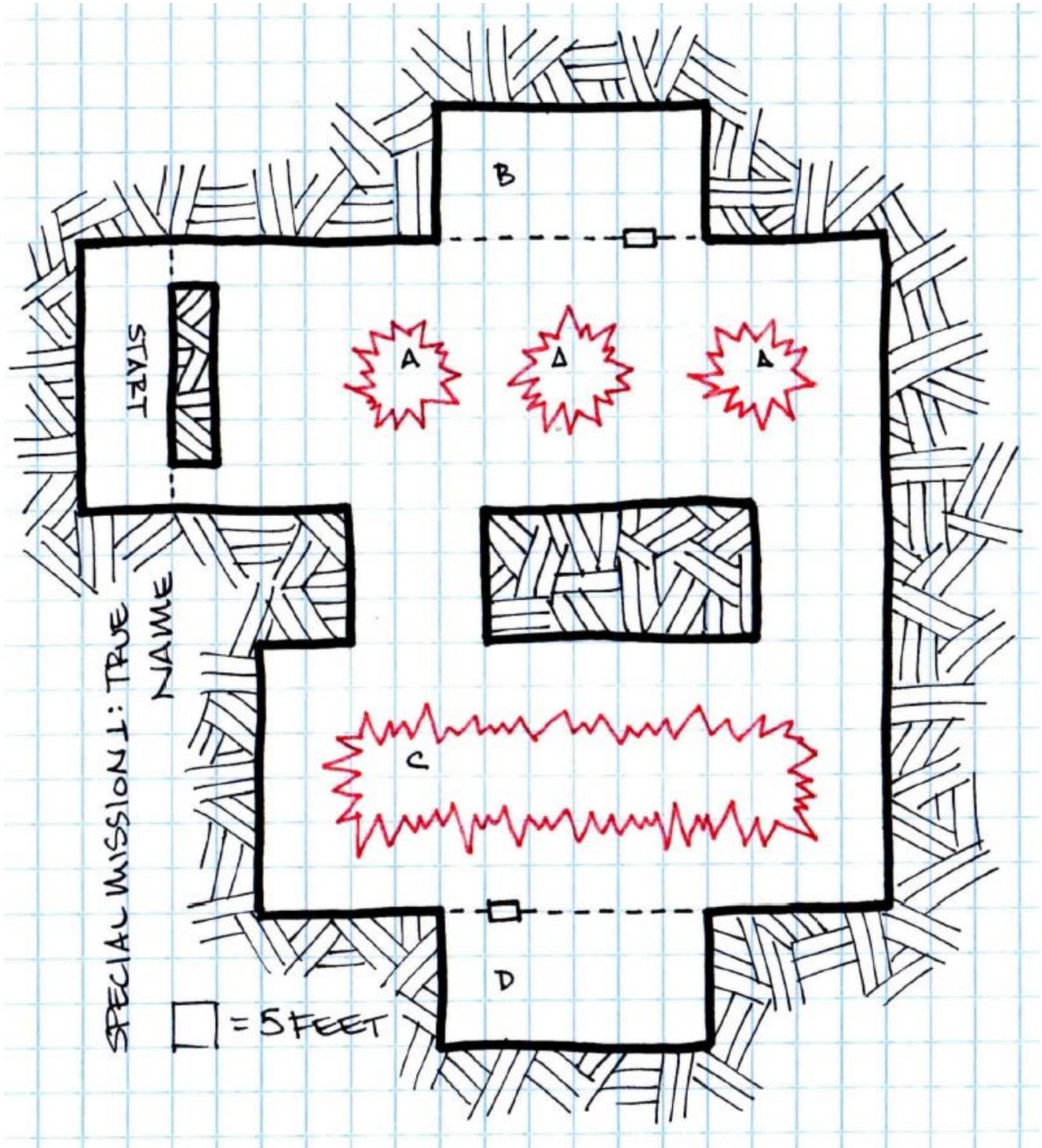


Special Mission 1: True Name

This encounter happens only if the party finds a red gem and is called forth by the Open HQ. When the players arrive at your table, be sure to ask what tier they are playing. Their tier affects the monsters and DCs in the encounter. Use map MEARLS1 for this encounter.



The Soul Room

When the red gem glows, the adventurers are transported into it. Read the following.

