



All in a Day's Work

The Mordell family has been on the decline for years. The family has reached out to their contacts one last time for help ridding the family of a generational curse. This is an adventure with four story arcs through a single dungeon.

A Two-Hour Adventure for 1st-4th Level Characters



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Introduction

Welcome to All in a Day's Work, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This adventure takes place around the town of Meadowvale. This backwater town of turnip growers and pig farmers has been passed by since after the Time of Troubles. The town lies a dozen miles south of the road between Yûlash and Hillsfar.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of 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. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

Adventure Primer

This adventure is designed so that there are multiple paths for the dungeon master to choose in the hopes of increasing the re-playability of the adventure. Though the NPCs and dungeon are the same, sidebars will detail where changes are needed for each path.

Adventure Background

After the Time of Troubles, areas of wild magic appeared randomly throughout Faerûn. One such area was found by the wizard Nineve Ranavalona, who used the extra power to boost spells and enhance research into the dark areas of magic, becoming a plague on the land and its people.

Eventually, Boldovino “Boulder” Mordell, a devout follower of Lathander gathered the people of the land and marched against Ranavalona. During the climactic battle he was granted Lathander’s divine power and blew apart the mansion-tower Ranavalona had built. After the struggle the Mordell family was gifted care of the lands and all the wealth that came with it.

However, the family has suffered a terrible curse ever since. The head of the household always dies young, each suffering from the same symptoms. Repeated interventions by the clerics of Lathander manage to stave off the effects for a time, but the result is always the same. Over the years the status of the Mordell family within the clergy has greatly diminished. Their sole focus has been to investigate and combat the mysterious affliction; despite the time and resources required to do so.

The family once turned to their faction contacts for aid and decide to do so once again. The factions, however, are not as confident in success and have sent low level representatives in the form of the player characters to satisfy the conditions of the debt.

Location and NPC Summary

The Armonya Castle (Arr-moan-ya). A short, blocky, turreted castle on a rise behind the town. The castle started out as semi-permanent border garrison. It was upgraded to a permanent structure of thick stone after the Mordell family moved in.

Lady Asche Mordell (Ash-ay More-Dell). The last of the Mordell family line, Lady Asche is desperate to break the curse. She is a devout follower of Lathander and an adventurer of some renown whose adventuring career was cut short by the need to manage her hereditary lands.

Ivraxto (iv-RAX-toe). A xuart lucky enough to have pilfered a magic item valuable enough to draw Raxivort’s eye. Ivraxto forged a pact with the demigod in return for powers. Ivraxto wishes to please his deity and keep his own skin in one piece. Not always in that particular order.

Adventure Overview

The adventure is broken down into three parts:

Part 1. Meeting the Client (30 minutes) The characters arrive at the home of the Mordell family. They meet with Lady Asche Mordell and learn the history of the Mordell family curse.

Part2. The Ruined Tower (75 minutes) The characters journey to the ruins of Ranavalona’s tower. They find and enter the basement level and have a chance to uncover the source of the curse.

Part3. The Return (15 minutes) The characters return to the mansion and reveal the source of the curse and possible solutions to Lady Asche.

Adventure Hooks

Story Hook. The characters are breaking fast in a halfling tea house when an older gentleman, Mr. Quigley (well-dressed if a little old fashioned), comes in looking for those “adventuring types”. Lady Asche needs their help.

Faction Assignment (All). The factions are repaying a favour to the Mordell family and the character just happened to be in the wrong place at the wrong time.

Get Rich Quick. Your mother’s cousin’s uncle twice removed has a claim on the Mordell family fortune (you’re pretty sure they do anyway). There are no heirs you’ve ever heard of and there’s always something going wrong for that family. Maybe you could secure a position in the hierarchy.

Adventure Paths

Before play, choose **only one** of the following “curses” to afflict the main NPC Lady Asche Mordell. Sidebars throughout the module will indicate by name the changes that need to be made to accommodate the chosen curse. Feel free to expand upon or make up the details of each story, change the gender of NPCs, or how improvise the NPCs reactions to character choices in order to suit the needs of your game.

A Pox Upon Thee

Ranavalona survived the initial destruction of the tower and was trapped in the basement level. While waiting for the skeleton minions to dig an escape route, she cast a withering curse on the house of Mordell for seven times seven generations. Ranavalona bound the efreeti, Dhuzosh, as a power source, siphoning life energy from the being to charge the curse. At a later point in time Ranavalona lost a mental contest with Dhuzosh and succumbed to the psychic trauma (or as Dhuzosh puts it, her brain leaked out her ears). Casting *Remove Curse* on the victim temporarily halts the effects but the symptoms always return.

Something in the Water

The stream that flows by the Armonya Castle is polluted by magical runoff from the ruins. The garden specifically reserved for the Mordell family is watered exclusively by this stream. By custom the servants eat from a different garden and the town has a different water source. Casting *lesser restoration* does work for a time, but the curse always returns.

The Dinnerware

An element in the fancy plates and cups used by the Mordell family is poisonous and is leaching into the food. Small doses do no noticeable damage while the servants use more mundane dinnerware and are thus unaffected. Casting *lesser restoration* does work for a time, but the curse always returns.

The Traitor

The Mordell family is unknowingly being haunted by Ranavalona's spirit. The spirit is powerful enough to occasionally possess family members for significant periods of time. Once the characters arrive, the spirit is careful to stay well out of the way (and is therefore undetectable). Ranavalona has been using the Mordell family connections and resources to amass enough gold to resurrect her true body.

An unholy pact between Ranavalona and the efreeti, Dhuzosh (who is bound in the ruins of the mansion tower) keeps the spirit bound to the material plane. The pact also drains Dhuzosh's life force, however, beings of sufficient life energy or "joie de vivre" could be substituted. The characters are well suited to Ranavalona's needs. Neither Lady Asche nor Ranavalona knows about the xvarts in the complex. Casting *remove curse* on the Lady Asche temporarily halts the effects but the symptoms always return.

This path is much more deadly than the others and will increase the time to run the adventure.

Therefore, it is suggested that **Area 10** (South Hallway) and **Area 6** (Boot Room) be treated as empty rooms.

In each path the body of the afflicted becomes bent and the joints sore. The afflicted person has no appetite and looks haggard and older than they should for their age.

