

TALES 03-01

AL SPADER'S

CLEA WWS

OF

FURY

D&D ADVENTURERS LEAGUE™

CLAWS OF FURY

The frontier city of Hawksroost has seen a lot in the past few weeks, but the claims that the people have seen a skeleton dragon flying overhead at dusk are unsubstantiated. The hunt for the rumored creature is on, but is the creature what the people claim it is? Or is something else getting the people of Hawksroost all worked up?

A Four-hour adventure for 11th-16th level characters

Part of the Tales of the Moonsea series



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INTRODUCTION

Welcome to *Claws of Fury*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *SALT* storyline season.

The adventure takes place in the frontier town of Hawksroost and the nearby Glumpen Swamp. This area is situated northwest of the Great Grey Land of Thar.

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

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	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 role-play

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

"You certainly usually find something, if you look, but it is not always quite the something you were after." —J.R.R. Tolkien, The Hobbit

ADVENTURE BACKGROUND

The dreaded black dragon Velvet has been a menace around the Moonsea for a long time. Several months ago a brave group of adventurers attempted to slay him in his lair. Unexpectedly, upon his death, Velvet transformed into the most terrifying of all dragons, a dracolich.

In the months since Velvet change, he hasn't been heard from or seen by anyone around the Moonsea. The people of the region had thought he left the area for richer grounds.

In reality, Velvet didn't go far. He returned to a former lair in Glumpen swamp where his mate and children were slain by an adventuring party. Using his newly found lich powers, Velvet attempt to bring his family back to life but, instead, the ritual turned them into foul undead echoes of their former selves. Now, furious with his failure, Velvet is seeking to become even more powerful to fill the void in his dark her where his family once resided.

A week ago a turtle named Olo stumbled into Hawksroost with gashes across it body claiming that a flying skeleton attacked its village in Glumpen Swamp. As far as he knew, Olo was the only survivor. This story quickly turned into rumors that a dracolich known as Velvet has been seen over the town of Hawksroost. Olo cannot corroborate these claims as his only recollection was being slashed with "talons the size of his arm" and he doesn't even know what a dracolich is.

With all the hoopla, the town has offered a reward to any adventurers who are brave enough to hunt down the dracolich known as Velvet. There is a lesser reward for finding any information that proves something or someone else is behind the attack on the turtle village and the skeletal creatures flying over Hawksroost.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Olo (OH-low) Olo is a middle-aged turtle who survived a brutal attack by a skeletal roc. He is adventurous and knows the Glumpen Swamp like the back of his shell.

Velvet (VEL-vit): An adult black dragon dracolich who has been trying to bring his family back from the dead.

Ames Dowsey (AYMZ DOW-zee): Sergeant of the Hawksroost militia. Though he only has a handful of people under him he takes his position seriously. Ames hailed from Hillsfar and was once a Red Plume.

Ludron (LUHD-run): A female turtle who survived the roc attack in Glumpen swamp by burying herself in the mud. She knows where the bird skeletons came from.

ADVENTURE OVERVIEW

Ames Dowsey has asked adventurers near and far to participate in a hunt for the ages.

Introduction. The Monster On Our Heel (10 Minutes)

The party meets with Ames Dowsey about the hunt for a dracolich. Here they meet Olo who will be their guide through the swamp.

Part 1. An Unexpected Discovery (60 Minutes)

The party makes their way to the turtle village known as the Crook. Here the party discovers the monsters behind the destruction of the Crook – two skeletal rocs. The party then finds another survivor from the horrific attack. She knows where the rocs came from and offer to take the parties there.

Part 2. Spirits of the Past (50 Minutes)

The party finds an old, partially submerged graveyard of sorts. Exploring the grave markers, the party discovers this used to be an ogre burial ground from the days of old. The party is then attacked by the ancient dead of the ogre empire raised by necromantic energy.

Part 3. The Tharkul Catacombs (70 Minutes)

The party explores a vast, muddy catacomb beneath the graveyard. Here they avoid traps and learn more about the history of the ogre kingdoms that formally ruled over Thar.

Part 4. Home Sweet Home (50 Minutes)

The party winds up in a cavern that was carved into the side of the catacombs. Here they discover stone-like dragon eggs and an old black dragon skeleton. The skeleton and eggs animate as the party investigate and eventually Velvet shows up to protect his family.

ADVENTURE HOOKS

Calling All Adventurers! Hawksroost has become well known as a haven for adventurers. The wild of Thar and the dungeon below make the town an alluring place for adventurers. The Word is, they even pay for hunting down monsters.

INTRODUCTION:

THE MONSTER ON OUR HEELS

Estimated Duration: 20 minutes

The town of Hawksroost is filled with excited young adventurers going shop to shop as they prepare for one job or another. As you make your way to the militia guardhouse for your job, you see the bizarre sight of a turtle standing outside of the building.

With dust covering its aging shell the turtle sees you and waves. Three massive scars run down his face and neck. "You looking to deal with the beast? Come on in and we will get started."

Allow the players to go around the table and introduce themselves as well as what other characters would see when looking at them (What weapons are visible, what type of armor they are wearing, etc.).

The turtle introduces himself as Olo and escorts you inside to a war room with a map of the region etched into the clay floor.

The captain of the guard notices you as you enter and rushes over, "Hello there, I am Sergeant Ames and I am happy you decided to take this job, most of our adventurers are fairly new and not as experienced as you clearly are! Come, sit and have a drink." He escorts you to a small table on the side of the giant Moonsea region map.

Sergeant Ames looks up from the map as Olo tells him you are here for the hunt. He gives you the following information:

- For the last month, citizens of Hawksroost have seen a flying skeletal creature at dusk and at dawn high overhead.
- With all the adventurers coming through the town, rumors spread like mad. One such rumor was that a black dragon known as Velvet had become a dracolich.
- Of course, with the rumors flying, one thing led to another, and now people think that skeletal beast is Velvet.
- I want you guys to hunt down this creature, kill it, and put an end to these ridiculous dracolich rumors!
- A week ago, Olo here, stumbled into town bleeding and half dead.

At this point, Olo gives the following information.

- My village in the swamp was attacked by a flying skeleton, killing everyone except me as far as I know.
- I didn't see anything except claws the size of my torso.
- When I came to, the village was destroyed. I can show you how to get there.

Ames then offers the characters 2,000 gp each for slaying the monster and bringing its skull back to Hawksroost.

ROLEPLAYING OLO

Olo is an aging turtle hunter. He has provided his small village with food for many years. As such, Olo feels sullen as he believes he let down his people when the flying skeleton monster attacked. Olo knows about the swamp but isn't clear about how it has changed with Velvet's presence.

Quote: "I wish there was more I could've done for them."

When the party is ready, they can go shopping in Hawksroost and then move on to Part 1 An Unexpected Discovery.



PART 1. AN UNEXPECTED DISCOVERY

Estimated Duration: 60 minutes

Trudging through the thick, muddy swamp taxes your muscles and senses. The scent of decay permeates your noses and many insects irritate your skin. Olo, while a knowledgeable guide seems to become more and more demoralized the closer you get to his village. After about an hour of travel, Olo looks to you and says, "Good news, about fifteen more minutes and we are there!"

GENERAL FEATURES

Terrain: The mud ranges from inches to several feet deep. There is solid earth "islands" throughout the swamp.

Light: Bright, afternoon sunlight.

Smells and Sounds: The scents of decomposing plants and the incessant humming and buzzing of insects.

As the party makes their way across an actual dry piece of land, anyone touching the ground falls into quicksand.

TRAP: QUICKSAND

What appears to be solid land separates around the players sucking them downward.

Detection and Disabling. A DC 22 Wisdom (Nature) check or a DC 25 Wisdom (Perception) check.

Triggering. Walking on the solid ground.

Effect. Creatures must succeed on a DC 18 Dexterity saving throw or become restrained. Have the table roll initiative. If a character is restrained by the quicksand they must succeed on a DC 20 Strength saving throw or sink below their heads and must begin holding their breath. Characters not stuck in the quicksand may attempt a DC 20 Strength (Athletics) check to pull someone out. If they fail in pulling the person out, they must succeed on a DC 18 Dexterity saving throw or fall in themselves.

Once all players have gotten out of the quicksand, proceed to the turtle village.

THE TURTLE VILLAGE

Numerous various-sized mud domes appear in the distance. Olo says to you, "There is my village. We used to call it Mudrut, but with a population of twenty-five, it barely deserved a name."

Olo points to some trees to the east of Mudrut and says, "Those broken trees show where the beast came from. The creature slaughtered everyone. Some people even screamed that there were two of them, but I think they were just panicking as their friends and families were slaughtered."

Allow the characters to explore the small village. People's belongings are strewn about the swamp that the mud domes are built into. Turtle bodies litter the ground and domes. Olo becomes more sullen and even begins to weep when he sees the bodies.

- A **DC 16 Wisdom (Medicine)** check reveals that most of the bodies have been slashed with three claws on one side and a fourth on the other side. At one edge of each of the slash marks there are puncture wounds giving the appearance that something pierced them and then tore their way through. A **DC 16 Wisdom (Nature)** check reveals similar wounds are found on rodents when captured by birds of prey.
- Characters can attempt a **DC 16 Intelligence (Investigation)** check. If they succeed, they find a large, three-foot-long feather that looks like it has been detached for some time.
- A **DC 16 Wisdom (Perception)** check reveals a large piece of bone is sticking out of some mud. Pulling the bone out reveals a nearly six-foot long claw. A **DC 16 Wisdom (Nature)** check reveals this claw looks more like a bird talon.