The glow from the red gem washes over you, and the light grows to blinding. When it dims, you are in a chamber with walls made of red crystal. The air is terribly hot, and everything is bathed in a sickly red glow. A wall directly in front of you hides the remainder of the room, but the unmistakable sound of suffering and wailing can be heard past the blocking wall.

Before you can move, a face appears within the red crystal of the blocking wall. The devilish features of the face are unmistakable. It looks your party up and down, then howls in rage: "No! No! This is all wrong! You are not supposed to be here. You will have to be eliminated." The face disappears.

This is Persnickitous, an imp who Halaster has bound within the gem to keep track of souls.

When the adventurers move past the wall into the rest of the area, they see souls being converted into energy for Halaster's plans.

Three areas of red energy (areas marked A) each contain a single humanoid form. The forms writhe and wail, as the red energy that traps them dissolves their forms.

A barred jail (area B) with a locked door holds several more humanoid forms. They watch the proceedings with horror, seeming to cry and shout, but no sound reaches your ears.

A DC 10 Intelligence (Arcana) check reveals what is happening: necrotic energy is being used to convert the energy of the souls into pure magical energy, which is being pulled up into the runes in the ceiling at the top of the energy field. Entering the energy field, or starting your turn within it, does 1d6/2d6/4d6 necrotic damage. An adventurer entering the field can use an action to remove the suffering spirit. If an adventurer does this, that adventurer is teleported to area C.

The lock on the barred door can be picked with a DC 10 Dexterity (Thieves' Tools) check. If the trapped souls are released, they rush out of the cage but soon realize they have nowhere to go. The adventurer picking the lock is trampled by the spirits, which teleports the adventurer to area C.

Development

Once the first adventurer enters area C, the monsters appear. Describe the monsters as ever-changing masses of soul-energy that by turns shriek, hiss, yowl, and gibber. Use the stat blocks below depending on the tier:

Tier 1	6 quadrone modrons
Tier 2	6 chuul.
Tier 3	6 xorn

Adventurers trapped in area C cannot leave that area unless they succeed at a DC 10/15/20 Charisma saving throw, made once at the story of their turn, to will their way out of the energy field there. Adventurers starting their turns in the field are attacked with advantage. The monsters can move through the energy field at will.

Adventurers who are not transported to the southern area magically must move there, passing through the area marked with large X's on the map. When an adventurer enters the X areas, they immediately fall prone as the most terrible things they did in their lives flash through their minds. They cannot move until they face their shame: as an action, the adventurer must say that thing aloud and then attempt a DC 10 Wisdom saving throw. If successful, the adventurer can continue to move through the area. If they fail, the adventurer can crawl 5 feet only. As an action, they can attempt the saving throw again the following round.

In area D, evil souls are held, separated from the good souls that were held in area B. The evil souls laugh and mock the adventurers during the battle. One of those souls, who reaches through the bars and makes rude gestures at the adventurers, wears glowing gloves: *gloves of thievery*. An adventurer adjacent to the bars can use an action to make a DC 10/15/15 Dexterity (Sleight of Hand) check to quickly strip the gloves and take them.

Treasure

Gloves of Thievery. A keen and dexterous adventurer might gain possession of these gloves.

