entire floor is a crisscrossed one inch-wide metal bars that leave an opening about a foot-length square in size between them. Stone coffins engraved with a crowned skull are set in the walls and similar ones are set in the chamber's floor that lies beneath the metal bars.

For a moment, an eerie chill fills the air so cold that it causes one to see their breath.

Features

Lurking inside the stone coffins are a **wraith** and **5 specters**. When the characters begin to search and explore the chamber the undead emerge to attack; preferably when a character tries to open a stone coffin.

- There are 10 stone coffins set in the walls and 10 more beneath the metal bars. A stone coffin is AC 17 with 18 hp. Removing the stone coffin lid requires a successful DC 10 Strength (Athletics) check. Humanoid skeletal remains are inside each coffin, garbed in a burial shroud (no value) and adorned with jewelry worth 10 gp.
- A metal bar is AC 19 with 5 hp. The metal bars can be bent wide enough apart for a

small-sized character to slip through by using an action to attempt a DC 20 Strength (Athletics) check.

- When a character moves normally across the crisscrossed metal bars, they must attempt a DC 5 Dexterity (Acrobatics) check otherwise they fall prone after using half their movement. If a character fails by 5 or more, they are also restrained (escape DC 5) as they slip between the bars. If a character uses a Dash action to move across the crisscrossed metal bars, the DC of the Dexterity (Acrobatics) check increases to 10 and they fall after moving only 5 feet.

Tactics

The wraith directs the specters to attack a single character. The wraith directs a specter to draw the opportunity attack from the targeted character for moving away to allow the others to attack and return to the stone coffins where they wait between actions to avoid attacks. They also take advantage of the crisscrossed metal bars allowing them to attack from below.

If the wraith notices any characters in the passageway leading to the chamber, it directs a specter to block their path by moving through a solid wall or floor to come up behind the last character.

If the wraith notices the characters are waiting for it to appear, it holds back for the round sending the specters to attack instead.

If the characters retreat from the chamber, the wraith waits to determine if the characters are returning or going to another chamber by using specter scouts. When the characters return it attempts to ambush the characters or if they go to another chamber, it joins in the next combat or attacks them while resting.

If the characters destroy the wraith, the specters no longer follow the tactics above and they simply attack the characters until destroyed.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 3 specters.
- **Weak party:** Remove 2 specters.
- **Strong party:** Add 2 specters.
- **Very strong party:** Add 1 wraith.

Treasure

Treasure worth 200 gp total can found in this area:

- 20 pieces of jewelry each worth 10 gp

Development

If Cloella's weapon is in this chamber, the characters find it in a stone coffin on the floor underneath the crisscrossed metal bars.

12. Laboratory

The Tempest Mage experimented with creatures affected by lightning in this chamber and the experiment is still ongoing. If the characters disturb the experiment, the test subjects attack them.

When the characters enter this area read:

At the sunken chamber's far end is a large sealed copper metal canister with a riveted seam running from top to bottom. Next to it are two large sealed glass containers, each topped with a copper ball that has a thick metal rod and yellow colored liquid in them. Attached the glass containers and the large metal canister are rotted canvas covered cables.

As a fat blue sparks dances across a copper ball, the large metal container makes a ringing sound caused by someone or something inside it.

Features

Glass Container: These alchemical batteries produce lightning.

- Disabling them requires a successful DC 10 Dexterity check or they can be destroyed with damage. Each of the glass containers are AC 13 with 4 hp. If a character breaks a

glass container, they must make a DC 10 Dexterity saving throw or take 11 (2d10) lightning damage.

- See below for more information on them and the lightning.

Copper Metal Canister: This metal canister keeps the creatures inside to conduct the experiment on them.

- If the characters do not examine or disturb the large metal canister, read this:

The metal canister makes another ringing sound and a thin stream of yellow colored fluid trickles out from the seam.

- If the characters do examine or disturb the large metal canister, read this:

The bolts holding the seam in place pop out one by one as whatever is inside forces its way out. A coppery scented yellowish colored fluid sprays out from the broken seam, spraying across the sunken floor. As the metal canister squeals in protest, the seam separates wide, causing the remaining fluid to gush out.