After the party has had sufficient time to explore the village, **2 Roc Skeletons** attack!



Adjusting this Encounter

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

- Very Weak: Remove 1 Roc Skeleton
- Weak: The Roc Skeletons have Turn Resistance instead of Turn Immunity
- Strong: The Roc Skeletons have 325 hit points
- Very Strong: Add 1 Roc Skeleton

Monster Adjustments:

- Change creature type to undead
- Add: Damage Immunities – poison
- Add Condition Immunities – charmed, exhausted, poisoned
- Add: Damage Vulnerabilities - Bludgeon

Add: Turn Immunity – The roc is immune to the effects of turn undead

Once the roc skeletons are defeated, allowing the party to discuss what they've learned. Some parties may think that they've found the monsters that are flying over Hawksroost. Others may think there may be more to the story.

Once their discussion dies down, they may decide to have a short rest. When you are ready, have Ludron show up by reading the following:

You hear movement coming from outside the village. As you look at where the sound came from, you see a young female turtle staring at you. Olo stands up, a huge smile stretching across his face. "Ludron! Ludron, you survived? I thought everyone was dead!" The girl stares blankly back and says in an eerie monotone voice, "Yes, I followed them home."

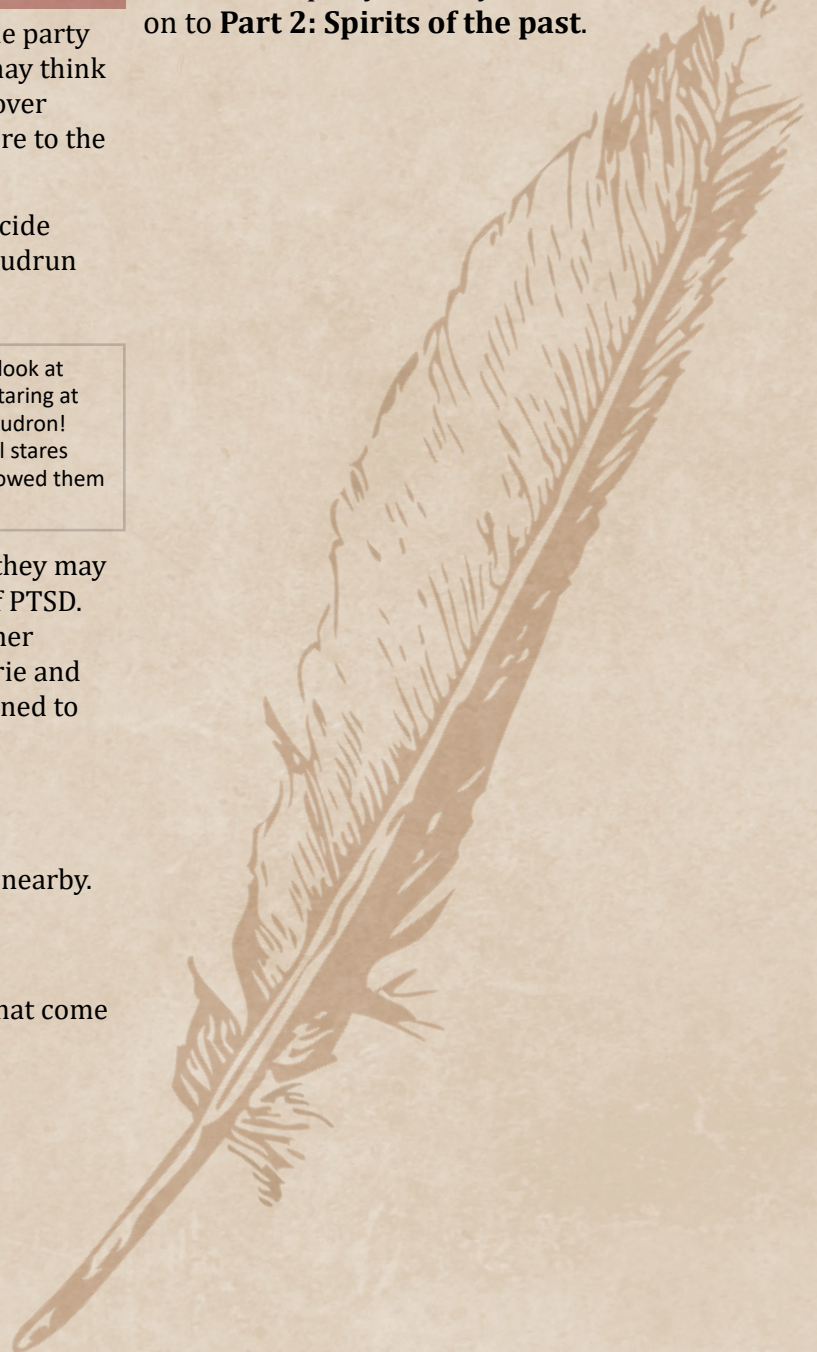
If the party would like to interact with Ludron, they may but it is clear she is suffering from some form of PTSD. She speaks bluntly and shows little emotion in her responses. This interaction should be a little eerie and leave the party wondering what the heck happened to this girl. Here is what she will tell the party:

- I hid in the mud when the monsters attacked.
- I followed the skeletons to their nests.
- There is a big, partially submerged graveyard nearby.
- Strange headstones stick out of the mud.
- Some buildings are there.
- The monsters don't eat, they only kill things that come near the graveyard.
- I can take you there.

The party should notice that Olo has become a lot more talkative with Ludron there. Olo is concerned about Ludron's health however and will continuously ask the party to check on her and to try healing her. A **DC 18 Wisdom (Medicine)** check reveals that Ludron's physical injuries could use a healing spell to close them up but her mental injuries are more extensive than any healing can fix. A *Greater Restoration* can remove the PTSD.

Allow the party to discuss what they wish to do next. If a party decides they've solved the mystery, they can return back to Hawksroost and try to collect payment. As they speak to Ames, a flying skeletal creature flies over the city toward the swamp and he refuses to pay them.

When the party is ready to find the nests, move on to **Part 2: Spirits of the past.**



PART 2. SPIRITS OF THE PAST

Estimated Duration: 60 minutes

The sun starts to dip in the sky when Ludron points silently at a plot of the swamp. Small stones stick out of the mud all around the plot but dominating your view are two massive nests that are made out of dead trees and branches. Between the two nests are the tops of two pillars and a stone structure.

GENERAL FEATURES

Terrain: The water in the swamp is but a few inches deep yet the mud beneath is thick and sticky.

Light: Dim light of dusk as the sun has just set below the horizon.

Smells and Sounds: It is nearly silent as there are no living things in the area. The smell of death and decay permeate the graveyard.

The graveyard has clearly sunk into the mud below the swamp. The stones in the mud are actually grave markers. If a character wishes to investigate the stones, they find that they are attached to massive pieces of wood driven into the ground.

- If they pull on out of the muck, they realize the grave-stones are actually large mauls. At this point, the characters can attempt a **DC 16 Intelligence (History)** check to recall that the swamp is on the edge of the Great Grey Land of Thar which used to be ruled by ogres. This could be one of their sacred burial sites.
- If the players wish, they may attempt a **DC 18 Wisdom (Perception)** check to notice something shiny in one of the roc nests. Climbing the roc nest requires a **DC 18 Strength (Athletics)** check. If a player makes it inside, they find an orc body. The body is carrying a backpack with an **antitoxin**, a **greater healing potion**, a **blue sapphire worth 500gp** and a **Scroll of Grasping Vine**.

If a player wishes to investigate the structure, they notice that it is on solid land and hasn't sunk. A staircase descends into the ground within the structure. Etched over the staircase, written in Giant is a phrase that says "**Tharniir Will Live Forever**". Characters have heard of Tharniir only in stories, it used to be a massive ogre city. When a player crosses the threshold of the staircase, **2 Orc Vampires** and **1 Ogre Mummy Lord** rise out of the mud and attack the party.

ADJUSTING THIS ENCOUNTER

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

- Very Weak: Replace 2 Orc Vampires with 2 Orc Greater Zombies
- Weak: Replace 1 Orc Vampire with 1 Orc Greater Zombie
- Strong: Add 1 Ogre Mummy Lord
- Very Strong: Add 1 Ogre Mummy Lord and 1 Orc Vampire,

Ogre Mummy Lord Adjustments:

- Change size to Large
- Increase Hit Points to 130
- Remove Legendary Actions
- Change Strength to 25 (+7)
- Add Saving Throws Str +7
- Rotting Fist +12 to hit, 17 (3d6+7) bludgeoning damage plus 21 (6d6) necrotic damage

Orc Vampire Adjustments:

- Remove Shapechange
- Remove Children of the Night
- Remove Legendary Actions
- Add Aggressive: As a bonus action, the vampire can move up to its speed towards a hostile creature it can see.



TRICKS OF THE TRADE

The **swamp** is difficult terrain for the purpose of movement during this combat.

The **Ogre Mummy Lord** is wearing a Belt of Fire Giant Strength and one of the orc vampires has necklace with a polished flint medallion broken into the shape of a lightning bolt that could be worth some money to a jeweler.

The ogre and the orcs both are covered in tattoos. A **DC 18 Intelligence (History)** check reveals these tattoos to be similar those Tharar used to wear. Tharar were the elite bodyguards of the Tharkir the leader of the ogre kingdoms of Thar.