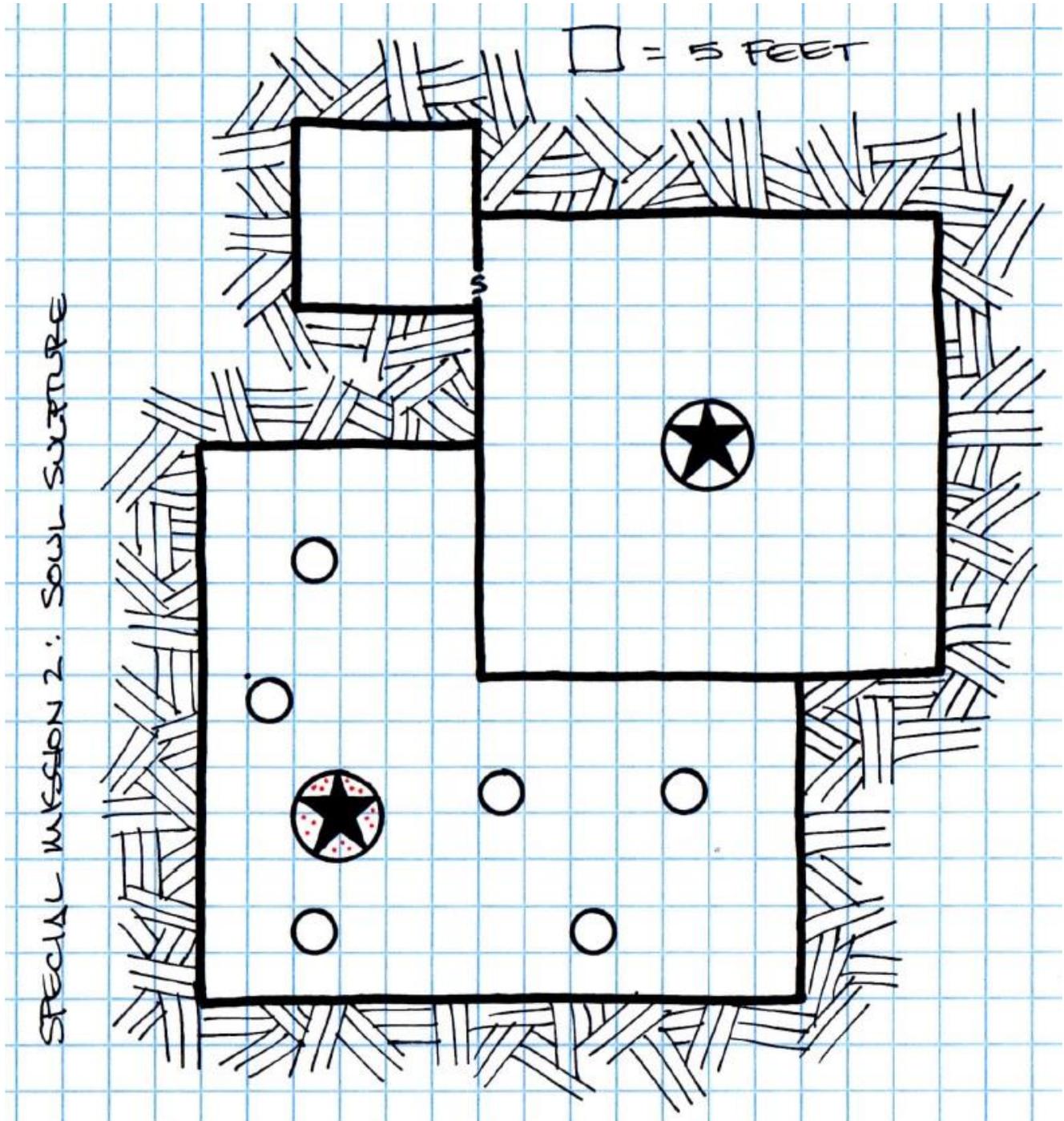
Ending the Encounter

When the last of the monsters are defeated, the imp's face appears on all the walls of the chamber, immense and enraged. It spits and sputters, trying to express its anger, until its head explodes. The adventurers are returned to their previous encounter location.

Any adventure that removes one of the souls from the areas marked A on the map earn the **Curse of Persnickitous** story award.

Special Mission 2: Soul Sculptor

This encounter happens only if the party finds a red gem and is called forth by the Open HQ. When the players arrive at your table, be sure to ask what Tier they are playing. This affects the monsters and DCs in the encounter. Use map LINDSAY1 for this encounter.



Room 1

When the adventurers enter the gem, read the following.

The glow from the red gem washes over you, and the light grows to blinding. When it dims, you are in a chamber with walls made of red crystal. The air is terribly hot, and everything is bathed in a sickly red glow.

On each five-foot-square of the walls are shapes sculpted into the crystal. Some are beautiful depictions of mundane objects, while others are strange and grotesque perversions of normalcy. Incorporated into each is a different number, going from 1 to 16.

An incorporeal human stares at the wall sculptures, then turns to you. She reaches out toward you, as if calling you to her. Then she looks confused. "You are not spirits," she says. "Why are you here?"

Through conversation, the adventurers can learn the following:

- She is Evona Hartt, a deceased sculptor. She died, arrived here, and instantly felt compelled to sculpt different things into the gem-walls, which could only be done using soul-stuff that appeared when she needed it.
- She cannot stop sculpting. She is compelled to sculpt by some force, and visions appear before her regarding what she is supposed to sculpt.
- She is now getting visions of a series of numbers: 16, 1, 15, 2, 13, 3, 10, 4. She knows this is important, and that the adventurers are in danger if they do not act quickly.

