



## HECATOMB

Far below the reach of the sun, dark forces seek to bring a terrible darkness into Faerun. A great and awful host of drow, giants, and worse await your arrival. When even the dead tremble, what hope can you find?

*A 4-Hour Epic Adventure for 11th—16th Level  
and 17th – 20th Level Characters*



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## INTRODUCTION

Welcome to *Hecatomb*, a D&D Adventurers League™ Epic adventure, part of the official D&D Adventurers League™ organized play system and the *Tales from the Yawning Portal™* storyline season.

**This Epic adventure is designed for 11th through 16th-level characters (optimized for five 15th-level characters), and for 17th through 20th level characters (optimized for five 19th-level characters).** Characters outside this level range cannot participate in this adventure.

This adventure takes place both on the plains of Vaasa and in the Underdark. Vaasa lies north and east of the Moonsea, behind the Galena Mountains. The main focus of the Underdark portion of the adventure deals with the Vault of Gnashing Teeth and the Acropolis, the drow temple dedicated to Kiaransalee, goddess of magic, necromancy, and undeath.

## THE D&D ADVENTURERS LEAGUE

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

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

[www.dndadventurersleague.org](http://www.dndadventurersleague.org)

## PREPARING THE ADVENTURE

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

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.

- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

## BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

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

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

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

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

## ADJUSTING THE ADVENTURE

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

lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 15th-level characters at tier 3, and five 19th-level characters at tier 4**. To figure out whether you need to adjust the adventure, do the following:

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

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

#### DETERMINING PARTY STRENGTH

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

**Average party strength** indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don’t have to make adjustments.

## RUNNING THE ADVENTURE

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

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

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

**You Are Empowered.** You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what’s written.

**Challenge Your Players.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they’re after when they play D&D. Everyone should have the opportunity to shine.

**Mind the Time.** Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don’t finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

**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. *The Dungeon Master’s Guide* has more information on the art of running a D&D game.

## SPELLCASTING SERVICES

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

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

#### SPELLCASTING SERVICES

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

<i>Resurrection*</i>	3,000 gp
<i>True Resurrection*</i>	50,000 gp

\*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

### ACOLYTE BACKGROUND

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

Acolytes can call upon spellcasting services in and around Camp Perilous regardless of their chosen deity. To use this benefit, the acolyte must be a member of one of the five factions.

## DEATH AND RECOVERY

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

### DEATH

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

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

**Dead Character Pays for Raise Dead.** If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use

the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

**Character's Party Pays for Raise Dead.** As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

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

## ADVENTURE BACKGROUND

The factionmasters of the Moonsea region have learned of a dire plot being undertaken by the drow. In nearby Vaasa, the dark elves are using the lessons learned from their earlier experiments at the tomb of the giants in the Anauroch desert and are now seeking to bring Kiaransalee, their goddess of death and magic, bodily into Faerun. They have gained access to the Acropolis and the Vault of Gnashing Teeth; it is in this place that was long ago dedicated to the dark goddess that they will complete their rituals.

The drow of the Undying Might – worshipers of Kiaransalee, the drow goddess of death and magic - beneath the Anauroch Desert have been investigating ways to raise storm giants as death giants; these massive bastions of faith and power would then allow the drow to mount more effective surface raids and would allow the drow to begin the process of bringing their goddess into the world. However, adventurers intervened and managed to disrupt their efforts – but the drow were not entirely defeated and similar efforts with fire giant corpses are now being explored in far-off Vaasa.

SEER, the spymaster for the Lords' Alliance, seems to have a special interest in the proceedings. What her true motivations are remains to be seen, but she appears to be solely responsible for bringing all of the disparate factions and organizations together in these dark days.

Further complicating matters is the fact that the giants are still chafing at the revelation that the

drow had been manipulating them all along. King Snurre of the fire giants has utilized the newly-restored giant ordning and has taken charge of deploying strike forces of giants to Vaasa. They have been given strict orders to destroy anything that is not a giant.