The stairway leads down to a massive set of stone doors. The doors are ornately carved showing a bunch of ogres covering beneath humanoid tyrants of the left, fighting a battle in the middle, and standing atop a mountain of bodies on the right. The doors have no handles and are locked. A **DC 20 Intelligence (Investigation)** check reveals a clever carving of a large ogre smashing a human's head with a hammer hides a keyhole in the handle of the maul. The lock can be opened with a set of thief's tools and 3 consecutive **DC 24 Dexterity (Thieves' Tools)** checks.

The door can also be forced open with a **DC 25 Strength (Athletics)** check.

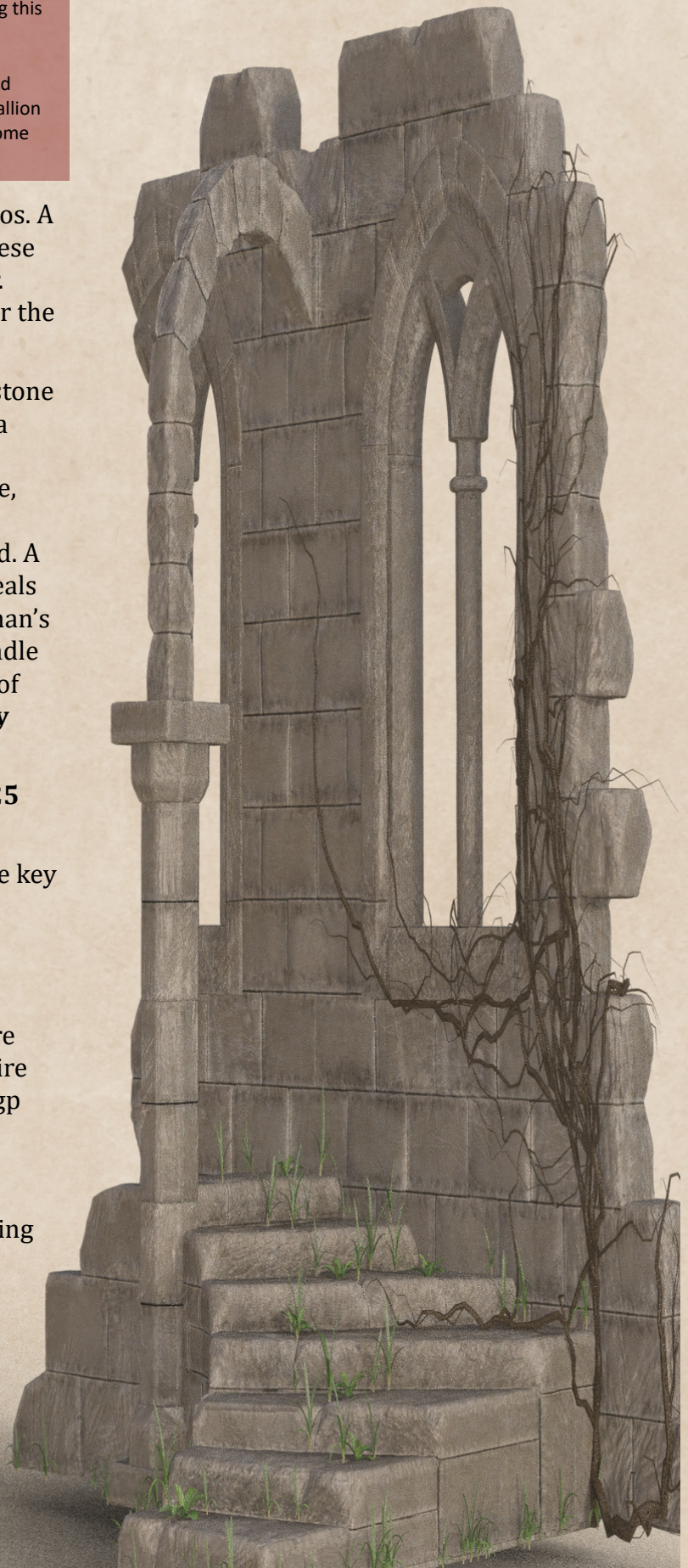
The polished flint lightning bolt is actually the key to the door if the party thinks to use it.

TREASURE

Antitoxin, Greater Healing Potion, Blue Sapphire worth 500 gp, Scroll of Grasping Vine, Belt of Fire Giant Strength, Lightning Necklace worth 500 gp

XP AWARD

If the party successfully realizes that the lightning bolt is the key, award each character 1,000 XP.



PART 3. THE THARKUL CATACOMBS

Estimated Duration: 80 minutes

As you open the intricately carved door, you are greeted by humid air that reeks of death. The room ahead is drowned in darkness. With the starlight at your back, you can faintly make out two large statues that look like ogres clad in various forms of armor and weapons both in hand and bound to their backs.

GENERAL FEATURES

Terrain: The cavern is carved into packed earth and looks more like a wine cellar than a tomb.

Light: Once away from the stairs down into the crypt, there is no light.

Smells and Sounds: A stale smell of death and the occasional dripping of water.

1. THE HALL OF HEROES

Characters that can see in the dark notice a large, rectangular room that is about seventy feet long and sixty feet wide. The walls of the room appear to be packed earth and peat with etchings throughout. A massive double door rests in the northern wall.

If a party investigates the statues, they find they are made out of polished granite. The statues are each muscular ogres that appear to be preparing for war. One statue even has an orc carved in that is strapping armor onto the ogre. A **DC 15 Wisdom (Perception)** check reveals that one of the statues actually is unarmored and has a look on its face like it is looking for its gear. The ogre's hand even looks like a weapon should be resting in it.

Careful examination of the walls of this room reveals that each wall depicts a great battle between ogres and enemies such as elves, humans, and even a huge black dragon. In every picture, a massive ogre wields a hammer with lightning pouring off it. The ogre with the hammer on each wall seems to be a different character, wearing different armor and baring different tattoos. A **DC 18 Intelligence (History)** check reveals that these are famous battles of the ancient ogre kingdoms. The leader of the ogres was referred to as the Tharkul and was known to wield a hammer that released lightning.

Every fifteen feet or so, from floor to ceiling are 2 alcoves dug into the wall. Laying in the alcoves are the skeletons of ogres. A **DC 18 Intelligence (Investigation)** check reveals that there are many pieces of armor in the alcoves along with 1,500 gold pieces.

The door in the north wall is locked and won't open just like the one in the stairwell before. This time, however, there are no drawings on the door. The only way to get the door to open is to strap the belt of fire giant strength onto the unarmored statue. Have fun with this. The party will

undoubtedly pillage the crypt for different armor pieces.

Feel free to have them make investigation or perception checks and give them pieces of armor like gauntlets, helm, breastplate etc. with each success. Some characters may even go back up to the swamp to gather the maul headstones to arm the statue.

Ultimately when full armored the party may figure out the belt fits the statue. If not, all the party to attempt **DC 18 Wisdom (Insight)** to figure it out, if they still don't get it, have a payer notice that one of the Tharkuls in the etchings on the walls is wearing the belt.

TREASURE

1,500 gp

2. THE WRATH OF IRAUROTH

The double doors lead into a circular room with a large pool in the middle. Resting on the side of the pool are four large bowls. The walls of the room are etched with a massive picture that appears to start to the left of the door you came through and proceeds clockwise around the room.

The scene depicts a massive black dragon breathing acid on an island city. The end of the picture shows the city exploding into the air as the water beneath it erupts with steam.

Characters may wish to attempt a **DC 20 Intelligence (History)** check to know that this city is the old ogre capitol of Tharniir.

The pool is about three feet deep and is filled with what appears to be water but is actually acid. This can be identified with a **DC 16 Wisdom (Nature)** check. Etched in the floor around the pool, written in giant are the words "**Only those brave enough to face the Wrath of Irauroth are worthy of becoming Tharkir**". The only way to progress further into this crypt is for a character to fill a bowl with acid and pour it onto themselves. When they do, the characters take 21 (6d6) acid damage and see an open doorway to the north. Characters who have not doused themselves with the acid cannot see the door nor progress to the next chamber.

THE THARKIR

The Tharkir were the elite bodyguards of the Tharkul, the king of the ogres of Thar and any in their domain.

XP AWARD

Award each character who dumped acid on themselves without questioning it 1,000 XP.

3. THE HALL OF THE THARAR

This short hallway has two alcoves carved into the right wall and one massive alcove on the left. At the far end of the hall is another set of double doors. Looking into the alcoves, you see piles of mud and holes that ascend up to the surface of the swamp. You are pretty sure this is where the orcs and ogre that attacked you came from.

The door at the end of this hallway is unlocked and not trapped.

4. NORTHKEEP

This room is designed to look like the parapets of a keep. Massive stone blocks line the walls and the walls are cleverly painted to look like an invading army of orcs, goblins, and gnolls. The ceiling of the room arcs fifty feet overhead. On the eastern parapet, a massive bell carved with runes adorns a tower high above the room. To the south, a set of double doors look like the entrance to a castle.

The characters may attempt a **DC 24 Intelligence (History)** check to recall that the layout of this room is similar to that of an old island fortress called North Keep. North Keep was always known for its intricately forged bell that sounded like a choir when it was rung. It was reportedly stolen when the keep was attacked by an army of ogres.

With a **DC 16 Wisdom (Perception)** check, the party finds a small drawer in one of the stones that have a piece of parchment in it. Drawn upon the parchment is the image of an ogre with a maul in one hand and a massive bell in the other. The bell is swinging toward an army, its sound waves sending the enemies flying into the air.