The adventurers immediately feel pain wracking their bodies. They need to leave the room immediately or take 1d6/2d6/4d6 force damage. They know that they can escape this room by stepping through one of the sculptures in the walls, but they have to choose the right one. If they choose the wrong one, they take the damage and must try again. The correct one is the sculpture with the number 6 on it.

Room 2

When the adventurers step through the wall, read:

You step through the wall, emerging into a larger room made of similar gem material. In the center of the room is a statue of an ettin/stone giant/fire giant, formed of a reddish marble instead of the crystal that forms the walls. Smaller sculptures of boars/death dogs/giant scorpions surround the main statue.

Evona, the spirit-sculptor from the previous room, appears seconds after you do. "The force behind all this is getting displeased with your interference."

Development

The monsters are listed below by tier. When the combat starts, the 6 lesser creatures take form and attack. On a successful melee attack against an adventurer, that creature and the adventurer it hit disappear, teleported to room 3 to continue the fight.

Tier 1	6 boars and 1 ettin
Tier 2	6 death dogs and 1 stone giant
Tier 3	6 giant scorpions and 1 fire giant

Room 3

This chamber contains a statue similar to the one in room 2. When the first adventurer enters the room, the statue of the larger creature animates and attacks as well.

Vengeful Souls

As combat moves into room 3, many of the souls Halaster has gathered congregate in certain spots. They are angry that they have been trapped here, and they lash out.

At the beginning of each round, any creature adjacent to an X on the map is attacked by the angry spirits.

Attack: +2/+5/+8. *Hit:* 3/7/11 psychic damage.

While these attacks happen, the spirits whisper about how the creatures in the room are evil and horrible for trapping them here. Adventurers can use an action on their turns to attempt a DC 10/10/15 Charisma (Persuasion) check to convince the spirits they are not responsible. On a success, that adventurer is no longer targeted. If more than half the adventurers make the check, the damage done to their foes by the spirits is doubled.

Treasure

When the giant is destroyed, it turns back into a statue but crumbles, revealing a *ring of protection* in the pile of rubble.