A humanoid creature covered in dripping membranous skin, steps forth and rushes menacingly towards you.

A **flesh golem** that was inside attacks the characters. The membranous skin is actually two **ochre jelly** that the golem was floating in. When the **flesh golem** takes its first lightning damage, the membranous skin covering it turns into 2 **ochre jelly** (see below). If for some reason the **flesh golem** does not take any lightning damage, the 2 **ochre jelly** slough off and join the fray at the end of the second round (see below).

When this happens, read (adjust the number of jellies if the encountered is modified due to party strength):

The membranous skin hanging on the creature writhes as if it had a life of its own. It begins to separate itself from the creature and with a final effort, the yellowish skin wriggles free to land on the ground with an audible plop. There it forms into two ooze-like creatures that then surge forward towards you, ignoring the creature from which they sloughed off.

The fluid from the large metal canister is highly conductive to electricity and it further complicates the electricity produced by the glass containers further complicate this fight:

- Roll for initiative (+0) for each glass container.
- Every round on their turn the glass containers send a jolt of lightning through this fluid.
- Characters in contact with the fluid, i.e., in the chamber, must make a DC 10 Dexterity saving throw or take 5 (1d10) lightning damage.
- This damage heals the **flesh golem** and causes the **ochre jelly** to split.

In order to stop the glass containers from producing lightning, a PC might try the following:

- Make a DC 10 Dexterity check to disable them. If the check fails by 5 or more, the character 11 (2d10) lightning damage.
- Break the glass containers (AC 13, 4 hp). Remember if a character breaks a glass container, they must make a DC 10 Dexterity saving throw or take 11 (2d10) lightning damage.
- The flesh golem can use its action to short out a container and heal itself for 22 (4d10) hit points. Doing so disables one of the glass containers. Remove that container from the initiative order when this happens. If the golem does this, read:

The creature takes hold of the rotted canvas covered cable and bites into it with its teeth. The canvas blackens as blue lightning sparks wildly along it. The creature's eyes roll back into its head and it moans blissfully as its wounds heal.

Tactics

Both the **flesh golem** and the **ochre jelly** attack the nearest character. When the **ochre jelly** takes lightning damage again, it splits. The **ochre jelly** does not attack the **flesh golem** even if it attacks it.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 ochre jellies.
- **Weak party:** Remove 1 ochre jellies.
- **Strong party:** Add 1 ochre jelly.
- **Very strong party:** Add 2 ochre jellies.

Development

If Cloella's weapon is in this chamber, the characters find it inside the metal canister attached to the machine, providing the magic that sustained the batteries.

When the characters eventually locate Cloella's mace, proceed to Part 3: The Tomb.

PART 3: THE TOMB

Laid to Rest

Eventually the characters locate the tomb of the Tempest Mage himself and wake him from his eternal slumber; forcing them to deal with him and more of his undead minions. This chain of events is started once the characters recover Cloella's mace and bring it back to her.

When the characters confront Cloella and ask her about the weapon's holy symbols, especially in light of all of them being devoted to evil deities, she feels her memories returning and asks to hold the weapon that she might remember and answer the party's questions. She believes contact gripping the mace will unlock more of her memories. If the characters refuse, see the Development section below.

When the characters return the weapon to Cloella, read:

As Cloella gazes at the weapon in her hands, the chain around her neck snaps and fades away. A knowing look spreads across her face as she smiles at you all. She hefts the weapon and states in a throaty, commanding voice note the slightest bit reminiscent of her former winsome speech, "Come with me fools and let us end the Tempest Mage's so called life."

She races down the stairs to the Undercroft not looking back to see if you are following her.

If the characters follow Cloella, read:

As you reach the stair's bottom, you see Cloella at the larger chamber's entrance wielding her weapon against an unseen barrier, shouting, "I call upon the Storm Lord, I call upon the Frostmaiden and I call upon The Vaunted to lend me their strength so I may slay this Tempest Mage once and for all."