Part 1. Meeting the Client

Estimated Duration: 30 minutes

The characters are directed to the Mordell family manor. They arrive late in the day and their host insists they spend the night.

This is the best chance for the characters to find out about the Mordell family curse and ask questions.

General Features

Armonya Castle has the following general features.

Terrain. The castle sits on a small rise behind the town, commanding the immediate area. Trees have been cleared to maintain a good field of fire.

Decor. Wood flooring with the occasional rug for the least dexterous character to trip over. The keep is furnished better than most well-to-do merchants, though well-heeled characters may notice spots where paintings hung or furnishings were moved to hide the fact that there are fewer than normal in some rooms.

Light. The interior is lit with the minimum number of candles or oil lamps for the servants to function. Mr. Quigley lights additional lamps once his mistress is in the room.

Smells and Sounds. The mansion is empty and quiet save for the occasional noise one of the few remaining servants make as they go about their business.

Arrival

Read or paraphrase:

Armonya Castle stands on a small rise outside the town. The walls are high and maintained, though aged. There is a single guard visible in each of the four watchtowers and one in the gate house.
The sun has begun is low in the sky as you approach the gate. You are met at the door by an aging man.
“The mistress is expecting you. I am Mr. Quigley, the butler. If you would please follow me to the dining room. I will inform the mistress of your arrival.”

After a short time, Lady Asche, (**noble**) enters the room supported by Mr. Quigley (**commoner**). She shrugs him off and attempts to walk across the room to the head of the table. As Lady Asche crosses past the characters she stumbles. If any of the characters help, they automatically succeed in catching her, if not, Lady Asche will regain her balance and continue stiffly to the chair. This is intended to highlight Lady Asche's infirmity.

Once seated she will begin to explain what she needs from the characters and the background.

Allow the characters a chance to ask questions, and answer to the best of her ability. Also allow characters of a medical bent to examine Lady Asche (properly chaperoned of course) if they so desire. A successful DC 10 Medicine (Wisdom) check reveals the poison from the food. Use of spellcasting to alleviate the symptoms is welcomed by Lady Asche.

Dinner will finish late in the evening. Lady Asche will insist the characters stay the night and leave in the morning. She offers guest rooms for the nobles, and servants' quarters for the others. There is plenty of room as the keep is understaffed. Lady Asche expects that the character's patrons have already paid for the character's services as part of the favours she has called in. The party is of course welcome to keep any treasure liberated from the ruins that does not pertain to lifting the curse on her family.

The Next Morning...

The characters are offered breakfast. Before it is served, Lady Asche invites the characters to participate in the morning ritual of saluting the sun by drinking from an ornate goblet. During breakfast the characters have another chance to get information. Follow the instructions of the appropriate “curse” in the sidebar. Lady Asche provides directions to the ruins of the Ranavalona's mansion-tower.

Something in the Water

The food served is quite good, but the vegetables and fruits are extra juicy and there is a very faint, almost non-existent, sour aftertaste. Nothing a good glass of wine or ale won't chase away! The same is true for breakfast.

The spell *detect poison and disease*, reveals that all of the warmed food is lightly poisoned. Lady Asche will vouch for her kitchen staff. She also reasons that her family's curse has persisted for generations and her cook has not. Lady Asche reiterates that she believes the cause can be found in the ruins of Ranavalona's tower.

The Dinnerware

Describe the flatware and goblets as tastefully decorated and coloured. Nothing at all like the plain tin or glazed earthenware in the taverns.

During the meal the characters sense a strange metallic taste in the food and drink. However, if the food is tasted in the serving trays or in the kitchen no such taste exists. The same is true for breakfast.

The goblet Lady Asche used is of a similar style to the dinnerware but much more ornate. Only Lady Asche must drink from the goblet, but if a character wants to join in the ritual Lady Asche gladly offers the goblet. During breakfast the character must make a DC 10 Constitution saving throw

or be poisoned for an hour. Increase the DC by 2 for strong parties and by 4 for very strong parties. Those immune to poison do not feel the effects and effectively miss this clue.

The spell *detect poison and disease*, reveals that all of the warmed food is lightly poisoned. Lady Asche will vouch for her kitchen staff. She also reasons that her family's curse has persisted for generations and her cook has not. Lady Asche reiterates that she believes the cause can be found in the ruins of Ranavalona's tower.

The Traitor

In the dining room above fireplace is a large painting of a large wizard's tower in a forested area. In the sitting room where the party retires after dinner is a glass case containing a wizard's spellcasting focus. If asked Lady Asche will say that it is a trophy from the battle that won her family her lands. The whole case detects as magical, obfuscating the wand's aura. The case is magically and physically locked. The wand is not treasure and not available to the characters.

Roleplaying Lady Asche and Mr. Quigley

An Open Book. Lady Asche wants to help but is quite exhausted from her affliction. Describe Lady Asche looks haggard and aged but the eyes are much younger and alert. She answers as much as possible, but Mr. Quigley may need to explain portions of the story.

She knows the following:

- A wizard named Nineve Ranavalona subjugated the area shortly after the time of troubles.
- The wizard built a mansion and tower where she lived and performed her dark arts.
- Her ancestor, Boldovino Mordell led a host of citizens from the area against the wizard.
- By Lathander's holy power the mansion-tower was reduced to rubble.
- The Mordell family was elevated to noble status and gifted the land and took residence on Armonya Castle.
- Shortly after the curse began.
- Magic seems to have only a temporary effect. The curse is very strong.
- The ruins have been examined multiple times but Lady Asche still believes that is the source of the curse and the characters should examine the area.
- She has no new information about the curse or the area, but she cannot think of anything else to do.

Reserved. Mr. Quigley knows the story as well as his mistress and can fill in information. However, he is every bit the proper servant and will stand quietly until asked directly and receiving permission from Lady Asche.

If time is short or the players feel like getting straight to the dungeon, it may be a good idea to change the timing so that the characters arrive during the **Next Morning** section and have Lady

Asche recount the relevant information over breakfast before seeing them off.

Players often spend a good amount of time trying to solve the whole adventure in this section without investigating the dungeon. Use Lady Asche and Mr. Quigley to impress upon the party that they are sure the solution lies somewhere around or within the ruins.

Part 2. The Ruined Tower

Estimated Duration: 75 minutes

The characters will travel to the ruins of Ranavalona's mansion-tower and search an underground complex for a solution to the Mordell family's curse.