Finally, Vaasa itself occupies a curious place in Faerun's history. Until recent years it was highly xenophobic, and under the leadership of the Witch King Zhengyi had actually been poised to roll over the Galena Mountains and into the Moonsea region. All of that changed on the fateful night that saw Zhengyi defeated and his castle – Castle Perilous – destroyed. Not long after, though, the Castle was mysteriously rebuilt in the space of a single night; it is said that the disembodied spirit of a dragon now serves as the heart of the citadel, and the plains of Vaasa lie nearly barren and empty of life.

## ADVENTURE OVERVIEW

The characters have been summoned or deployed to the plains of Vaasa, northeast of the Moonsea. The faction heads and the Senior Cloak of Mulmaster, Rastol Shan, have established a forward camp near the holdings of Castle Perilous. This camp has been established as news of a drow plot to raise Kiaransalee has become known to SEER, the spymaster of the Lords' Alliance.

The characters are divided into groups, with some attacking the massive crystalline pillars that have shot up from the earth and others descending into the Underdark in an effort to disrupt the drow ritual directly.

As events unfold, the characters quickly learn that dire events are unfolding. The characters on the plains have destroyed a significant number of Reaper's Claws and the characters below the surface have been working at disrupting the flow of necromantic energy, and as a result the camp falls to a secondary assault from the drow reinforcements and the newly-released dracolich that had previously been bound to this area. Deep inside the Vault of Gnashing Teeth in the Acropolis, Kiaransalee's divine form is coalescing and empowers a death giant to become her paladin. If she is allowed to enter Faerun, it will be the beginning of the end of all life across the world.

## ADVENTURE HOOKS

This adventure works best when the characters have already played through both DDHC *Tales from the Yawning Portal* (chapter: Against the Giants) as well as DDAL06-03 *Crypt of the Death Giants*. However,

the Adventurers League realizes that not every character will have invested time into those adventures. Consult the following potential hooks or feel free to craft your own.

**All Factions & the Cloaks.** Each of the five character factions as well as the Cloaks has been given a set of secret missions. Each character may participate in one faction mission based on their membership and the tier they are playing at; if a character is also a member of the Cloaks, they may participate in that mission as well. Any information pertaining to their secret missions should be shared quickly, but only after the introduction has been made.

**Directly from DDHC-TYP (Against the Giants).** If the characters worked with the giants in the Against the Giants chapter of *Tales from the Yawning Portal*, they may have some experience dealing with King Snurre – and perhaps even his respect. Work with the characters to determine how the fiery King might have contacted them about the impending raids into Vaasa. One suggested method might be to have the King send a pair of young giants into Phlan bearing a blazing-hot copper scroll that bears the King's warning about the impending events.

**Directly from DDHC-SKT (Storm King's Thunder).** Characters that helped restore the giant's ordning at the end of *Storm King's Thunder* may have been informed about King Snurre's rage and his resulting demand for strike forces against the drow in Vaasa. It would not be out of the question for a DM to provide these characters advantage on social skill checks with the giants, so long as they can prove that they were part of the ordning's restoration. Alternately, characters that stole (or otherwise maintain possession of) the *Wyrmskull Throne* from the giants during that adventure find that the giants in this adventure aggressively target them whenever possible; in an encounter that does not feature giants, add one death giant that is focused on that character.

**Directly from DDAL06-03 Crypt of the Death Giants.** Murssvayas Dhuurniv, the drow leader of Szith Morcane has discussed the actions that the characters undertook in the Anauroch Desert. After consideration and review of ancient drow maps and texts, Murssvayas informs the characters of an increase in drow activity in Vaasa. Furthermore, this activity is centered around the rumored location of the Acropolis – the primary temple dedicated to Kiaransalee on Faerun. It has been thought (hoped?) lost for many years.



## FORWARD CAMP PERILOUS

*THE TRUTH IS, EVERYONE IS GOING TO HURT YOU.  
You just got to find the ones worth suffering for.*

—Bob Marley

**Expected Duration:** 15 minutes

The factions of the Forgotten Realms have established a forward camp on the flatlands of Vaasa, north and east of the Moonsea, and behind the Galena Mountains. It is a hard-scrabble life for those that live here, with little outside trade and even less respect for exotic traditions and cultures.

### GATHERING THE TROOPS

The factions have deployed these brave – or indebted – adventurers to Forward Camp Perilous due to recent information that has become known to them. The characters have all been teleported or otherwise had their journeys expedited to this place.