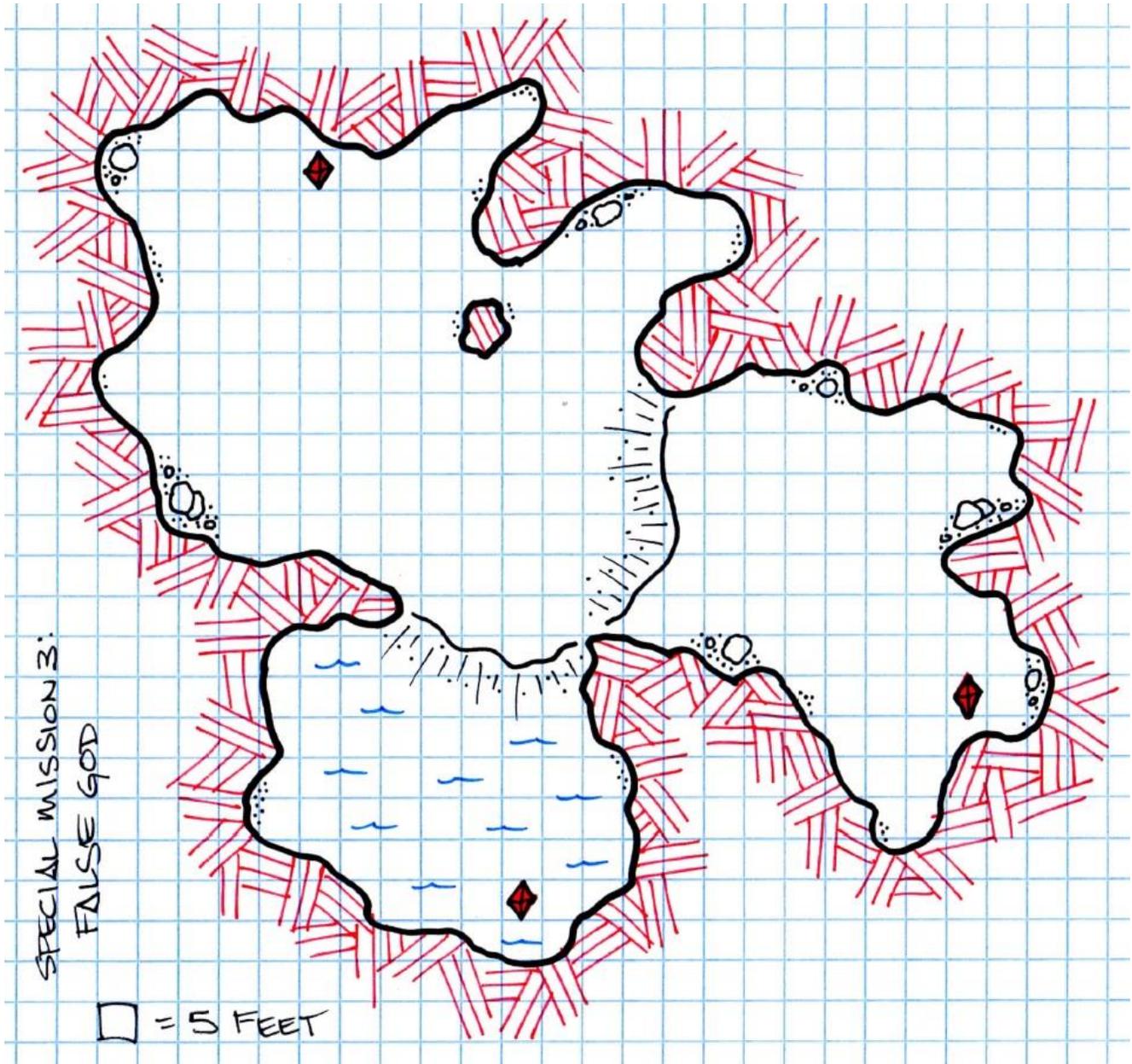
Ending the Encounter

When the last of the monsters are defeated, the walls of the rooms begin to crack. Evona appears and says, "Thank you for freeing me!" The adventurers appear back in their previous encounter location.

The adventurer who strikes the killing blow against the giant earns the **Thanks of Evona Hartt** story award.

Special Mission 3: False God

This encounter happens only if the party finds a red gem and is called forth by the Open HQ. When the players arrive at your table, be sure to ask what Tier they are playing. This affects the monsters and DCs in the encounter. Use map PERKINS1 for this encounter.



The Cavern of Forgotten Souls

When the red gem glows, the adventurers are transported into it. Read the following.

The glow from the red gem washes over you, and the light grows to blinding. When it dims, you are in a chamber with walls and floor made of red crystal. The air is terribly hot, and everything is bathed in a sickly red glow.

An area to the east is raised, a 20/40/60 foot cliff separating you from a higher shelf. An area to the south contains clear water. It is difficult to tell the depth because of the water's rippling.

An insubstantial form coalesces in the center of the room, flying above the floor. It appears as a heavily muscled human, a haughty look on its face. "I am the Devourer of Souls, the Scourge of the Innocent, the Harbinger of Oblivion. I will drink deeply of your spirits, and you will be no more."

Then it looks confused. "You are not dead. No matter. That can be easily arranged. My aspects shall end you, then I shall feast."

Three large red gems appear in different spots in the cavern (marked G on the map), and from them step odd creatures of various appearances.

One of each monster listed below is summoned forth, based on the tier of the table. Describe each creature in any way you like, but it should no clues as to the type of monster it is.

Tier 1	cult fanatic, nothic, and quaggoth
Tier 2	gladiator, cambion, trollt
Tier 3	assassin, mind flayer arcanist, githyanki knight

These creatures are each tied to the gems that spawned them. The first creatures correspond to the gem on the main level, and they are invisible until that gem is deactivated. The second set of monsters correspond to the gem in the

water, and they have resistance to all damage until that gem is deactivated. The final set of creatures corresponds to the gem on the raised shelf, and they have advantage on all attacks until that gem is deactivated.

These creatures also have a fly speed of 30 and can move normally anywhere in the room.

The Shelf

Climbing the ledge onto the shelf requires a DC 10/10/15 Strength (Athletics) check. Once on the ledge, adventurers can move normally.

The Water

Once the adventurers make contact with the water, they find that it is actually a semi-solid gelatin. There is no need to swim in it, and the material is breathable and blocks no line of effect. However, it does count as difficult terrain to move through, unless the adventurer makes a DC 10/10/15 Dexterity (Acrobatics) check to move normally.