The Ruins

Though the ruins are some distance away from Armonya Castle, game trails follow a stream leading straight to it.

General Features

The clearing has the following general features:

Terrain. The ground is strewn with rubble. Movement in general is not impeded, but it is obvious that running about here is a good way to twist an ankle. Hardy grasses and a few large bushes manage to grow in the clearing amongst the debris.

Weather. The sky is clear. The clearing has a welcoming breeze that was not present in the forest.

Light. The light available depends on the time of day.

Smells and Sounds. Both typical of a temperate forest; Bird song, the drone of insects and small mammals moving about the undergrowth.

Read or paraphrase:

The path following the stream is overgrown. Trees and brush crowd the trail diffusing the light and muting the sounds of wildlife.

Something in the Water

As the characters leave the Mordell family estate and walk along the path they are able to have a good look at the plant life along the stream's banks. Any nature-based character (such as hermits, druids, rangers, clerics of nature, or outlanders) or characters with the herbalism kit proficiency, may make a DC 10 Wisdom (Nature) check to identify that the plants, fruits and vegetables in the greenhouse are more swollen than normal. Other characters can make the check at disadvantage. It is possible that most lay people (such as guests) or those used to the effects (such as the household staff) wouldn't notice.

Reinforce the information throughout the journey to and from the ruins.

Trees finally give way to open sky at the remains of a collapsed wall. Beyond is a large clearing strewn with masonry worn by time. Barely two stones stand atop one another. Whatever force Lady Asche's ancestor used on this place, it was quite thorough.

The clearing is large, allow or suggest that the characters investigate the area with an Intelligence (Investigation) check.

The characters will always detect an opening in the southwest corner of the clearing. The results of the search will provide additional information.

DC (0) The characters find an opening with stairs leading down. No attempt has been made to hide the entrance.

DC (10) Judging by the pattern of the debris, the entrance was cleared out from the inside. This entrance leads to **Area 1** of the **Basement**.

DC (20) In the northeast corner the players discover a second entrance hidden in the rubble behind one of the few bushes that cling. There are signs of use within the last day. There are stairs down but only a small path is cleared of debris. This entrance leads to **Area 9** of the **Basement**.

The Basement

The blast that leveled the tower did not completely obliterate the basement level, though part of the ceiling collapsed. The enchantress Ranavalona and a few minions survived in the ruins for a time after the battle.

General Features

The basement has the following general features:

Terrain. The stone tile floor is strewn with debris. Mostly small rocks and dirt. Movement in is not impeded. Ceilings are 10 feet throughout the basement.

Décor. Generally unadorned. The walls are plastered with the top half painted white and the lower half a pale green. The plaster is cracked and flaking in some areas.

Light. The only light available is what the characters brought with them.

Smells and Sounds. The basement is cool and a little damp. Generally, the complex is silent but sometimes the xvarts moving around can be heard, especially if the alarm has been raised.

Area 1. Gathering Hall

This area served as a spot for servants to gather and organize before heading up to the rest of the tower. The ceiling has collapsed, blocking most of the room and dividing it in two. The **skeletons** and the **ogre skeleton** (use stats for a minotaur skeleton) have cleared a 10-foot wide path from the hall to the stairs.

Read or paraphrase:

The stairs are weather worn but clear of debris. The stairwell opens into the middle of a large room partially blocked by a cave-in. To the right a path leading out into the hall, has been meticulously cleared. Behind the rubble on the far wall, a door is visible. To the left is a gap, just wide enough to squeeze past that leads to another part of the room, cluttered with rubble.

As you descend, a fist sized rock is dislodged and clatters down the steps. A skeleton emerges from somewhere to the right and advances to the new piece of debris. Using arms worn smooth almost to the elbow, it removes the rock and returns the way it came.

The **three skeletons** and the **ogre skeleton** in the room were last tasked with clearing a route to the surface. They have done so and will remain inert, along the shared wall with **Area 7** and into **Area 10** (South Hallway) awaiting further commands from their now dead master, unless debris encroaches on the stairs or the path down the hall. Should the players leave debris or stand around in the cleared area, a skeleton will animate and attempt to remove the obstruction by pushing it off the path (because all of the skeletons have worn down their hands).

Attacking or harming skeletons will cause all of them to animate and attack. After the obstructions are removed or after combat the skeletons return to their stations against the wall.

A DC 10 Dexterity (Acrobatics) check is required to navigate the gap. On a failure, debris is knocked loose and at least one skeleton animates and moves to clean it up.

Once past the gap the doors to the kitchen are visible. The south door to the kitchen opens easily, but the northern door is cold to the touch and frozen stuck (DC 12 Strength to open, AC 5, 18 hit points to batter down). A DC 10 Perception (Wisdom) check at either door reveals the sound of an argument in primordial between multiple reedy voices.

A third door is almost completely blocked by rubble, except for the top corner through which flickering light can be seen. A DC 8 Dexterity (Stealth) check will allow a character to sneak up and peek through the hole.

Adjusting this Encounter

Combat with the skeletons is avoidable. The encounter is meant to be difficult if the players go head to head with the skeletons. Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove the **ogre skeleton**

- **Weak:** Remove one **skeleton**
- **Strong:** Add one **skeleton** and one **ogre skeleton**
- **Very Strong:** Add three **skeletons** and two **ogre skeletons**

Raising the Alarm

Any loud noises, from spells, combat in this room over 2 rounds, or forcing the door to **Area 4**, alerts the **xvarts** who live in the complex.

Area 2. Kitchen

The kitchen is in a sorry state, having been the battlefield of the fire and ice mephits (originally bound by Ranavalona to make kitchen life easier) for decades. **Three fire mephits** (use stats for magma mephits) emerge from a damaged stove along the south wall, while **three ice mephits** crawl out from behind a stone door to a cold room in the north wall. Read or paraphrase

The kitchen is a disaster. Debris covers every surface and scorch marks mar the walls and cupboards. As you enter, small winged figures made of fire climb out of the stove on the south wall and engage similar figure made of ice emerging from behind a stone door in the opposite wall. A pitched battle between the creatures ensues.

Describe the attacks between the mephits until the characters get involved. At some point during the battle the mephits will attempt to get the characters to ally with them.