“CHAMPIONS!”

The word echoes out across the assembled masses; people bristling with all manner of magical accoutrement, weapons, armor, and wondrous items. The source is not immediately apparent.

“CHAMPIONS! You come to us and join your allies in a time of dire need – the dreaded drow have let slip knowledge of a dire plot. Behold!”

The crowd parts as you can see a masked wizard several dozen paces away. He mutters a few arcane syllables and the severed head of a pale-skinned, emaciated fire giant materializes then crashes into the ground.

“The drow are corrupting the fire giants. These so-called ‘death giants’ have been granted incredible and unholy gifts, and we – the Harpers, the Lord’s Alliance, the Zhentarim, the Emerald Enclave, and the Order of the Gauntlet – have tracked the source of their arcane energy to this region. Before us lies Castle Perilous, and below us can be found the tunnels of the treacherous dark elves. The task that lies before us is grim: enter their world, destroy their plans, and scrub their very presence from our world.”

Any character that is a member of the Cloaks immediately recognizes the masked wizard as Rastol Shan from Mulmaster. He turns and has a quiet discussion with a Shou woman, whose eyes glitter with unknowable secrets. Characters that played certain season 5 adventures may recognize her as

SEER, the Lords’ Alliance spymaster. A golden pseudodragon with milky white eyes lies lazily across her shoulders.

The wizard continues:

“Our challenges are numerous, heroes. We have witnessed the rise of crystalline obelisks that the captured drow referred to as ‘The Reaper’s Claws’; we can only assume that these are directly linked to the plot that the dark elves are hatching far below our feet. These Claws must be destroyed before they can gather more energy and funnel it to their priests and archwizards in the Underdark, and –”

The lithe woman deftly interrupts the wizard with the following:

“- and to be very, very clear: many of you will be changed by what you will see here. Death itself comes for us all. The drow are bringing one of their gods into the world, and they are bypassing the divine order to do so. Instead of an avatar, they are attempting bring dread Kiaransalee, their goddess of necromancy and death, into Faerun. Should this happen, we are all doomed. Your job is to ensure that this does not happen. End of discussion.

Some half of you will be tasked with managing the Reaper’s Claws. The rest will be teleported as far into the Underdark as we can get you. From there, you will locate the Vault of Gnashing Teeth and destroy them by any means necessary.”

Both she and the wizard look out over the assembled forces. The golden pseudodragon lazily opens one eye as she finishes:

“The gods will not be with us this night. It is upon us to show that we mortals are more than capable of protecting our world. Do this, that the gods themselves might tremble in our presence. Do this, and we may yet live to see the dawn.”

Rastol Shan and SEER are available for additional background details, and the characters should also check in with their faction representatives (as noted in the appendices). The assembled people can talk about some high-level direction in the coming battles, such as the fact that drow and death giants are plentiful. They can also provide some history about Vaasa, Castle Perilous, and the worship of Kiaransalee to those that are curious (give the characters **Player Handout 1: History Lessons**).

Due to the short-notice nature of this event, the assembled leaders do not have additional materials or resources to lend out, though spellcasting services are available in the camp.

## DEVELOPMENT

The characters should have a few minutes to interact with Rastol Shan and SEER so that they might learn more about the mission that has been given to them. Additionally, they may wish to speak to their faction representatives and find out about secret missions from those allies (these are noted in the appropriate appendices).

Do NOT proceed to your tier section until the Head DM signals for advancement. If advancement is called for and your table is roleplaying, encourage them to act with haste as this is a timed event.

## THE CHALLENGE AHEAD

The challenges that lie ahead are significant. Spellcasting services can be procured by visiting Camp Perilous at any point during the adventure. These services are available at the normal rate, and a character may use the Acolyte background benefit if they are a member of one of the five factions.

Bear in mind the penalties that must be applied to a character that receives a *raise dead* spell!

## TIER 3 – THE GATHERING STORM

*STRONG MINDS DISCUSS IDEAS. Average minds discuss events. Weak minds discuss people.*

—Socrates

**Expected Duration:** 150 minutes (2h30m)

Once the characters have had a few moments to learn about the unfolding events (and perhaps pick up a secret mission or two), they proceed across the plains of Vaasa to face down the Reaper’s Claws and their guardians.