As the echoes from her voice fade, a pale fog forms across the entryway and Cloella laughs madly with joy as she turns back to you saying, "Now my vengeance is at hand thanks to you unwitting pawns. Without you-."

Her voice turns to agonizing screams as spectral claws reach out from the fog, ripping her ghostly form to shreds.

Her weapon clatters to the floor as the fog in the entryway disappears, revealing a different looking chamber from the one you traveled through before.

A DC 10 Intelligence (Religion) check identifies the Storm Lord as Talos, god of storms; the Frostmaiden as Auril, goddess of winter; and the Vaunted as Velsharoon, god of necromancy. They are all evil deities.

When ready, continue with the Main Hall.

Development

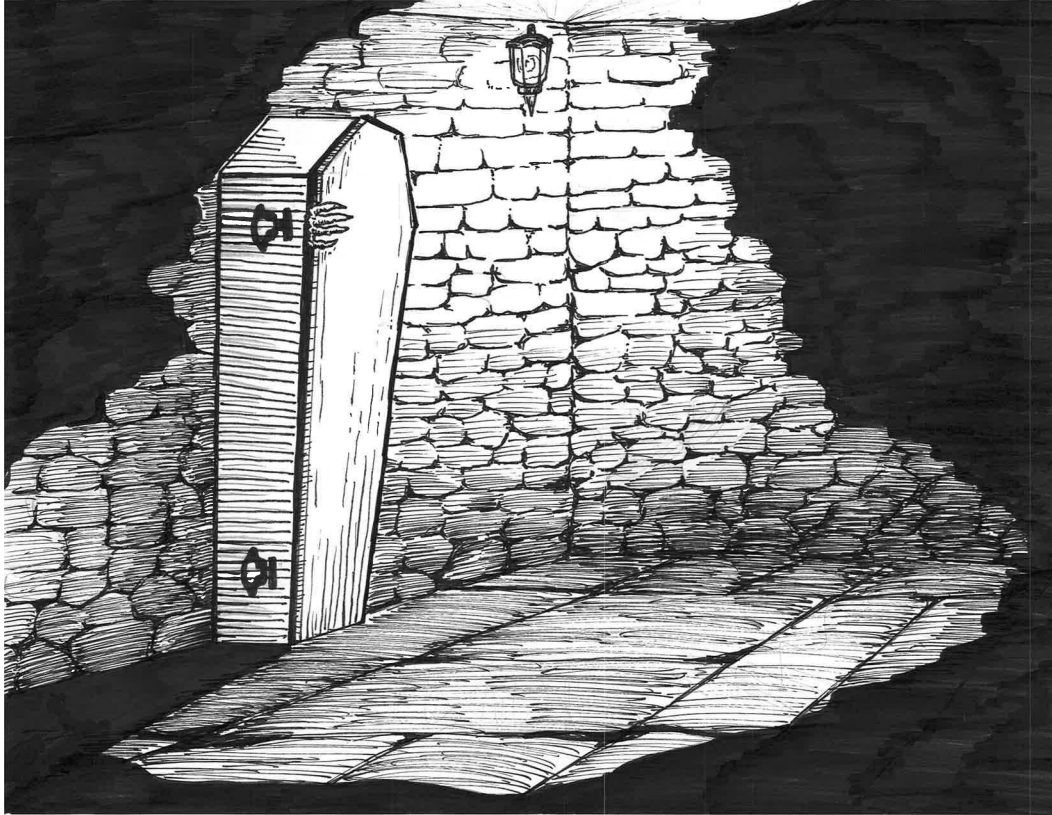
If the characters do not return Cloella's weapon, she begs and pleads with the characters to give it to her. When they refuse, Cloella disappears and the adventure ends. If the characters or Cloella do not try to cross back into the demi-plane with mace, it does not trigger the defenses and the Tempest Mage will not awaken.

If the characters do not follow Cloella after giving her the weapon, then the characters can hear Cloella's voice turn from shouting to screaming and then to silence. When the characters investigate, they find the weapon and the different looking chamber.

If they do not investigate the Main Hall after it is returns from the demi-plane, the adventure ends.