The characters can choose a side or stay neutral (The wisest course of action is probably to close the door and let the mephits wipe each other out). Attacking one of the mephits causes it and its brethren to become hostile. Even if the characters remain neutral there is a chance one or more of the characters are hit by the mephit's area attacks which are used liberally.

The furnace contains a tiny unidirectional portal from the plane of elemental fire. The cold room contains a similar portal from the plane of ice. A DC 15 Arcana (Intelligence) check is required to disable either portal. On a failure everyone in the kitchen and cold room must succeed a DC 10 Dexterity save or suffer 4 (1d6) fire or cold damage depending on which portal was defaced.

Adjusting this Encounter

This encounter could go poorly for the players if they attack both sides. Here are some suggestions for adjusting this

encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove two **ice mephits** and two **fire mephits**
- **Weak:** Remove one **ice mephit** and one **fire mephit**
- **Strong:** Add one **ice mephit** and one **fire mephit**
- **Very Strong:** Add three **ice mephits** and three **fire mephits**

Developments

The mephits concentrate on eliminating the other side and will not work together. Once their opponents are wiped out, the remaining mephits attempt to deface the opposing portal (they are incapable of doing so) until they get bored.

Mephits are capricious and mean creatures and will play tricks on the players if they can get away with it. The mephits are not above tailing the characters and causing mayhem in other interactions.

The mephits are foolhardy in their attacks, since the portals will summon banished mephits the next day.

Neither side has any knowledge of the history or current state of the area but are not above lying about everything and anything to get the characters on side. Both the fire and ice mephits will agree to exchange information with the characters, but only after their foes are defeated. Mephits who spend too much time talking get attacked by their foes.

Treasure

A successful DC 10 Investigation (Intelligence) or DC 10 Perception (Wisdom) turns up a pair of silver ewers worth 25 gp each.

The Dinnerware

Characters with the Sage background, and those proficient with alchemist supplies, potter's tools and painter's tools, who examine the counter tops may make a DC 10 Perception (Wisdom) check to notice the flatware damaged by the fire mephits. They will see that the flatware is leaching materials on to the surface. Other characters examining the debris make the check at disadvantage. Anyone can notice the dinnerware is in a similar style to the ones used by the Mordell family. Any character with alchemist's supplies may make a DC 10 Investigation (Intelligence) to conclusively prove the minerals to be poisonous.

The Traitor

Anyone who examines the debris can notice the damaged flatware in this room is of the same style and artistry as those used by the Mordell family.

Area 3. Servants' Hall

The servants' hall has been turned into a communal living area for the xvarts who have taken over most of the complex. Tables and makeshift walls separate the room into individual living areas.

Read or paraphrase:

This room is divided into sleeping areas by a maze of short makeshift walls made of tables and scavenged wood.

At any one time up to ten **xvarts** and four **giant rats** are in the area. If aware of intruders, one **giant rat** goes to alert the **xvart warlock** (Ivraxto) in **Area 5**. The others take up defensive positions, under cover and facing the exits prepared to sling bullets at intruders.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove seven **xvarts** and three **giant rats**
- **Weak:** Remove three **xvarts** and one **giant rat**
- **Strong:** Add a **swarm of bats**
- **Very Strong:** Add five **xvarts**, a **swarm of bats**, and two **swarms of rats**

Tricks of the Trade

Do not forget to describe the xvarts. They are short blue-skinned humanoids with a balding head, dark hair and vivid red eyes. They are cowardly, greedy and mean. They also look eerily similar yet distinct, like bad copies of a bad copy.

Xvarts are not known for their courage. The tribe is willing to discuss terms (note only the warlock speaks common) once they lose half their number. Individuals begin running for their lives if the characters continue attacking. Xvarts are greedy thugs by nature and will press the advantage if they start winning. A suitable gift (the shiny ewers from **Area 2** for example) will mollify the group, while they fight over who gets to present the gift at the shrine in **Area 4**. At the DM's discretion the **giant rat** may return.

Treasure

Searching the room turns up 21 gold and a single *potion of healing* hidden on the xvart bodies and amongst the bedding. Discarded furniture, clothing and broken dinnerware is scattered around the edges of the room.

The Dinnerware

The dinnerware found here exhibits the same properties as those in **Area 2**.

The Traitor

The dinnerware found here exhibits the same properties as those in **Area 2**.

Area 4. Butler's Pantry

The butler's pantry has been converted into a shrine to the demigod Raxivort, patron of the xvarts (all xvarts look like poor copies of Raxivort).

Read or paraphrase:

Three cabinets have been turned to face the wall and the back of each painted with the likeness of a deity. The shrine is lit by a variety of pilfered candles and torches. A hoard of ornate sconces and candlesticks, shiny cutlery, goblets and serving platters are piled against the bottom of the cabinets.

There are a few worthwhile items should the characters take the time to root through the junk.

Raising the Alarm

If the characters do not try to keep quiet while searching there is a 50% chance either the **xvart warlock** in **Area 5** or the **xvarts** in **Area 3** have heard the commotion and are prepared for the character's intrusion.

Treasure

Amongst the junk in the pile are some treasures, including:

- A pair of heavy silver candlesticks
- A pair of bronze goblets engraved with images of humans, elves, and dwarves working the land and giving thanks to the goddess Chauntea
- An ornate silver platter
- A solid dwarven drinking tankard
- A highly polished steel shield
- A *potion of healing* in a felt lined wood box

Tricks of the Trade

The silver items are placed here in case the party does not have enough magical firepower to deal with the wererats in **Area 6**. Treat the candlesticks as clubs and the platter as a club that requires two hands to use.

Area 5. Housekeeper's Sitting Room

The housekeeper's sitting room is now home to the xvart warlock, **Ivraxto**, the tribe's leader.

Read or paraphrase:

This room looks untouched by the disaster that has affected the rest of the complex. Pictures hang on the walls and someone has taken the time to remove the dust and debris. In fact, you'd have sworn you were transported back in time if were it not for the short blue-skinned humanoid with vivid red eyes and a receding hairline scowling at you from behind the oak desk in the middle of the room.

Ivraxto sleeps on a pile of furs and straw under the heavy wood desk. If alerted to danger Ivraxto casts *mage armour*, then moves into the hallway (**Area 9**) toward **Area 3** or **Area 6** depending on where the alarm was raised. Ivraxto is aware of the trap in **Area 9** and will not trigger it.