The bell dangles fifty feet in the air by a thin rope that the players can't see from the floor. The bell weighs about 800 pounds. Climbing up to the bell requires a **DC 18 Strength (Athletics)** check. If the bell falls to the ground, it cracks and doesn't work properly. Ringing the bell where it is hanging doesn't open the door. Any pressure placed on the bell causes the thin rope holding it to break. If a party wishes to thread another rope through the hole, it requires a successful **DC 17 Dexterity (Sleight of Hand)** check to do, otherwise the bell falls.

Carved into the wooden doors is the phrase "When the song of victory sounds, the Tharkir returns home." The door is locked and can only be opened if the bell is removed and rung facing the door. When the party does this, the door explodes open with a small hallway behind it.

If the bell is cracked, when run it will still open the door, but it too will explode. If it does, the party must make a successful **DC 18 Dexterity saving throw**, taking 18 (4d8) slashing damage and 18 (4d8) bludgeoning damage on a failed save or half as much on a successful one.

XP AWARD

If the party successfully lowers the bell without cracking it, award each character 1,000 XP.

5. THE PATH OF THE MIGHTY

The walls of this hallway have been covered by slabs of basalt that is polished in such a way that you can see your reflection. Glancing at the stone, you feel like you see a different, darker you looking back.

This hallway is completely unadorned with the exception of the polished stone. The double door at the end of the hall is also made from the same stone. These doors are not locked and open as if they are weightless.

6. THE TEST OF MIGHT

Walking into this room you see a massive, ornately carved door thirty feet away. The walls and doors of the room are made out of the same dark stone as the hallway you just exited. To your left a massive boulder hovers in the air twenty feet off the floor and to your right sits four smaller boulders with a pile of rocks next to them.

The door is carved to show a massive ogre's helmeted head. Above the head, the words "**Those that prove their might will always rule.**" are chiseled into the basalt.

A **DC 17 Intelligence (Nature)** check recognizes that the four boulders on the right of the room are all exactly the same mass though shaped a little differently and the rocks next to them look like they were once large boulder. Dwarves automatically succeed this check.

The floating boulder on the left side of the room is a has nothing to do with the door. It radiates faint transmutation magic. Any character with a **Passive Perception** of 20 or higher hears voices whispering to them from the stone in giant. If the character can understand giant, they hear sentences about the rise of the ogre kingdoms repeated over and over. Some of the sentences are:

- "The Lost Tharkul shall return."
- "Through their combined might, the savage nations will make the world tremble."
- "The hammer has already been found."

Feel free to make up other sentences talking about the Ogre Kingdom returning to power in Thar.

The door is locked and will not open unless someone displays great might. This requires a character to deal 30 damage to the rock in one attack. The rock has an AC 5, 30 HP and a Damage Threshold of 30. The rock is immune piercing, poison, psychic, and slashing damage. However, the rock is **VULNERABLE** to all damage dealt by hammers, war picks, and mauls. Allow the party to have some fun with this. If a party doesn't piece together that the primary weapon of this Maulog or the Tharkuls of past is a maul, you can give them insight or history checks to try and remember.

Once the rock is destroyed, the tomb of Maulog is opened.

XP AWARD

If the party successfully breaks the rock on the first try, award each character 2,000 XP.

7. THE TOMB OF MAULOG

The door opens to another polished basalt covered room. Writing in the giant language covers every inch of the walls, floor, and ceiling of the room. The wall on the left side of the room is smashed, creating an opening to another chamber beyond. A massive basalt tomb rises ten feet into the air in front of you, its colossal lid smashed on the floor and leaning against its base.

If the party wishes to investigate the room, they may do so.

THE WRITING ON THE WALLS, CEILING, AND FLOOR

If a character can read giant, the walls reveal a story of a young ogre named Maulog whose family was killed by a black wyrm named Irauroth. The child swore to avenge his parents' death by slaying the wyrm. Maulog rose to power within the ogre kingdoms and became the Tharkul of the ogre nations.

The part of the wall that is destroyed has something to do with the kingdoms battling Irauroth but it is hard to piece the story together.

The rest of the room tells the story of an aging Maulog who learned that one of Irauroth's spawn referred to as "Ebony" had taken up residence in the Glumpen Swamp and Maulog vowed to defeat her. Maulog and his elite bodyguards confronted Ebony in the rookery of her lair. Here a shaman turned all the eggs to stone as the warriors defeated Ebony. Maulog's tomb was built over the rookery to commemorate one of his greatest triumphs.

THE SARCOPHAGUS

The sarcophagus is easy enough to climb and get into with a **DC 12 Strength (Athletics)** check. Inside there are many small pebbles and cracks in its sides. It is clear that something was trying to punch its way out. A **DC 17 Intelligence (Investigation)** check reveals a hidden drawer beneath where the corpse's head would lie. Inside, there is a massive ruby worth about 1,000 gold pieces, a Potion of Supreme Healing, and a spell scroll of Enhance Ability.

THE HOLE IN THE WALL

The wall is smashed outward into a natural cavern. The cavern has dozens of similar sized stones and an overlook ten feet above to the left. A stagnant pool of water lies across the room.

The stone from this wall is scorched on the edges and shatters easily. A **DC 18 Intelligence (Nature)** check reveals the edges of the rock have been changed to fulgurites. This glass-like structure can only be created if struck with lightning. When the party is ready to investigate this room, move on to part 4: Home Sweet Home.

TREASURE

Potion of Supreme Healing, Ruby worth 1,000 GP, Scroll of Enhance Ability.



PART 4. HOME SWEET HOME

Estimated Duration: 40 minutes

This large, natural cavern has had its opening complete covered by the Maulog's tomb. A black basalt wall stretches behind you as the stale scent of the cavern assaults you. The silence of this cave is striking.

To the north, a ten-foot-tall cliff overlooks the room and to the south-east is a large, unmoving pond. Large egg-shaped stones dot the floor, taller than even the tallest gnome.

There is a good chance the characters will want to investigate the room. The room's ceiling is 60 feet up. Depending on how much time you have left, feel free to let them look around. When you are ready, proceed to combat.

THE EGGS

These large stones are clearly dragon eggs that have been petrified in some way. If a character decides to smash the stones, it makes a lot of racket and there are dragon wyrmling skeletons inside.

THE POOL

The pool of water barely moves when the players look at it. The pool is pitch black but when viewed with a light or dark vision, a character can see that the pool descends for twenty-five feet and then continues east in a horizontal shaft. If a party member decides to investigate where it goes, they swim underwater for a thousand feet or so and then come out of a pool in the Glumpen Swamp. They then look up at the gibbous moon and see a massive skeletal dragon flying at them!

THE CLIFF

The cliff requires a **DC 12 Strength (Athletics)** check to climb. Atop the overlook is the bones of a large adult dragon. A **DC 15 Wisdom (Medicine)** check reveals several crushed vertebrae as if they were bludgeoned and that this is a female skeleton. A **DC 15 Intelligence (Arcana)** check reveals this to be a black dragon.

THE ENCOUNTER

The water from the pool explodes up into the cavern. A massive skeletal dragon erupts into the air above you, its black scales and flesh dangle from its skeleton. The creature's voice echoes across the chamber, causing your knees to shake, "Who dares disturb my beloved Ebony's slumber! How dare you desecrate her final resting place!"

Allow the party to interact with Velvet as they wish. Ultimately he will ignore what they say and say the following:

"You are fools to defy my new power! My love, my children, rise and vanquish these grave robbers!" A green burst of energy burst from the dragon quickly covering the room. The dragon eggs around you twitch as shadows begin to claw their way out of their tombs. The head of Ebony dislocates from its body with a thunderous snap and hovers in the air above you, an evil roar erupts from her mouth.

Velvet is an **Adult Black Dracolich**, Ebony is a **Demilich**, and the shadows are **8 Black Shadow Dragon Wyrmlings**.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove 4 black shadow dragon wyrmlings, Replace 1 demilich with 1 adult skeletal black dragon.
- **Weak:** Remove 4 black shadow dragon wyrmlings. The demilich doesn't have lair actions.
- **Average:** The demilich doesn't have lair actions
- **Strong:** Add 2 black shadow dragon wyrmlings, the wyrmlings are immune to turn undead.
- **Very Strong:** Add 4 black shadow dragon wyrmlings, the wyrmlings are immune to turn undead.

ADULT SKELETAL BLACK DRAGON ADJUSTMENTS:

- Remove Legendary Actions
- Remove Legendary Resistance
- Remove Legendary Actions
- Acid breath recharges only on a 6
- Add: Damage Vulnerabilities - Bludgeon
- Add: Turn Immunity – The dragon is immune to the effects of turn undead.

Some art objects and gems are all that remain of Ebony's hoard. Even still, what remains is valued at **22,000 gold pieces**.

With Velvet "dead" and a potential new threat discovered, the party returns to Hawksroost to collect their reward.

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
Roc Skeleton	7,200
Ogre Mummy Lord	13,000
Orc Vampire	10,000
Black Shadow Dragon Wyrmling	450
Adult Black Dracolich	11,500
Adult Black Dragon Skeleton	11,500
Demilich	20,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Lightning Bolt Key	1,000
Acid Bowl	1,000
Uncracked Bell	1,000
Broken Boulder	2,000

The **minimum** total award for each character participating in this adventure is 15,000 **experience points**.