10. The Not Empty Room

When the characters enter the empty room after it returns from the demi-plane, read:



The chamber that was once empty and bare has transformed into a burial chamber. Standing in front of each pillar is a grim-face stone statue holding a sword in both hands. Scattered around the chamber's walls are chests, boxes and other containers

At the far end is an eerie light coming from a lantern that shines down on an ornate coffin leaning upright against the wall.

Features

Ceiling. The ceiling height is 30 feet high.

Light. Bright light illuminates 15 feet beginning from the far wall. Dim light illuminates the next 15 feet closer. Beyond those areas, the chamber is completely dark and the only light is that which the characters provide.

Desecrated Ground. The entire chamber is desecrated ground. Undead creatures standing on desecrated ground have

advantage on all saving throws. If a character succeeds with a DC 10 Intelligence (Arcana) or Intelligence (Religion) check they recognize the desecrated ground and they know that a vial of holy water will purify a 10-foot square area when sprinkled on it, negating the desecration effect.

The Tempest Mage Awakens

Once the characters move into the chamber to investigate, read:

Without warning, the coffin's lid opens and a gnarled hand reaches from inside to grasp the lid's edge. With a surprising speed and strength, the hand tosses the lid aside to land with a loud echoing noise. Emerging from the coffin is a human looking man garbed in black robes with lifeless pale skin and glowing red eyes filled with unfathomable hate.

Clenching his fists in anger, he says in a dry throaty voice, "You shall suffer my wrath for waking me."

The Tempest Mage has returned as a **revenant** and the target for his revenge is all the characters that awoke him.

The eerie light is from a **flameskull**. When it goes on its initiative order, read:

The lantern shatters and a flying skull ablaze with green flames emerges. It cackles madly as its eye sockets glow ever brighter as it fixes its baleful gaze on you.

3 wights are inside the statues. When they go on their initiative order, read:

A cracking sound echoes throughout the chamber. The sound's source is the grim-faced stone statues. Several of them have moved from their positions, stone shattering from their forms as they stride menacingly toward you. Beneath the stone are the same grim-faced warriors, but their lifeless pale skin and white hair reveal their true undead nature.

Tactics

The **Tempest Mage (revenant)** has sworn vengeance on all characters. He selects the nearest character and uses its Vengeful Glare on them in the first round. On the following rounds, he attacks that character whether the Vengeful Glare worked or not. When the selected character goes to 0 hit points and is still at 0 hit points when the revenant's next turn starts, he uses its Multiattack to make 2 attacks against the character. Since the character is unconscious, each attack is a critical hit and since they are at 0 hit points, each critical hit causes 2 death saving throw failures. When the selected character is dead, he starts with the next nearest character using the same tactics.

Although he prefers to attack the characters physically, the Tempest Mage possesses spells. When the characters keep him at range, he uses his spells to attack. He reserves his spell slots for *counterspell*, particularly to counter *banishment*, *shield* to prevent damage and *misty step* to get at hard to get at characters. These favored spells are reactions or bonus actions and this allows him to attack physically. If the characters give him preparation time, he casts *greater invisibility* and uses *cone of cold* as his opening spell.

The **wights** each move adjacent to a character and use their Multiattack to make one longsword attack and the other to make a Life Drain attack. When a character goes to 0 hit points and is not dead, they continue to attack the character attempting to kill them dead. Each attack is a critical hit causing 2 death saving throw failures. They continue to Life Drain to reduce the character's maximum hit points.

The **flameskull** flies up into the air near the ceiling and remain there for the combat's duration. It starts with a *fireball* attempting to catch as many characters as possible in its area of effect. When any characters go to 0 hit points, it casts a *flaming sphere* spell in a square adjacent to the character since unconscious characters automatically fail Dexterity saving throws and since they are at 0 hit points they also suffer a single death saving throw failure.

Adjusting the Encounter

Here are the recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 1 wight and the flameskull.
- **Weak party:** Remove 1 wight.
- **Strong party:** Add 1 wight.
- **Very strong party:** Add 1 wight and 1 flameskull.