Treasure

Ivraxto carries a silver ritual dagger.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Regardless of an alarm Ivraxto is completely surprised by the character's intrusion and goes straight to bargaining for his life
- **Weak:** Ivraxto does not have any spells cast on himself when the players encounter him
- **Strong:** Ivraxto uses a scroll of *invisibility* on himself
- **Very Strong:** Ivraxto uses a scroll of *teleport* to get to his intended destination and begins to prepare the defenders at that location.

Roleplaying Ivraxto

Cowardly, conniving and anxious.

Ivraxto is not interested in battles that are not entirely in the xvart's favour. If Ivraxto is cornered, seriously injured or the tribe loses half its number, the warlock barter knowledge for his life.

Ivraxto knows how to get to the secret laboratory through the North-South Hall (**Area 8**). Ivraxto will give up this information if it means saving his hide, hoping the efreeti, Dhuzosh, trapped there will weaken or kill the intruders. Ivraxto has seen the summoning circle and could probably figure out how to disable it.

Ivraxto is terrified of Dhuzosh and resentful of the efreeti's perceived power.

Area 6. Boot Room

The boot room has been converted into a nest by the giant rats who guard Ivrxaxto the warlock.
Read or paraphrase:

The door to this room is propped open. Old shoes line the upper shelves that neither the rats nor the xvarts could, or cared to, reach. The centre of the room is dominated by a large rodent's nest that includes its fair share of shoe leather.

Three **giant rats** and a **wererat** call this room home. They hide amongst the nest, DC 12 Wisdom (Perception) to detect, until a character enters the room or disturbs the nest. Searching the room yields nothing of value unless one of the characters needs a new pair of old boots.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace the **wererat** with one **giant rat**
- **Weak:** Remove the **wererat** and add three **giant rats**
- **Strong:** Remove two **giant rats** and add one **wererat**
- **Very Strong:** Replace three **giant rats** with three **wererats**

Raising the Alarm

Any loud noise, such as that from *knock* or *thunderwave* spells, or combat in this room over 2 rounds, alerts the **Ivrxaxto** who lives across the hall in **Area 5**.

Tricks of the Trade

Parties without magic or magical items will find the **wererat** impossible to defeat. There are silvered items in **Area 4** and **Area 5** which can be used to bypass the **wererat's** immunity.

The Traitor

In the interest of time, drop this area from the adventure.

Area 7. Furnace Room

The furnace was damaged and the portal to the plane of fire therein was destroyed during the collapse of the tower.
Read or paraphrase:

The large furnace in this room have gone cold, obviously damaged. A coal bin stands against one wall. Against the opposite wall is a workbench; tools lie where they fell. There is a dark stain on the floor near the workbench.

Inside the furnace a deactivated portal and the ash silhouettes of a couple of fire mephits can be found. A DC 13 Investigation (Intelligence) or a DC 13 Perception (Wisdom) reveals that the bin is awkwardly placed, too uncomfortably close to the furnace to be of use. Searching the bin itself reveals that it is much shallower than expected and built directly into the wall and floor. A further DC 15 Investigation (Intelligence) is required to find the catch to open the concealed door. Hammering away at the bin (AC 5, 25 hp) is enough to break through the door.

Treasure:

The following tools associated with feeding and maintaining a furnace can be found in the room: maul, shovel, crowbar, hammer, metal bucket, few pieces of chalk and a pair of handaxes. The tools may be kept or sold as per the rules.

Area 8. North Hallway

This was the main artery of the basement providing access to servant's stairs in **Area 1**, and the now collapsed south end. The northern end contains a blocked window (full of rubble) and the opening to **Area 9**, the East-West Hallway. The DM will have to ad lib the description depending on where the characters enter the hall and how far the party can see.

Read or paraphrase:

This short hall connects what was the gathering hall to the east wing of the basement. Opposite the opening on the eastern wall is a door. The southern two thirds of this hall is cleared of debris. The path runs from a lone arch about a third of the way from the north end to stairs leading out into daylight in the main hall. The rest of the hall is cluttered with rubble. A waist-high pile spans the width of the hallway on the north side of the arch.

The xvart tribe is not worried about watching for intrusion from the south end of the hallway. The xvarts assume incorrectly that the skeletons from **Area 1** will attack anything approaching from that

direction and consider themselves fast enough to escape past the skeletons if needed.

Searching the wall at the end of the path reveals the secret door. Use DC 13 Wisdom (Perception).

Tricks of the Trade

If the party is stuck, it may be a good idea to play up the abrupt ending of the cleaned area. If the skeletons are active, perhaps mention that they turn back at that point. Failure is an option, if the party just doesn't find the room, then so be it.

Area 9. East-West Hallway

The xvarts use this hallway to exit the basement complex.

Read or paraphrase:

This hall is choked with debris but obviously used by small creatures. There are two doors in the north wall, spaced evenly apart, while there is only a single door in the south closer to the stairs, leading up and out of the basement.

There is a **trap** opposite the door to **Area 4**. Unless the players have stated they are looking for traps use the character's passive perception scores to first detect the trap.

Collapsing Wall Trap

A trap guards the xvart tribe's holy site. Stepping on the pressure plates causes a beam hidden in the wall to rotate forwards, showering the characters with fist sized rocks and other debris. The trap only triggers once.

Detection and Disabling. A DC 12 Perception (Wisdom) check notices that the wall directly opposite the door has been repaired. From the eastern side the trap cannot be disabled easily. On the western side a wooden lever hidden amongst the debris disables the trap. A DC 15 Investigation (Intelligence) or a DC 15 Perception (Wisdom) is required to detect the lever from the east side. The DC of both checks drops by 3 from the west side.

Trigger. Stepping onto either of the pressure plates in front of the door to **Area 4** triggers the trap.

Effect. The triggering character and anyone within 5 feet of the character must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage from the flying rocks on a failed save and half as much damage on a successful one.

Note. The trap is not intended to kill level one or two characters outright, that is what the monsters are for and it's definitely not fun! Should a character sustain massive damage from the trap feel free to set the character to 0 or even 1 hit point just to keep all the players in the game.

Area 10. South Hallway

This area has not been used by the xvarts or the skeletons and is untouched since the destruction of the tower many years ago.

Read or paraphrase:

This hall leads south and ends in a pile of rubble. There are three doors on the east wall.