The **maximum** total award for each character participating in this adventure is 17,500 **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
Reward	2,000
Blue Sapphire	500
Lightning Bolt Necklace	500
Catacombs	1,500
The Hoard	22,000

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*.

BELT OF FIRE GIANT STRENGTH

Wonderous item, rare (requires attunement)

This item can be found in **Player Handout 1**.

SCROLL GRASPING VINE

Scroll, rare

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

SCROLL OF ENHANCE ABILITY

Scroll, uncommon

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

POTION OF SUPREME HEALING

Potion, rare

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

ANTITOXIN

Potion, uncommon

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).

ADVENTURE AWAITS!

To find more adventures produced by Mount Ogden Gaming Company, please visit our Author page on DmGuild.com or our [webpage](#).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Olo (OH-low): Olo is a middle aged turtle who survived a brutal attack by a roc skeleton. He is adventurous and knows the GlumpenSwamp like the back of his shell.

Velvet (VEL-vit): An adult black dragon dracolich who has been trying to bring his family back from the dead.

Ames Dowsey (AYMZ DOW-zee): Sergeant of the Hawksroos militia. Though he onls has a handful of people under him, he takes his position seriously. Ames hails from Hillsfar and once was a Red Plume.

Ludron (LUHD-run): A femal turtle who survived the roc attack in Glumpen Swamp by burying herself in mud. She knows where the bird skeletons came from.

APPENDIX. MONSTER/NPC STATISTICS

Roc (Roc Skeleton)

GARGANTUAN MONSTROSITY, UNALIGNED

ARMOR CLASS 15 (NATURAL ARMOR)

HIT POINTS 248(16d20+80)

SPEED 20 FT, FLY 120 FT.

STR	DEX	CON	INT	WIS	CHA
28(+9)	10(+0)	20(+5)	3(-4)	10(+0)	9(-1)

SAVING THROWS DEX +4, CON +9, WIS +4, CHA +3

SKILLS PERCEPTION +4

SENSES PASSIVE PERCEPTION 14

LANGUAGES NONE

CHALLENGE 11 (7,200 XP)

KEEN EYESIGHT. THE ROC HAS ADVANTAGE ON WISDOM(PERCEPTION) CHECKS THAT RELY ON SIGHT.

ACTIONS

MULTIATTACK. THE ROC MAKES TWO ATTACKS; ONE WITH ITS BEAK AND ONE WITH ITS TALONS.

BEAK. MELEE WEAPON ATTACK: +13 TO HIT, REACH 10 FT. ONE TARGET. HIT: 27 (4d8+9) PIERCING DAMAGE.

TALONS. MELEE WEAPON ATTACK: +13 TO HIT, REACH 5 FT. ONE TARGET. HIT: 23 (4d6+9) SLASHING DAMAGE, AND THE TARGET IS GRAPPLED (ESCAPE DC 19). UNTIL THE GRAPPLE ENDS, THE TARGET IS RESTRAINED AND THE ROC CAN'T GRAPPLE ANOTHER TARGET.

Ogre Mummy Lord

LARGE UNDEAD, LAWFUL EVIL

ARMOR CLASS 17 (NATURAL ARMOR)

HIT POINTS 130 (13d8+39)

SPEED 20 FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	17(+3)	11(+0)	18(+4)	16(+3)

SAVING THROWS CON +8, WIS +9, CHA +8

SKILLS HISTORY +5, RELIGION +5

DAMAGE VULNERABILITIES FIRE

DAMAGE IMMUNITIES NECROTIC, POISON; BLUDGEONING, PIERCING, SLASHING FROM NONMAGICAL WEAPONS

CONDITION IMMUNITIES CHARMED, EXHAUSTION, FRIGHTENED, PARALYZED, POISONED

SENSES DARKVISION 60FT, PASSIVE PERCEPTION 14

LANGUAGES GIANT

CHALLENGE 15(13,000 XP)

MAGIC RESISTANCE. THE MUMMY LORD HAS ADVANTAGE ON SAVING THROWS AGAINST SPELLS AND OTHER MAGICAL EFFECTS.

REJUVINATION. A DESTROYED MUMMY LORD GAINS A NEW BODY IN 24 HOURS IF ITS HEAR IS INTACT, REGAINING ALL ITS HIT POINTS AND BECOMING ACTIVE AGAIN. THE NEW BODY APPEARS WITHIN 5 FEET OF THE MUMMY LORD'S HEART.

SPELLCASTING. THE MUMMY LORD IS A 10TH-LEVEL CASTER. ITS SPELLCASTING ABILITY IS WISDOM (SPELL SAVE DC 17, +9 TO HIT WITH SPELL ATTACKS). THE MUMMY LORD HAS THE FOLLOWING CLERIC SPELLS PREPARED:

CANTRIPS (AT WILL): SACRED FLAME, THAUMATURGY

1ST LEVEL (4 SLOTS): COMMAND, GUIDING BOLT, SHIELD OF FAITH

2ND LEVEL (3 SLOTS): HOLD PERSON SILENCE, SPIRITUAL WEAPON

3RD LEVEL (3 SLOTS): ANIMATE DEAD, DISPEL MAGIC

4TH LEVEL (3 SLOTS): BANISHMENT, DIVINATION

5TH LEVEL (2 SLOTS): CONTAGION, INSECT PLAGUE

5TH LEVEL (1 SLOT): HARM

ACTIONS

MULTIATTACK. THE MUMMY LORD CAN USE ITS DREADFUL GLARE AND MAKES ONE ATTACK WITH ITS ROTTING FIST.

ROTTING FIST. MELEE WEAPON ATTACK: +9 TO HIT, REACH 5 FT. ONE TARGET. HIT: 14 (3d6+4) BLUDGEONING DAMAGE PLUS 21(6d6) NECROTIC DAMAGE. IF THE TARGET IS A CREATURE, IT MUST SUCCEED ON A DC 16 CONSTITUTION SAVING THROW OR BE CURSED WITH MUMMY ROT. THE CURSED TARGET CANNOT REGAIN HIT POINTS AND ITS HIT POINTS MAXIMUM IS DECREASED BY 10 (3d6) FOR EVERY 24 HOURS THAT ELAPSE. IF THE CURSE REDUCES THE TARGETS MAXIMUM HP TO 0, THE TARGET DIES, AND ITS BODY TURNS TO DUST. THE CURES REMAINS UNTIL REMOVED BY THE REMOVE CURSE SPELL OR OTHER MAGIC.

DREADFUL GLARE. THE MUMMY LORD TARGETS ONE CHARACTER IT CAN SEE WITHIN 60 FEET OF IT. IF THE TARGET CAN SEE THE MUMMY LORD, IT MUST SUCCEED ON A DC 16 WISDOM SAVING THROW AGAINST THIS MAGIC OR BECOME FRIGHTENED UNTIL THE END OF THE MUMMY LORD'S NEXT TURN. IF THE TARGET FAILS BY 5 OR MORE, IT IS ALSO PARALYZED FOR THE DURATIONS. A TARGET THAT SUCCEEDS THE SAVING THROW IS IMMUNE TO THE DREADFUL GLARE ABILITY OF ALL MUMMIES FOR THE NEXT 24 HOURS.

ORC VAMPIRE

MEDIUM UNDEAD, LAWFUL EVIL

ARMOR CLASS 16 (NATURAL ARMOR)

HIT POINTS 144 (17D8+68)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	18(+4)	17(+3)	15(+2)	18(+4)

SAVING THROWS DEX +9, WIS +7, CHA +9

SKILLS PERCEPTION +7 STEALTH +9

DAMAGE RESISTANCES NECROTIC; BLUDGEONING, PIERCING, AND SLASHING FROM NONMAGICAL WEAPONS

SENSES DARKVISION 120FT, PASSIVE PERCEPTION 17

LANGUAGES ORCISH

CHALLENGE 13(10,000 XP)

LEGENDARY RESISTANCE (3/DAY). IF THE VAMPIRE FAILS SAVING THROW, IT CAN CHOOSE TO SUCCEED INSTEAD.

MISTY ESCAPE. WHEN IT DROPS TO 0 HIT POINTS OUTSIDE ITS RESTING PLACE, THE VAMPIRE TURNS INTO MIST INSTEAD OF FALLING UNCONSCIOUS, PROVIDED IT ISN'T IN SUNLIGHT OR RUNNING WATER. IF IT CAN'T TRANSFORM, IT IS DESTROYED.

WHILE IT HAS 0 HIT POINTS IN MIST FORM, IT CAN'T REVERT TO ITS VAMPIRE FORM AND IT MUST RETURN TO ITS RESTING PLACE WITHIN 2 HOURS OR BE DESTROYED. ONCE IT IS IN ITS RESTING PLACE, IT REVERTS TO ITS VAMPIRE FORM. IT IS THEN PARALYZED UNTIL IT REGAINS AT LEAST 1 HIT POINT. AFTER SPENDING 1 HOUR IN ITS RESTING PLACE, THE VAMPIRE REGAINS 1 HIT POINT.

REGENERATION. THE VAMPIRE REGAINS 20 HIT POINTS AT THE START OF ITS TURN IF IT ISN'T IN SUNLIGHT OR RUNNING WATER. IF THE VAMPIRE TAKES RADIANT DAMAGE OR DAMAGE FROM HOLY WATER, THIS TRAIT DOESN'T FUNCTION AT THE START OF THE VAMPIRE'S NEXT TURN.