Treasure

Treasure consisting of grave goods and jewelry worth 3,000 gp total can found in this area along with Cloella's *mace of disruption*, a *spell scroll of animate dead*, a *spell scroll of vampiric touch*, and a *potion of greater healing*.

Conclusion

With the Tempest Mage defeated, the undead through the complex fall lifeless. They will no longer plague Windy Valley. The villagers are grateful to the characters and offer them a grand feast and much celebration at their success.

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (is applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Bone Naga	1,100
Crawling Claw	10
Flameskull	1,100
Flesh Golem	1,800
Ghast	450
Ghost (Cloella)	1,100
Ghoul	200
Minotaur Skeleton	450
Mummy	700
Ochre Jelly	450
Revenant (Tempest Mage)	1,800
Shadow	100
Skeleton	50
Specter	200
Wight	450
Wraith	1,800

Non-Combat Awards

Task or Accomplishment	XP per Character
Free Cloella	250
Defeat the Tempest Mage	500

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award (for a party of five 8th-level characters) for each character participating is **6,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide the treasure evenly

whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Payment for exploring	500
Bone-carved box	25
Engraved silver ring	25
Dirt-covered glass stoppered flask	25
Silver-chased metal case	25
Coins from the reliquary worth	200
Jewelry (20)	10 ea.
Gemstones (3)	100 ea.
Dagger with gemstone pommel	50
Coins from the bone pile	150
Gold masks (2)	25 ea.
Books on demi-planes	150
Grave goods	3000

If they wish, a character may choose to keep any of the mundane or trinket gear above as part of their share of the gold.

Mace of Disruption

Weapon (mace), rare (requires attunement)

This black metal mace is decorated with the holy symbols of Auril, Talos, and Velsharoon. The light shed by this mace flickers like lightning and generates occasional swirls of snowflakes. When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next

turn. While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Potion of Greater Healing

Potion, uncommon

This potion heals 4d4+4 hp when consumed. A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Mind Reading

Potion, rare

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it. A description of this item can be found in the *Dungeon Master's Guide*.

Favor: Spell Scrolls

Scroll, varies

The spell scrolls available in this adventure are listed below along with their rarity. Each spell scroll contains a single spell. A description of spell scrolls can be found in the *Dungeon Master Basic Rules* or the *Dungeon Master's Guide*.

Spell Scroll	Rarity
<i>Animate Dead</i>	Uncommon
<i>Rope Trick</i>	Uncommon
<i>Vampiric Touch</i>	Uncommon

The Chains Forged in Death

You were rescued from the jaws of death by the ghost Cloella. Since her demise against the Tempest Mage, her ghostly chain now rests around your neck. While you feel its weight, you cannot grasp it or remove in any way.

Renown

All faction members earn **one renown point** for participating in this adventure.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

DM Rewards

You receive **1,500 XP**, **750 gp**, and **ten downtime days** for running this session.

Appendix: Monster/NPC Statistics

Cloella (Ghost)

Medium undead, lawful evil

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Elvish

Challenge 4 (1,100 XP)

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

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

Actions

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

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

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Tempest Mage (Revenant)

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 +6 4)

Speed 30 ft.

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

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

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

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two fist attacks.

Fist. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or

until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Spellcasting. The Tempest Mage is a 9th-level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Tempest Mage has the following wizard spells prepared.

Cantrips (at will) *fire bolt, mage hand, prestidigitation*

1st level (4 slots) *detect magic, mage armor, magic missile, shield*

2nd level (3 slots) *misty step, suggestion*

3rd level (3 slots) *counterspell, fireball, fly*

4th level (3 slots) *greater invisibility, ice storm*

5th level (1 slot) *cone of cold*

Bone Naga

Large undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	15 (+2)	15 (+2)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common plus one other language

Challenge 4 (1,100 XP)

Spellcasting. The naga is a 5th-level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells. Its spellcasting ability is Intelligence, and it has the following wizard spells prepared.