The door to Area 7 is not locked or stuck. The other two doors are holding back rubble. A DC 10 Strength (Athletics) check is required to open the doors. Immediately after, a DC 10 Dexterity (Acrobatics) check is required by all characters within 5ft of the door to dodge the debris that comes tumbling out or take 4 (1d6) points of damage. The character who opened the door and any characters who assisted make the check at disadvantage. This is not a trap and cannot be detected by spells or abilities that specifically look for traps.

The Traitor

In the interest of time, drop this area from the adventure.

Area 11. Secret Laboratory

This was Ranavalona's secondary laboratory (the first being somewhere higher up in the mansion-tower. Ranavalona happened to be here when the Mordell family's matriarch brought the tower down. Read or paraphrase:

This room is obviously a wizard's laboratory. A chemical lab is set up against the east wall while a solid wood desk flanked by shelves of books and scrolls stands opposite it. But the attention is drawn to the centre where an ornate summoning circle made of precious metals dominates the room. A well-muscled humanoid with red skin and dark eyes hovers in the centre of the circle, its lower body transformed into a column of swirling smoke and embers. "Free me", it says to you, "and you will be... compensated appropriately."

Trapped within the circle is Dhuzosh, an efreeti. Dhuzosh cannot leave the circle nor can attacks cross the perimeter, magical or otherwise. Dhuzosh has been trapped here since shortly after the destruction of Ranavalona's tower and is very eager to return to the City of Brass.

A Pox Upon Thee

Dhuzosh knows that breaking the circle will end the curse.

Dhuzosh is a shrewd negotiator and will trade information in exchange for the characters marring the summoning circle. If rewards such as gold or items are demanded Dhuzosh will agree to tier appropriate demands. The key point is that the characters will have to pick up their rewards from the City of Brass on the Elemental Plane of Fire (The DM is free to choose another loophole that will make the rewards equally unclaimable).

Just behind the door is the skeletal remains of Nineve Ranavalona still clothed in rotted mage robes. Dhuzosh can explain that Ranavalona lost a mental duel and her brain leaked out her ears.

Immediately after the circle is marred, there is a blinding flash. Ranavalona, an expert enchantress, wove dormant spells into the room to capture power escaping from the circle and resurrect her should the curse be broken. The enchantress sees the characters and realizes they are too much for her to overcome in her weakened state. She commands a surprised Dhuzosh to take her to Sigil (SIG-ILL) using his true name in Ignan. Both disappear from sight as Dhuzosh casts *plane shift* on himself and Ranavalona.

Something in the Water

Dhuzosh is tightlipped until freed from the circle. He can instruct the characters how to do so. Dhuzosh does not know anything about a curse. The efreeti does reveal that this was an area of Wild Magic 100 years ago. He also notes that Ranavalona made extensive notes on the area.

Just behind the door is the skeletal remains of Ranavalona still clothed in rotted mage robes. Dhuzosh can explain that the enchantress lost in a mental duel against him and her brain leaked out her ears.

A DC 12 Investigation (Intelligence) of the library can uncover Ranavalona's notes on the harmful effect of wild magic areas on the flora and water table and her solution to the problem by creating magical ewers and placing them throughout the tower as water sources.

The Dinnerware

Dhuzosh is tightlipped until freed from the circle. He can instruct the characters how to do so. Dhuzosh does not know anything about a curse.

Just behind the door is the skeletal remains of Ranavalona still clothed in rotted mage robes. Dhuzosh can explain that Ranavalona lost in a mental duel against him and her brain leaked out her ears.

The Traitor

Let the players have a few moments out-of-game to begin to discuss what to do with Dhuzosh, but don't let them come to any solution. In-game the characters have mere seconds before they are interrupted. Read or paraphrase the following:

The doors slams shut and magically locks. Runes within the summoning circle and at cardinal points in the room begin to glow with a sort of un-light. You hear Lady Asche's voice, but the words don't sound like hers.

So gullible! Adventuring at each moment fall prey to the hapless noble and lost treasure ruse.

Just a few mere moments until the pact is renewed. P'rhaps one of you prefers to give your life force and spare the other's pain?

Prithee Dhuzosh, summon a pair of your cousins to occupy these rubes while the crucible is to work.

Dhuzosh groans, "By the unholy hellfire, not again. You must disrupt the circle and free us. Carefully!" He then summons a pair of mephits outside of the circle.

The runes begin to pulse and all of you can feel your life essence being drained.

The game should go into initiative at this point. The characters should have about **five** or **six** rounds before the ritual outright kills one of the players. At initiative 0, after all other creatures and players the room deals **necrotic** damage to each character based on the party's APL. See the table below. The damage may be reduced by abilities. The ritual ends if at least one character dies, in this case the summoning circle has gained all the power it can hold.

Three Arcana (Intelligence) checks will need to be passed to diffuse the circle safely. After the first successful check the character will realize the additional checks are required and that the locks on the door are part of the magical system trapping the party in the room. They will need to be unlocked to disrupt the ritual. An additional three successful Sleight of Hand (Dexterity) checks will be required to unlock the doors. Without doing both tasks, the characters remain inside the still functioning trap. The DC for the Arcana and Sleight of Hand checks are given below.

Physical attacks against the locked door or the circle are effective in disrupting the ritual, treat the door or circle as **AC 5** with **hardness equal to half the APL appropriate DC**. Each attack that successfully overcomes the hardness causes an APL appropriate wave of necrotic damage to all beings in the room (Dhuzosh cannot be killed or banished).

APL	Necrotic Damage	DC	Mephits	Lady Asche
Very Weak	1	8	0	Noble
Weak	2	10	0	Noble
Average	1d4	12	2	Bard
Strong	1d6	14	3	Mage
Very Strong	1d6+2	16	4	Mage

Should only some of the party be locked in the room, Ranavalona attacks the characters outside the room using any resources at her disposal, including the armless **skeletons** in **Area 1**.

If the characters escape before the ritual completes, they find Lady Asche in the **Area 8 near the entrance to Area 9**, her eyes are glazed over and holding her head as if in pain. Ranavalona's spirit floats behind her struggling to repossess Lady Asche. If the players cause any damage at all to the spirit it is destroyed forever. Dhuzosh casts *plane shift* as soon as the trap is disabled and does not bother to say anything to the characters.