SPIDER CLIMB. THE VAMPIRE CAN CLIMB DIFFICULT SURFACES, INCLUDING UPSIDE DOWN ON CEILINGS, WITHOUT NEEDING TO MAKE AN ABILITY CHECK.

VAMPIRE WEAKNESSES. THE VAMPIRE HAS THE FOLLOWING FLAWS:

FORBIDDANCE. THE VAMPIRE CAN'T ENTER A RESIDENCE WITHOUT AN INVITATION OF ONE OF THE OCCUPANTS.

HARMED BY RUNNING WATER. THE VAMPIRE TAKES 20 ACID DAMAGE IF IT ENDS ITS TURN IN RUNNING WATER.

STAKE TO THE HEART. IF A PIERCING WEAPON MADE OF WOOD IS DRIVEN INTO THE VAMPIRE'S HEART WHILE IT IS INCAPACITATED IN ITS RESTING PLACE, THE VAMPIRE IS PARALYZED UNTIL THE STAKE IS REMOVED.

SUNLIGHT HYPERSENSITIVITY. THE VAMPIRE TAKES 20 RADIANT DAMAGE WHEN IT STARTS ITS TURN IN SUNLIGHT. WHILE IN SUNLIGHT, IT HAS DISADVANTAGE ON ATTACK ROLLS AND ABILITY CHECKS

ACTIONS

MULTIATTACK. THE VAMPIRE MAKES TWO ATTACKS, ONLY ONE OF WHICH CAN BE A BITE ATTACK.

UNARMED STRIKE. MELEE WEAPON ATTACK: +9 TO HIT, REACH 5 FT. ONE TARGET. HIT: 8 (1D8 + 4) BLUDGEONING DAMAGE. INSTEAD OF DEALING DAMAGE, THE VAMPIRE CAN GRAPPLE THE TARGET (ESCAPE DC 18).

BITE. MELEE WEAPON ATTACK: +9 TO HIT, REACH 5 FT. ONE TARGET.

HIT: 7 (1D6 + 4) PIERCING DAMAGE PLUS 10 (3D6) NECROTIC DAMAGE.

THE TARGET'S HIT POINT MAXIMUM IS REDUCED BY AN AMOUNT EQUAL TO THE NECROTIC DAMAGE TAKEN, AND THE VAMPIRE HEALS HIT POINTS EQUAL TO THAT AMOUNT. THE REDUCTION LASTS UNTIL THE TARGET HAS FINISHED A LONG REST. THE TARGET DIES IF THIS EFFECT REDUCES ITS HIT POINT MAXIMUM TO 0. A HUMANOID WHO DIES THIS WAY AND IS BURIED IN THE GROUND RISES THE FOLLOWING NIGHT AS A VAMPIRE SPAWN UNDER THE VAMPIRE'S CONTROL.

CHARM. THE VAMPIRE TARGETS ONE HUMANOID IT CAN SEE WITHIN 30 FEET OF IT. IF THE TARGET CAN SEE THE VAMPIRE, THE TARGET MUST SUCCEED ON A DC 17 WISDOM SAVING THROW AGAINST THIS MAGIC OR BE CHARMED BY THE VAMPIRE. THE CHARMED TARGET REGARDS THE VAMPIRE AS A TRUSTED FRIEND TO BE HEEDED AND PROTECTED. ALTHOUGH THE TARGET ISN'T UNDER THE VAMPIRE'S CONTROL, IT TAKES THE VAMPIRE'S REQUESTS IN THE MOST FAVORABLE WAY IT CAN, AND IT IS A WILLING TARGET FOR THE VAMPIRE'S BITE ATTACK. EACH TIME THE VAMPIRE OR THE VAMPIRE'S COMPANIONS DO ANYTHING HARMFUL TO THE TARGET, IT CAN REPEAT THE SAVING THROW, ENDING THE EFFECT ON ITSELF WITH A SUCCESS. OTHERWISE, THE EFFECT LASTS FOR 24 HOURS OR UNTIL THE VAMPIRE IS DESTROYED, ON A DIFFERENT PLANE OF EXISTENCE, OR TAKES A BONUS ACTION TO END THE EFFECT.

ADULT BLACK DRACOLICH (VELVET)

HUGE DRAGON, LAWFUL EVIL

ARMOR CLASS 19 (NATURAL ARMOR)

HIT POINTS 225 (17D12+85)

SPEED 40 FT, FLY 80 FT, SWIM 40FT

STR	DEX	CON	INT	WIS	CHA
23(+6)	14(+2)	21(+5)	14(+2)	13(+1)	17(+3)

SAVING THROWS DEX +7, CON +10, WIS +6, CHA +8

SKILLS PERCEPTION +11 STEALTH +7

DAMAGE RESISTANCES NECROTIC

DAMAGE IMMUNITIES ACID, POISON

CONDITION IMMUNITIES CHARMED, EXHAUSTION, FRIGHTENED, PARALYZED, POISONED

SENSES BLINDSIGHT 60FT, DARKVISION 120FT, PASSIVE PERCEPTION 21

LANGUAGES COMMON, DRACONIC

CHALLENGE 14(11,500 XP)

MAGIC RESISTANCE. THE DRAGON HAS ADVANTAGE ON SAVING THROWS AGAINST SPELLS AND OTHER MAGICAL EFFECTS.

LEGENDARY RESISTANCE (3/DAY). IF THE DRAGON FAILS SAVING THROW, IT CAN CHOOSE TO SUCCEED INSTEAD.

AMPHIBIOUS. THE DRAGON CAN BREATHE AIR AND WATER.

SPELLCASTING. THE DRAGON CAN CAST THE FOLLOWING SPELLS REQUIRING NO MATERIAL COMPONENTS. ITS SPELLCASTING ABILITY IS CHARISMA (SPELL SAVE DC 16, +8 TO HIT WITH SPELL ATTACKS).

CANTRIPS (AT WILL): SACRED FLAME, THAUMATURGY

1/DAY: MIRROR IMAGE, SHIELD, RAY OF ENFEEBLEMENT

ACTIONS

MULTIATTACK. THE DRAGON CAN USE ITS FRIGHTFUL PRESENCE. IT THEN MAKES 3 ATTACKS: ONE WITH ITS BITE AND TWO WITH ITS CLAWS.

BITE. MELEE WEAPON ATTACK: +11 TO HIT, REACH 10 FT. ONE TARGET.

HIT: 17 (2D10 + 6) PIERCING DAMAGE PLUS 4 (1D6) ACID DAMAGE.

CLAW. MELEE WEAPON ATTACK: +11 TO HIT, REACH 5 FT. ONE TARGET.

HIT: 13 (2D6 + 6) SLASHING DAMAGE.

TAIL. MELEE WEAPON ATTACK: +11 TO HIT, REACH 15 FT. ONE TARGET.

HIT: 15 (2D8 + 6) BLUDGEONING DAMAGE.

FRIGHTFUL PRESENCE. EACH CREATURE OF THE DRAGON'S CHOICE WITHIN 120 FEET OF THE DRAGON AND AWARE OF IT MUST SUCCEED ON A DC 16 WISDOM SAVING THROW OR BECOME FRIGHTENED FOR ONE MINUTE. A CREATURE CAN REPEAT THE SAVING THROW AT THE END OF EACH OF ITS TURNS, ENDING THIS EFFECT ON A SUCCESS. IF A CREATURE'S SAVING THROW IS SUCCESSFUL OR THE EFFECT ENDS FOR IT, THE CREATURE IS IMMUNE TO THE DRAGON'S FRIGHTFUL PRESENCE FOR 24 HOURS.

ACID BREATH (RECHARGES 5-6). THE DRAGON EXHALES ACID IN A 60-FOOT LINE THAT IS 5 FEET WIDE. EACH CREATURE IN THAT LINE MUST MAKE A DC 18 DEXTERITY SAVING THROW, TAKING 54 (12D8) ACID DAMAGE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

LEGENDARY ACTIONS

THE DRAGON CAN TAKE 3 LEGENDARY ACTIONS TAKEN FROM THE OPTIONS BELOW. ONLY ONE LEGENDARY ACTION OPTION CAN AT A TIME AND ONLY AT THE END OF ANOTHER CREATURE'S TURN. THE DRAGON REGAINS SPENT LEGENDARY ACTIONS AT THE START OF ITS TURN.

DETECT. THE DRAGON MAKE A WISDOM (PERCEPTION) CHECK.

TAIL ATTACK. THE DRAGON MAKES A TAIL ATTACK.

WING ATTACK (2 ACTIONS). THE DRAGON BEATS ITS WINGS. EACH CREATURE WITHIN 10 FEET OF THE DRAGON MUST SUCCEED ON A DC 19 DEXTERITY SAVING THROW OR TAKE 13 (2D6+6) BLUDGEONING DAMAGE AND ARE KNOCKED PRONE. THE DRAGON CAN FLY UP TO HALF ITS FLY SPEED.

ADULT BLACK DRAGON (EBONY, DRAGON SKELETON)

HUGE DRAGON, LAWFUL EVIL

ARMOR CLASS 19 (NATURAL ARMOR)

HIT POINTS 225 (17D12+85)

SPEED 40 FT, FLY 80 FT, SWIM 40FT

STR	DEX	CON	INT	WIS	CHA
23(+6)	14(+2)	21(+5)	14(+2)	13(+1)	17(+3)

SAVING THROWS DEX +7, CON +10, WIS +6, CHA +8

SKILLS PERCEPTION +11 STEALTH +7

DAMAGE RESISTANCES NECROTIC

DAMAGE IMMUNITIES ACID, POISON

CONDITION IMMUNITIES CHARMED, EXHAUSTION, FRIGHTENED, PARALYZED, POISONED

SENSES BLINDSIGHT 60FT, DARKVISION 120FT, PASSIVE PERCEPTION 21

LANGUAGES COMMON, DRACONIC

CHALLENGE 14(11,500 XP)

MAGIC RESISTANCE. THE DRAGON HAS ADVANTAGE ON SAVING THROWS AGAINST SPELLS AND OTHER MAGICAL EFFECTS.