Cantrips (at will) *mage hand*, *minor illusion*, *ray of frost*

1st level (4 slots) *charm*, *sleep*

2nd level (3 slots) *detect thoughts*, *hold person*

3rd level (2 slots) *lightning bolt*

Actions

Bite. *Melee Attack:* +5 to hit, reach 10 ft., one creature.

Hit: 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

Crawling Claw

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond that radius)

Languages understands Common but can't speak

Challenge 0 (10 XP)

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

Actions

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) bludgeoning or slashing damage (claw's choice).

Flame Skull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile*, *shield*

2nd level (2 slots): *blur*, *flaming sphere*

3rd level (1 slot): *fireball*

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

Flesh Golem

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attacks rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to lightning damage dealt.

Magic Resistance. The golem has advantage on saving throw against spells and other magical effects.

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

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

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

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

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

Actions

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

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

Ghoul

Medium undead, chaotic evil

Armor Class 13

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Attack:* +2 to hit, reach 5 ft., one creature.
Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Attack:* +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 3) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

Minotaur Skeleton

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage

Mummy

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 59 (9d8 + 18)

Speed 20 ft.

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

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages the languages it knew in life

Challenge 3 (700 XP)

Actions

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

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

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

Ochre Jelly

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistance acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius)

Languages –

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's rounded down. New jellies are one size smaller than the original jelly.

Shadow

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages –

Challenge 1/2 (100 XP)

Amorphous. The shadow move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew it life but can't speak

Challenge 1/4 (50 XP)

Actions

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

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

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

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

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Immunities necrotic, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid creature slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Range Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

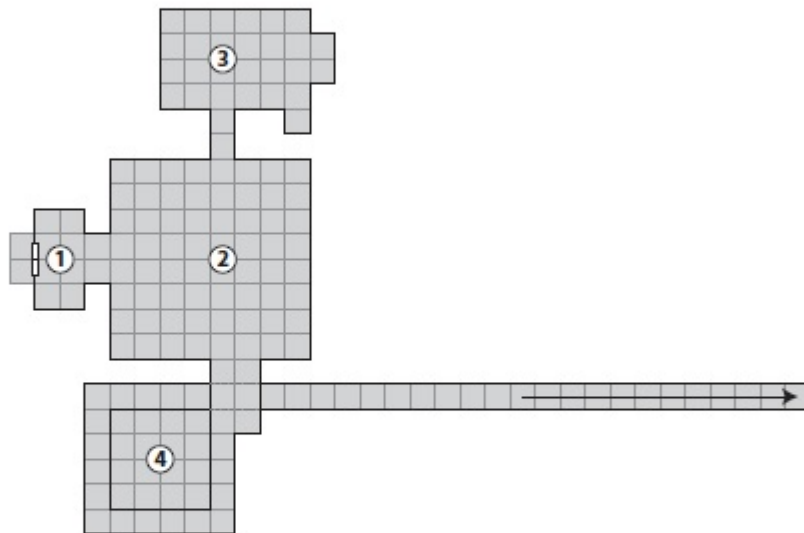
Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