### CASTLE PERILOUS

The Castle is not the focus for the characters at this time, but it has a place of significance over the past several hundred years. It was the palace of a warlord of Vaasa and was replete with demons, sigils of Orcus, and other bits of awfulness; some hundred years ago, though, it exploded for reasons unknown.

As the dust and debris settled, a sleek black fortress of impenetrable stone-like material sat in its place. No doors, windows, or other entrance are known to be reachable, but there is a definite air of malice to the entire structure. Whether or not it is linked to the contents of this adventure is up to the characters to decide, but it is not explored herein.

### GENERAL FEATURES

**Terrain.** The land surrounding Castle Perilous is rocky and barren, providing no obvious cover aside from the Reaper’s Claws

**Light.** It is after midnight; the moon and stars are obscured by thick clouds

The field before you is studded with dark crystalline obelisks, each filled with raw magic and surrounded by drow, undead, and worse. If these “Reaper’s Claws” are focusing the energy of the drow ritual, then destroying as many of them as possible is the order of the day.

Each of the Reaper’s Claws are one quarter-mile apart; a character can cover that distance in about a few minutes of travel. There is very little chance of multiple Claws triggering on a single character or group of characters, though some of the Claws may be more well-defended than others.

## THE REAPER’S CLAWS

The Reaper’s Claws are large crystalline pylons that have erupted from the ground at various points near Castle Perilous. These structures have six sides and are approximately 10 ft. on a side and nearly 30 ft. tall, with sides as smooth as glass and slightly tapered like an obelisk. Dozens of these structures dot the landscape, each harnessing the raw magic of the Weave and serving as a beacon for evil creatures in the area.

If the characters successfully destroy four Claws using the table below, they may give an aid to a tier 4 table. Details for granting aid can be found in Player Handout 2: Granting Aid. A party can only grant a single instance of aid, but can use any amount of aid that they have received.

Statistics for the Reaper’s Claws are as follows:

- **Size.** colossal (10 ft. per side x 30 ft.)
- **AC.** 20
- **Hit Points.** 100
- **Immunities.** damage from nonmagical weapons; fire, acid, cold, lightning, psychic, disease, poison; cannot be moved or teleported
- **Vulnerabilities.** Bludgeoning from magical weapons; thunder, force (including *disintegrate* spells), *cure wounds* (Arcana DC 16: a cure wounds spell at 4th level or higher that targets the Claw will immediately destroy it)
- **Attacks.** none
- **Defenses.** Roll once each on the **Defenses** and the **Monsters** tables. Additionally, all of the Reaper’s Claws have the “**All Reaper’s Claws**” effect from the Defenses table..

### FUN FOR PLAYERS & FUN FOR DMS

There are a number of tools and options available when combining the Effects and Monsters tables for determining the behavior and challenge of the Claw encounters. As a DM, you should be stressing their resources but also ensuring that everyone is having fun. Adjust the content of the encounters as-needed to keep things appropriate – no table should feel “shut out” by the challenge here.

If you’re having fun as a DM, your players are probably having fun, too!



## RANDOM DEFENSES – THE REAPER’S CLAWS

d6	Challenges
1	Necrotic Storm
2	Dark Resonance
3	The Devouring Void
4	Songs of the Damned
5	I Smell the Blood...
6	Maelstrom (roll twice)

### ALL REAPER’S CLAWS

The Claws act as gathering pylons for necrotic energy, much like a lightning rod gathers the energy of a storm.

**Traps & Hazards.** See below.

**Necrotic Web.** The Reaper’s Claws draw necrotic energy to themselves from all across Faerun. This creates a semi-physical web that begins 25 feet above the ground and is 10 feet thick. Any non-undead creature that moves through this field must succeed on a DC 16 Constitution saving throw or take 16 (3d10) necrotic damage and must choose to either lose maximum hit points equal to the necrotic damage taken or gain one level of exhaustion; succeeding on the saving throw results in the creature taking the damage but not the additional effect.

### EFFECT 1. NECROTIC STORM

The Claws act as gathering pylons for necrotic energy, much like a lightning rod gathers the energy of a storm.