The gem lies at the bottom of the pool, which is 30/60/90 feet below the surface.

Deactivating Gems

To deactivate a gem, an adventurer adjacent to the gem must use an action to either suppress the magic [DC 10/10/15 Intelligence (Arcana)], break the gem [DC 10/10/15 Strength (Athletics)], or locate a flaw and exploit it [DC 10/10/15 Wisdom (Perception)].

When a gem is deactivated, the monster corresponding to that gem loses the benefit from it.

Treasure

When the last creature is defeated, the false god howls in frustration, cracking the gem-like walls of the chamber. "When I escape from my prison, I will have your souls!" it screams as it fades away. In its place is a *sentinel shield*, its face bearing the symbol of Tyr.

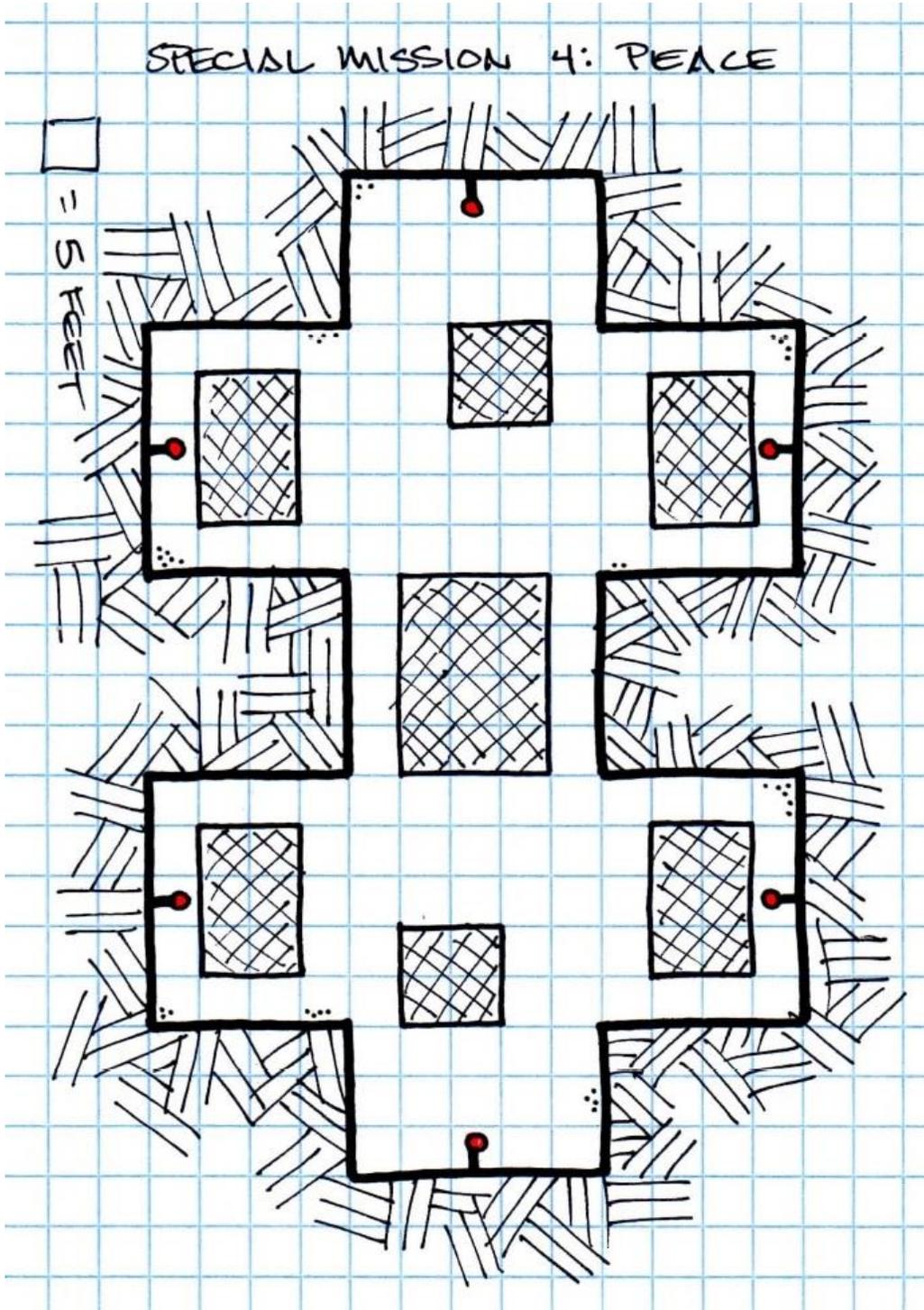
Ending the Encounter

When the last of the monsters are defeated, the adventurers appear back in their previous encounter location.