AMPHIBIOUS. THE DRAGON CAN BREATHE AIR AND WATER.

ACTIONS

MULTIATTACK. THE DRAGON CAN USE ITS FRIGHTFUL PRESENCE. IT THEN MAKES 3 ATTACKS: ONE WITH ITS BITE AND TWO WITH ITS CLAWS.

BITE. MELEE WEAPON ATTACK: +11 TO HIT, REACH 10 FT. ONE TARGET.

HIT: 17 (2D10 + 6) PIERCING DAMAGE PLUS 4 (1D6) ACID DAMAGE.

CLAW. MELEE WEAPON ATTACK: +11 TO HIT, REACH 5 FT. ONE TARGET.

HIT: 13 (2D6 + 6) SLASHING DAMAGE.

TAIL. MELEE WEAPON ATTACK: +11 TO HIT, REACH 15 FT. ONE TARGET.

HIT: 15 (2D8 + 6) BLUDGEONING DAMAGE.

FRIGHTFUL PRESENCE. EACH CREATURE OF THE DRAGON'S CHOICE WITHIN 120 FEET OF THE DRAGON AND AWARE OF IT MUST SUCCEED ON A DC 16 WISDOM SAVING THROW OR BECOME FRIGHTENED FOR ONE MINUTE. A CREATURE CAN REPEAT THE SAVING THROW AT THE END OF EACH OF ITS TURNS, ENDING THIS EFFECT ON A SUCCESS. IF A CREATURE'S SAVING THROW IS SUCCESSFUL OR THE EFFECT ENDS FOR IT, THE CREATURE IS IMMUNE TO THE DRAGON'S FRIGHTFUL PRESENCE FOR 24 HOURS.

ACID BREATH (RECHARGES 5-6). THE DRAGON EXHALES ACID IN A 60-FOOT LINE THAT IS 5 FEET WIDE. EACH CREATURE IN THAT LINE MUST MAKE A DC 18 DEXTERITY SAVING THROW, TAKING 54 (12D8) ACID DAMAGE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE.

BLACK SHADOW DRAGON WYRMLING

MEDIUM DRAGON, LAWFUL EVIL

ARMOR CLASS 17 (NATURAL ARMOR)

HIT POINTS 33 (6D8+6)

SPEED 30 FT, FLY 60FT, SWIM 30 FT

STR	DEX	CON	INT	WIS	CHA
15(+2)	14(+2)	13(+1)	10(+0)	11(+0)	13(+1)

SAVING THROWS DEX +4, CON +3, WIS +2, CHA +3

SKILLS PERCEPTION +4, STEALTH +6

DAMAGE RESISTANCES NECROTIC

DAMAGE IMMUNITIES ACID

SENSES BLINDSIGHT 10 FT., DARKVISION 60FT, PASSIVE PERCEPTION 14

LANGUAGES DRACONIC

CHALLENGE 2(450 XP)

AMPHIBIOUS. THE DRAGON CAN BREATHE AIR AND WATER.

LIVING SHADOW. WHILE IN DIM LIGHT OR DARKNESS, THE DRAGON HAS RESISTANCE TO DAMAGE THAT ISN'T FORCE, PSYCHIC, OR RADIANT.

SHADOW STEALTH. WHILE IN DIM LIGHT OR DARKNESS, THE DRAGON CAN TAKE THE HIDE ACTION AS A BONUS ACTION.

SUNLIGHT SENSITIVITY. WHILE IN SUNLIGHT, THE DRAGON HAS DISADVANTAGE ON ATTACK ROLLS AS WELL AS WISDOM (PERCEPTION) CHECKS THAT RELY ON SIGHT.

ACTIONS

BITE. MELEE WEAPON ATTACK: +4 TO HIT, REACH 5 FT. ONE TARGET.

HIT: 7 (1D10 + 2) PIERCING DAMAGE PLUS 2 (1D4) NECROTIC DAMAGE.

SHADOW BREATH (RECHARGES 5-6). THE DRAGON EXHALES ACID IN A 15-FOOT LINE THAT IS 5 FEET WIDE. EACH CREATURE IN THAT LINE MUST MAKE A DC 11 DEXTERITY SAVING THROW, TAKING 22 (5D8) NECROTIC DAMAGE, OR HALF AS MUCH DAMAGE ON A SUCCESSFUL ONE. A HUMANOID REDUCED TO 0 HIT POINTS BY THIS DAMAGE DIES, AND AN UNDEAD SHADOW RISES FROM ITS CORPSE AND ACTS IMMEDIATELY AFTER THE DRAGON IN THE INITIATIVE COUNT. THE SHADOW IS UNDER THE DRAGON'S CONTROL.

DEMILICH(EBONY)

TINY UNDEAD, NEUTRAL EVIL

ARMOR CLASS 20(NATURAL ARMOR)

HIT POINTS 80(20d4)

SPEED 0 FT, FLY 30FT (HOVER)

STR	DEX	CON	INT	WIS	CHA
1(-5)	20(+5)	10(+0)	20(+5)	17(+3)	20(+5)

SAVING THROWS CON +6, INT +11, WIS +9, CHA +11

DAMAGE RESISTANCES BLUDGEONING, PIERCING, SLASHING FROM MAGIC WEAPONS

DAMAGE IMMUNITIES NECROTIC, POISON, PSYCHIC, BLUDGEONING, PIERCING, AND SLASHING FROM NONMAGICAL WEAPONS

CONDITION IMMUNITIES CHARMED, DEAFENED, EXHAUSTION, FRIGHTENED, PARALYZED, PETRIFIED, POISONED, PRONE, STUNNED,

SENSES TRUESIGHT 120FT, PASSIVE PERCEPTION 13

LANGUAGES NONE

CHALLENGE 18(20,000 XP)

AVOIDANCE. IF THE DEMILICH IS SUBJECT TO AN EFFECT THAT ALLOWS IT TO MAKE A SAVING THROW TO TAKE ONLY HALF DAMAGE, IT INSTEAD TAKES NO DAMAGE IF IT SUCCEEDS ON THE SAVING THROW AND ONLY HALF DAMAGE IF IT FAILS.

LEGENDARY RESISTANCE (3/DAY). IF THE DEMILICH FAILS A SAVING THROW, IT CAN CHOOSE TO SUCCEED INSTEAD.

TURN IMMUNITY. THE DEMILICH IS IMMUNE TO EFFECTS THAT TURN UNDEAD.

ACTIONS

HOWL (RECHARGE 5-6). THE DEMILICH EMITS A BLOODCURDLING HOWL. EACH CREATURE WITHIN 30 FEET OF THE DEMILICH THAT CAN HEAR THE HOWL MUST SUCCEED ON A DC 15 CONSTITUTION SAVING THROW OR DROP TO 0 HIT POINTS. ON A SUCCESSFUL SAVE, THE CREATURE IS FRIGHTENED UNTIL THE END OF ITS NEXT TURN.

LIFE DRAIN. THE DEMILICH TARGETS UP TO THREE CREATURES THAT IT CAN SEE WITHIN TEN FEET OF IT. EACH CREATURE MUST SUCCEED ON A DC 19 CONSTITUTION SAVING THROW OR TAKE 21 (6d6) NECROTIC DAMAGE AND THE DEMILICH REGAINS HIT POINTS EQUAL TO THE TOTAL DAMAGE DEALT TO ALL TARGETS.

LEGENDARY ACTIONS

THE DEMILICH CAN TAKE 3 LEGENDARY ACTIONS, CHOOSING FROM THE OPTIONS BELOW. ONLY ONE LEGENDARY ACTION CAN BE USED AT A TIME AND ONLY AT THE END OF ANOTHER CREATURE'S TURN. THE DEMILICH REGAINS ALL SPENT LEGENDARY ACTIONS AT THE START OF ITS TURN.

FLIGHT. THE DEMILICH FLIES UP TO HALF OF ITS FLYING SPEED.

CLOUD OF DUST. THE DEMILICH MAGICALLY SWIRLS ITS DUSTY REMAINS. EACH CREATURE WITHIN 10 FEET OF THE DEMILICH, INCLUDING AROUND A CORNER, MUST SUCCEED ON A DC 15 CONSTITUTION SAVING THROW OR BE BLINDED UNTIL THE END OF THE DEMILICH'S NEXT TURN. A CREATURE THAT SUCCEEDS ON THE SAVING THROW IS IMMUNE TO THIS EFFECT UNTIL THE END OF THE DEMILICH'S NEXT TURN.

ENERGY DRAIN (COSTS 2 ACTIONS). EACH CREATURE WITHIN 30 FEET OF THE DEMILICH MUST MAKE A DC 15 CONSTITUTION SAVING THROW. ON A FAILED SAVE, THE CREATURE'S HIT POINT MAXIMUM IS MAGICALLY REDUCED BY 10 (3d6). IF A CREATURE'S HIT POINT MAXIMUM IS REDUCED TO 0 BY THIS EFFECT, THE CREATURE DIES. A CREATURE'S HIT POINT MAXIMUM CAN BE RESTORED BY A GREATER RESTORATION SPELL OR SIMILAR MAGIC.