If the ritual was completed the summoning circle is flush with energy and cannot be damaged or disrupted at all. Ranavalona's stats are modified to be that of a Mage and all spell slots are available. She mockingly thanks the characters and "graciously" spares their lives, provided she never lays eyes on them again. The players will probably still want to take her down but they should be in a state that prevents this. Dhuzosh's spirit has been so reduced that he appears to be a will-o-the-wisp with no means of communicating.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** The summoning spell fizzles
- **Weak:** The summoning spell fizzles
- **Strong:** Add a **fire mephit**
- **Very Strong:** Add two **fire mephits**

Dhuzosh intends to stick to any agreement and is not interested in, nor cares to, double cross or otherwise harm the characters. The thought of the characters dying in the attempt to claim their rewards is far more pleasing. With the exchange of information Dhuzosh casts *plane shift* and disappears.

Treasure

There is pouch of rubies worth 150 gp and a well preserved historical document detailing the political climate in Hillsfar worth 50 gp to a collector. On the desk is a *Circlet of Blasting*.

Tricks of the Trade

Dhuzosh is not meant to engage the characters in combat. Once free and the exchange of information takes place, leaves.

Dhuzosh considers the knowledge that Ranavalona did not curse the Modell family as valid information about the curse.

It is possible to fail the mission, if for some reason the characters force Dhuzosh to leave, before the information is exchanged.

Part 3. The Return

Estimated Duration: 10 minutes

The conclusion to the adventure depends on whether the characters were successful in uncovering the source of the curse. The DM will have to improvise Lady Asche's response depending on the characters findings.

Something in the Water

Remember to reinforce the strangeness of the plants near the stream throughout the journey from the ruins.

If the players have not figured out the cause of the affliction or failed in their task read or paraphrase:

You tromp back along the path to the castle in relative silence. Each of you lost in thought over what could be the cause of the Mordell family's affliction.

Otherwise read or paraphrase:

Charged with the knowledge of a job well done. This will be a feather in your cap for sure. You head back along the stream to the Castle. Where you are greeted by Mr. Quigley.

Mr. Quigley meets the characters outside (having been alerted to their arrival by another servant).

The Dinnerware

If the characters have not yet figured out that the dinnerware is poisoning the family. He greets the characters and asks how their investigation fared but cuts off any reply realizing that he's left food warming. He rushes to a back door leading to the kitchen asking the characters to follow. He does not expect the nobles to enter the kitchen of course. Inside the characters can see Mr. Quigley dump a hot plate onto a table. The food is steaming, but some of the painted decoration along the plate's edge is off-gassing as well. Mr. Quigley will comment that this happens with the mistress' flatware sometimes. Alchemical examination of the minerals indicates it is poisonous.

Mr. Quigley then sees the characters to a sitting room and fetches his mistress. If alive, Lady Asche is eager to hear what the characters say. She is surprised by the solutions for the "Something in the Water" and the "Dinnerware" paths. If the characters have a solution to the curse, she praises them for being able to do what scores of others could not and gifts 100 gp worth of art objects from her household as thanks. If Lady Asche was killed, Mr. Quigley offers 100 gp worth of art objects and then goes about settling the estate and reporting Lady Asche's demise to the proper authorities.

If the players were unsuccessful, no gift is forthcoming. In either case Lady Asche allows them to keep whatever they found in the ruins, she wants no part of the cursed items.

Rewards

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if 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.

Combat Awards

Name of Foe	XP Per Foe
Skeleton	50
Fire (Magma) Mephit	100
Ice Mephit	100
Giant Rat	25
Lady Asche Mordell	450
Ogre (Minotaur) Skeleton	50
Swarm of Bats	50
Swarm of Rats	50
Wererat	450
Xvart	25
Xvart Warlock of Raxivort	200

Non-Combat Awards

Task or Accomplishment	XP Per Character
Solving the curse	200
Pass skeletons without combat	50 per skeleton
Avoid collapsing wall trap	75

The **minimum** total award for each character participating in this adventure is 450 **experience points**.

The **maximum** total award for each character participating in this adventure is 600 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Treasure Awards

Item Name	GP Value
Silver Ewers	25 each
Silver Candlesticks	25 each

Bronze goblets	8 each
Silver platter	10
Dwarven tankard	8
Steel shield	5
Xvart coins	21
Maul	5
Handaxes	3 each
Other furnace tools	4
Mission reward	100

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

Circlet of Blasting

Wondrous Item, uncommon

This item can be found in the *Dungeon Master's Guide*.

Potion of Healing

Potion, common

This item can be found in the *Player's Handbook*.

Renown

Each character receives **one renown** at the conclusion of this adventure.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Lady Asche Mordell (Ash More-Dell). The last of the Mordell family line, Lady Asche is desperate to find a cure. She is a devout follower of Lathander and an adventurer of some renown whose adventuring career was cut short by the need to manage her hereditary lands.

Albus Quigley (AL-Bus Kwig-Lee). White haired and bent with age, Mr. Quigley is one of the few remaining servants and head butler.

Ivraxto (Iv-RAX-toe). A xuart lucky enough to have pilfered a magic item expensive enough to draw Raxivort's eye. Ivrauto forged a pact with the demigod in return for powers. Ivrauto wishes to please his deity and keep his own skin in one piece. Not always in that particular order.

Pasha DHUZOSH (DOO-Zawsh). An efreeti bound by the enchantress Nineve Ranavalona after the destruction of the tower. Dhuzosh has been trapped in the summoning circle ever since. Dhuzosh is eager to get out and is not above stretching the truth to escape.

Nineve Ranavalona (Nigh-Nev Ra-Na-valona) An enchantress who flaunted her power and subjugated the area including Meadowvale. She was driven, opportunistic and cunning.

Appendix. Monster/NPC Statistics

Giant Rat

Small Beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Ice Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poisoned

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting (1/Day). The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Lady Asche Mordell, Bard

Medium humanoid (human), lawful evil

Armor Class 15 (chain shirt)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Languages Common, Abyssal

Challenge 2 (450 XP)

Spellcasting. Lady Asche is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*

1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. Lady Asche can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/day). Lady Asche can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

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.