The adventurer that deactivated the final gem earns the **Wrath of the False God** story award.

Special Mission 4: Peace

This encounter uses Special Mission 4 Map happens only if the party is one of the first three to pull the levers in Phase 1 of the final encounter. Their tier affects the monsters and DCs in the encounter.



You are torn away from your present location with a sickening twist of reality. You arrive in a large chamber, the walls covered with arcane runes and pieces of clockwork machinery. Six large levers around the room seem to throw themselves, causing the clockwork to spin more quickly.

Pieces of clockwork come together to form an enormous creature in the center of the room. In a mechanical voice it says, "My purpose is only to fight. My purpose is only to kill. My purpose is only to destroy." It moves toward you, dangerous appendages flailing.

Large mesh grates make up part of the flooring. Whirring and buzzing noises resound from beneath the grates, hinting at machinery there. Finally, a small red flying creature appears at the far side of the chamber. "Oh, this is going to be fun," it squeaks in Common.

Roll initiative!

The clockwork monster is a reskinned version of the monsters listed in the chart. It is immune to mind-affecting spells or powers and psychic damage. If the adventurers manage to defeat the monster at their tier, the monster reforms the following round, and becomes a monster of the next higher tier.

Each time the reformation of the monster takes place, it says, again, "My purpose is only to fight. My purpose is only to kill. My purpose is only to destroy."

The flying red creature is an imp. It's job is to distract the adventurers from figuring out how to truly "defeat" the monster. It does not attack, and it takes no damage if attacked. During combat it uses its turn to encourage the adventurers to attack, hinting at different strategies. It will yell things like, "It's all about the levers, fools!" or "You have to stand on the grates when attacking!" A DC 14/18/22 Wisdom (Insight) check is needed to see that the imp is lying about trying to help the adventurers in the battle.

Levers

When the levers are in the middle position, where they begin the encounter, the monster is unaffected. When a lever is thrown to the right, the monster attacks with advantage until the end of its next turn. When a lever is thrown to the left, the monster grants advantage to all attackers.

When a monster is defeated and a new one forms, all the levers return to their neutral position, and the polarity reverses (throwing a lever to the right will cause the second monster to grant advantage to all attackers). That pattern continues throughout all the monsters.

Also, when a lever is thrown, a random grate erupts with energy. Roll a d6 to determine which grate is activated. Then roll a d20 and consult the chart below to determine the effect:

Grate Effects

1-3	4/8/12 fire damage, DC 10/15/20 Dex for half
4-6	4/8/12 cold damage, DC 10/15/20 Dex for half
6-9	4/8/12 acid damage, DC 10/15/20 Dex for half
10-12	4/8/12 thunder damage, DC 10/15/20 Dex for half
13-15	4/8/12 necrotic damage, DC 10/15/20 Dex for half
16-18	4/8/12 radiant damage, DC 10/15/20 Dex for half
19	DC 10/15/20 Con save or blind for 1d4 turns
20	heal 1d8/2d8/3d8 damage

Defeating the Monster

The only way for the adventurers to survive this encounter is for them ALL to disarm themselves (no weapons in hand) and not attack or take other aggressive actions for one full round. When that happens, the monster is denied its purpose. It stops attacking and remains still. After two continued rounds of no hostile actions from the adventurers, the adventurers are returned to where they were.

Monsters

Tier 1	1 orog
Tier 2	1 ogre
Tier 3	1 hill giant
+1	1 fire giant
+2	1 storm giant
+3	1 planetar
+4	1 solar

Developments

If all of the characters die, they are returned to their previous locations at half their hit point maximum.

Story Award

If the table stops attacking and escapes the room before killing two monsters, they earn the **Finding Wisdom in Peace** Story Award. If there is a total party kill in this encounter for the table, they earn the **Mindless Brutality** Story Award.

Room Point Bonus

If the adventurers figure out they must stop fighting to survive before they kill 2 monsters, they earn the room point bonus.