VILE CURSE (COSTS 3 ACTIONS). THE DEMILICH TARGETS ON CREATURE IT CAN SEE WITHIN 30 FEET OF IT. THE TARGET MUST SUCCEED ON A DC 15 WISDOM SAVING THROW OR BE MAGICALLY CURSED. UNTIL THE CURSE ENDS, THE TARGET HAS DISADVANTAGE ON ATTACK ROLLS AND SAVING THROWS. THE TARGET CAN REPEAT THE SAVING THROW AT THE END OF EACH OF ITS TURNS, ENDING THE CURSE ON A SUCCESS.

LAIR TRAITS

THE FIRST TIME A NON-EVIL CREATURE ENTERS THE AREA, THE CREATURE TAKES 16 (3d10) NECROTIC DAMAGE.

ALLIES IN THE AREA HAVE ADVANTAGE ON SAVING THROWS AGAINST BEING CHARMED OR FRIGHTENED, AND AGAINST EFFECTS THAT TURN UNDEAD.

CONJURATION SPELL THAT WOULD ALLOW CHARACTERS TO TELEPORT AUTOMATICALLY FAIL. (THIS INCLUDES PLANAR TRAVEL AS WELL SUCH AS SPELLS LIKE PLANE SHIFT, AND BANISHMENT.)

LAIR ACTIONS

THE AREA SHAKES VIOLENTLY FOR A MOMENT. EACH CREATURE MUST SUCCEED ON A DC 19 DEXTERITY SAVING THROW OR FALL PRONE.

THE DEMILICH TARGETS ON CREATURE IT CAN SEE WITHIN 60 FEET OF IT. AN ANTIMAGIC FIELD FILLS THE SPACE OF THE TARGET, MOVING WITH IT UNTIL INITIATIVE COUNT 20 ON THE NEXT ROUND.

THE DEMILICH TARGETS ANY NUMBER OF CREATURES IT CAN SEE WITHIN 20 FEET OF IT. NO TARGETS CAN REGAIN HIT POINTS UNTIL INITIATIVE COUNT 20 ON THE NEXT ROUND.

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 WEAPONS

DAMAGE IMMUNITIES NECROTIC, POISON

CONDITION IMMUNITIES EXHAUSTION, FRIGHTENED, GRAPPLED, PARALYZED,

PETRIFIED, POISONED, PRONE, RESTRAINED

SENSES DARKVISION 60FT, PASSIVE PERCEPTION 10

LANGUAGES NONE

CHALLENGE 1/2(100 XP)

AMORPHOUS THE SHADOW CAN 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 WEAPON ATTACK: +4 TO HIT, REACH 5 FT. ONE TARGET. HIT: 9 (2D6 + 2) NECROTIC DAMAGE, AND THE TARGET'S STRENGTH SCORE IS REDUCED BY 1D4. THE TARGET DIES IF ITS STRENGTH IS 0. OTHERWISE, THE REDUCTION LASTS UNTIL THE CHARACTER COMPLETES A SHORT OR A LONG REST. IF A NON-EVIL HUMANOID DIES FROM THIS ATTACK, A NEW SHADOW RISES FROM THE CORPSE 1D4 HOURS LATER.

GREATER ZOMBIE

MEDIUM UNDEAD, NEUTRAL EVIL

ARMOR CLASS 15

HIT POINTS 97 (13D8+39)

SPEED 30 FT

STR	DEX	CON	INT	WIS	CHA
18(+4)	10(+0)	17(+3)	4(-3)	6(-2)	6(-2)

SAVING THROWS WISDOM +1

DAMAGE RESISTANCES COLD, NECROTIC

DAMAGE IMMUNITIES POISON

CONDITION IMMUNITIES CHARMED, EXHAUSTION, FRIGHTENED, PARALYZED, POISONED

SENSES DARKVISION 60FT, PASSIVE PERCEPTION 8

LANGUAGES UNDERSTANDS THE LANGUAGE IT SPOKE IN LIFE BUT CAN'T SPEAK

CHALLENGE 5(1,800 XP)

TURN RESISTANCE. THE ZOMBIE HAS ADVANTAGE ON SAVING THROWS AGAINST ANY EFFECT THAT TURNS UNDEAD.

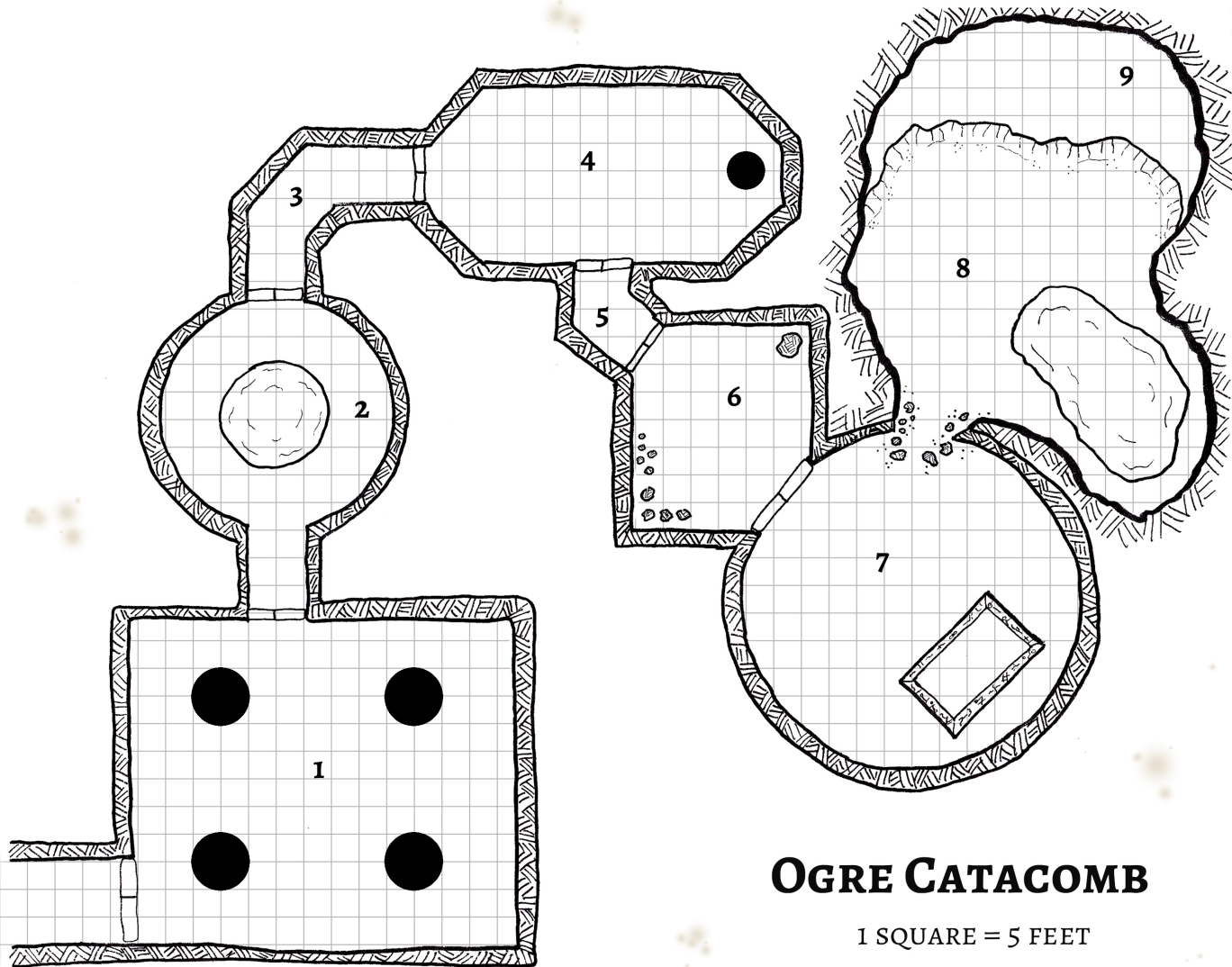
UNDEAD FORTITUDE. IF DAMAGE REDUCES THE ZOMBIE TO 0 HIT POINTS, IT MUST MAKE A CONSTITUTION SAVING THROW WITH A DC OF 5 + THE DAMAGE TAKEN, UNLESS THE DAMAGE IS RADIANT OR FROM A CRITICAL HIT. ON A SUCCESS, THE ZOMBIE DROPS TO 1 HIT POINT INSTEAD.

ACTIONS

MULTIATTACK. THE ZOMBIE MAKES TWO SLAM ATTACKS.

EMPOWERED SLAM. MELEE WEAPON ATTACK: +7 TO HIT, REACH 5 FT., ONE TARGET. HIT: 7 (1D6+4) BLUDGEONING DAMAGE AND 7 (2D6) NECROTIC DAMAGE.

APPENDIX. THE OGRE CATACOMBS



PLAYER HANDOUT 1. MAGIC ITEM

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

BELT OF FIRE GIANT STRENGTH

Wondrous Item, very rare (requires attunement)

This belt is made from plates of steel embossed with golden filigree connected by metal pins. A fire giant's face adorns the buckle. The giant appears to be having a hearty laugh as she wears an enormous smile on her face.

While wearing this belt, your Strength score changes to 25. The item has no effect on you if your Strength without the belt is equal to or greater than 25.