Lady Asche Mordell, Mage

Medium humanoid (human), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Languages Common, Abyssal, Draconic, Netherese

Challenge 6 (2300 XP)

Spellcasting. Lady Asche is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following bard spells prepared:

Cantrips (at will): *fire bolt, light, 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 slots): *cone of cold*

Actions

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

Lady Asche Mordell, Noble

Medium humanoid (human), lawful evil

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5

Languages Common, Abyssal

Challenge 1/8 (25 XP)

Actions

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Reactions

Parry. *The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.*

Magma Mephit

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (5d6 +5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poisoned

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal*, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Minotaur Skeleton

Large Undead, lawful evil

Armor Class 12 (natural armour)

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 poisoned

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 it 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

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

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

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 poisoned

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in 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.

Swarm of Bats

Medium Swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Echolocation. The swarm can't use its blindsight while deafened.

Keen Hearing. The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Swarm of Rats

Medium Swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Wererat

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

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

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid Form Only): The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Xvart

Small humanoid (xvart), chaotic evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 8

Languages Abyssal

Challenge 1/8 (25 XP)

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Actions

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Xvart Warlock of Raxivort

Small humanoid (xvart), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 22 (5d6+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Skills Stealth +3

Senses darkvision 30 ft., passive Perception 10

Languages Abyssal

Challenge 1 (200 XP)

Innate Spellcasting. The xvart's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage armor* (self only)

Spellcasting. The xvart is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *mage hand*, *minor illusion*, *poison spray*, *prestidigitation*

1st-2nd level (2 2nd-level slots): *burning hands*, *expeditious retreat*, *invisibility*, *scorching ray*

Low Cunning. The xvart can take the Disengage action as a bonus action on each of its turns.

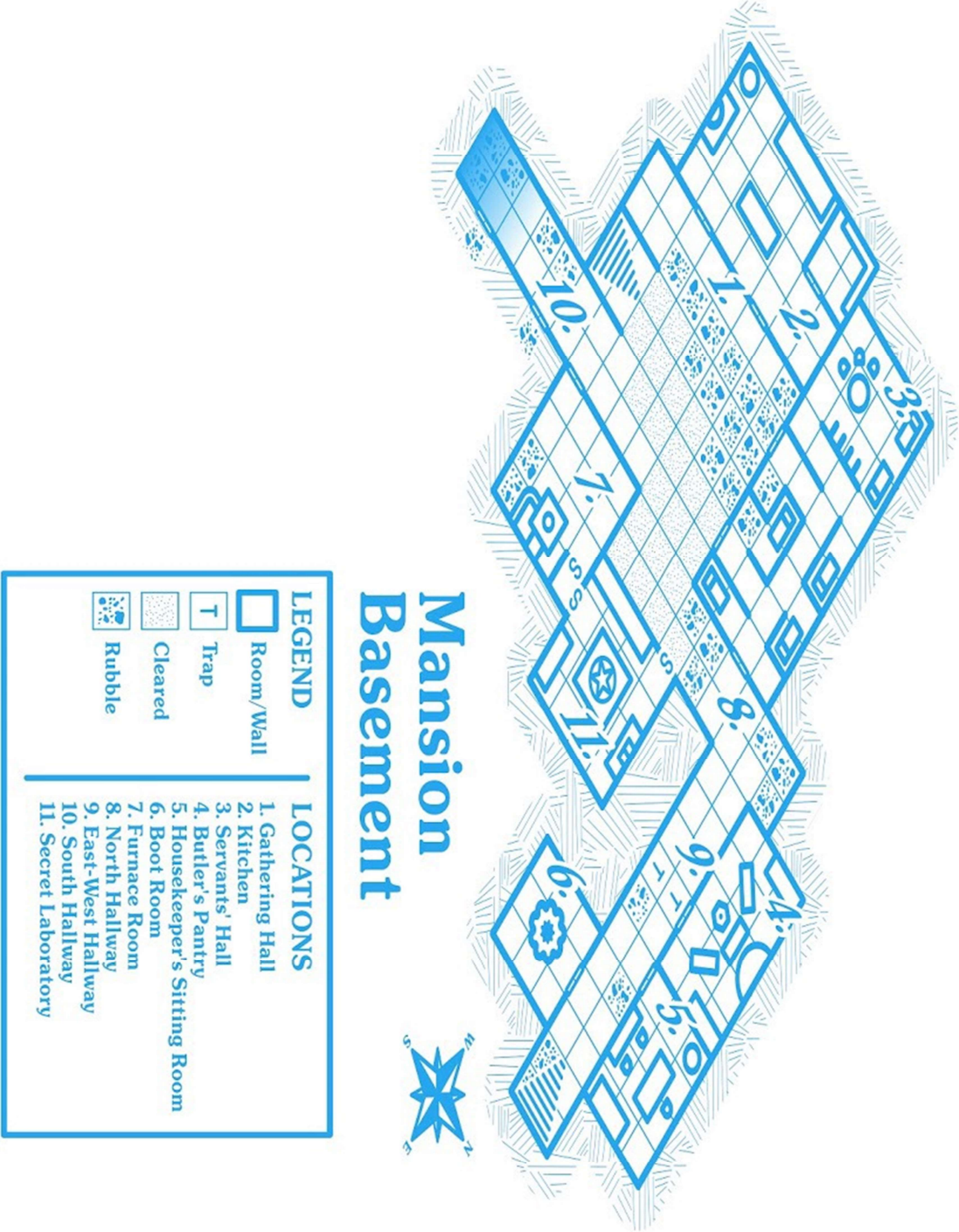
Overbearing Pack. The xvart has advantage on Strength (Athletics) checks to shove a creature if at least one of the xvart's allies is within 5 feet of the target and the ally isn't incapacitated.

Raxivort's Tongue. The xvart can communicate with ordinary bats and rats, as well as giant bats and giant rats.

Actions

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

Appendix. Map



Player Handout 1. Magic Item

During the course of this adventure, the characters may find the following permanent magic item:

Circlet of Blasting

Wondrous Item, uncommon

A finely worked shiny bronze circlet of gnomish design with a bright red ruby surrounded by tiny mirrors suspended in the middle of the forehead. An intricate system of miniature gears controlled by dials just behind the ears allow light and magic to be focused with destructive power.

While wearing this circlet, you can use an action to cast the Scorching Ray spell with it. When you make the spell's attacks, you do so with an Attack bonus of +5. The circlet can't be used this way again until the next dawn.

This item can be found in the *Dungeon Master's Guide*.