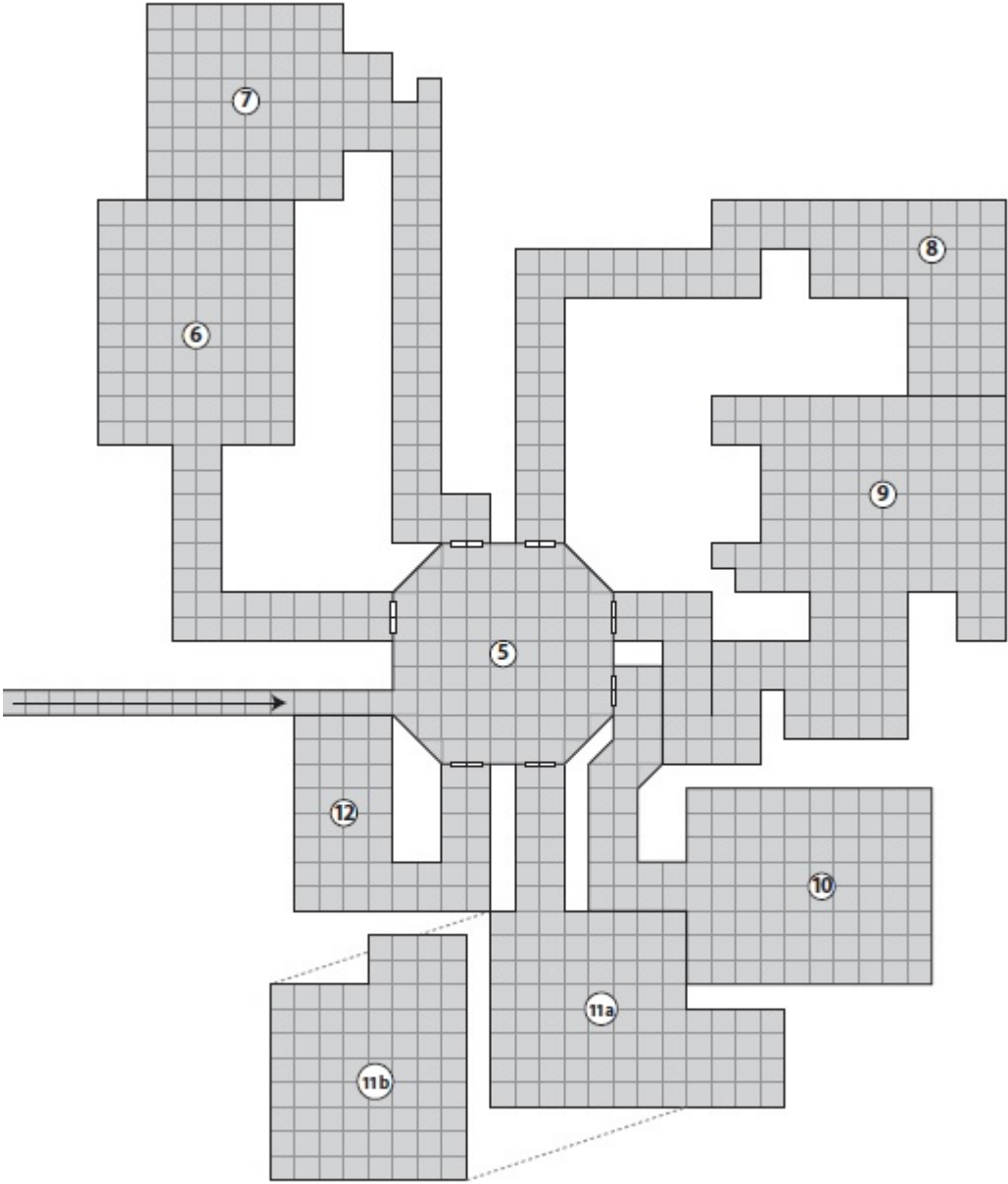
Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Appendix: The Desolate Undercroft

Level One - The Shrine



Level Two



PLAYER HANDOUT: TREASURE

Mace of Disruption

Weapon (mace), rare (requires attunement)

This black metal mace is decorated with the holy symbols of Auril, Talos, and Velsharoon. The light shed by this mace flickers like lightning and generates occasional swirls of snowflakes. When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn. While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Potion of Greater Healing

Potion, uncommon

This potion heals 4d4+4 hp when consumed. A description of this item can be found in the *Dungeon Master's Guide*.

Potion of Mind Reading

Potion, rare

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it. A description of this item can be found in the *Dungeon Master's Guide*.

Spell Scrolls

Scroll, varies

The spell scrolls available in this adventure are listed below along with their rarity. Each spell scroll contains a single spell. A description of spell scrolls can be found in the *Dungeon Master Basic Rules* or the *Dungeon Master's Guide*.

Spell Scroll

Animate Dead

Rope Trick

Vampiric Touch

Rarity

Uncommon

Uncommon

Uncommon

Favor: The Chains Forged in Death

You were rescued from the jaws of death by the ghost Cloella. Since her demise against the Tempest Mage, her ghostly chain now rests around your neck. While you feel its weight, you cannot grasp it or remove in any way.



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