**Difficulty.** Medium to deadly.

**Creatures.** Only undead creatures can be found in a necrotic storm zone.

**Traps & Hazards.** See below.

**Necrotic Storm.** Each round on initiative counts 20 and 10 (losing ties), raw necrotic energy is pulled from the Weave and gathers inside the Claw. All living creatures within fifteen feet of the Claw take 16 (3d10) necrotic damage and must make a DC 16 Constitution saving throw. Living creatures that fail this saving throw must choose to lose maximum hit points equal to the necrotic damage taken or gain one level of exhaustion.

### EFFECT 2. DARK RESONANCE

Kiaransalee’s dark gifts emanate from this Claw, bestowing gifts to her faithful and to any bonded undead creatures in the vicinity.

**Difficulty.** medium

**Creatures.** No additional creatures.

**Traps & Hazards.** See below.

All undead creatures and anyone (other than the characters) that worships Kiaransalee regenerates 16 (3d10) hit points at the start of their turn so long as they are within 30 feet of the Reaper’s Claw; additionally, these creatures have advantage on saving throws versus spells and magic effects while within 100 ft. of the Claw.

### EFFECT 3. THE DEVOURING VOID

This Claw has suffered a deep crack, and a violent whistling can be heard as the air nearby is sucked into the structure.

**Difficulty.** easy

**Creatures.** No undead

**Traps & Hazards.** As below

**Devouring Void.** Any undead creature that begins its turn within 40 ft. of the Claw must succeed on a DC 16 Strength saving throw or else be sucked into the Claw and destroyed immediately. Living creatures that begin their turn within 40 ft. of the Claw must make a DC 16 Strength saving throw or be drawn 20 ft. closer to the Claw and knocked prone. A living creature that succeeds on this saving throw is not moved and is not knocked prone. Creatures moved in this manner are not moved inside of the claw, but near (possibly adjacent to) it.

If a creature would enter the cracked Claw, it is destroyed immediately due to the terrible and barely-controlled Weave energies contained inside. Only a *wish* spell can restore such a creature to life.

**DM’s Note.** This effect should not be a surprise to the characters; they can easily see that things are being sucked into the cracked Claw from a great distance and never escape.

### EFFECT 4. SONGS OF THE DAMNED

The shrieking souls of the recently departed are concentrated around this Claw, obscuring vision and hiding sounds in their cacophony and swirling madness.

**Difficulty.** easy

**Creatures.** none

**Traps & Hazards.** See below

The souls of the dead have not yet departed Faerun and are being drawn here, likely to power Kiaransalee’s ascension. They swirl and flit madly about the area, imposing disadvantage on attacks made against targets that are more than fifteen feet away unless the attacker has the blindsight feature.

Additionally, the swirling souls are drawn to healing magic and effects. If a creature wishes to use a restorative ability, spell, or effect (*cure wounds*, *restoration*, *potion of healing*, *lay on hands*, *goodberry*, etc.; at DM discretion) all creatures involved must make a DC 16 Constitution saving throw as they are pelted by the ragged, flailing souls. Failing this saving throw results in the character gaining a level of exhaustion. For example, if one character wishes to cast *cure wounds* on another, they both must make the saving throw.

### EFFECT 5. I SMELL THE BLOOD...

Something dire stirs in the heart of the Claw here. Wounds do not heal properly, even with magical treatment.

**Difficulty.** medium

**Creatures.** See below

**Traps & Hazards.** See below

At the beginning of their turn, any creature that is not at their maximum hit points can feel their life force ebb and wane. Their wounds throb and their blood flows freely, causing them to take 7 (1d12) force damage; this damage ignores resistances and immunities. The blood soars through the air and collides with the side of the Claw where it is quickly absorbed.

Once the claw has absorbed 100 hit points, a **bloodgorged death giant** is released from the Claw. This effect only occurs once per instance; if the characters find another Reaper's Claw with this effect, it might happen again.

#### BLOODGORGED DEATH GIANT

A **bloodgorged death giant** uses the stat block of a **death giant**, but it has advantage on any attacks that it makes against any character that is not at their maximum hit points.

### EFFECT 6. MAELSTROM

Multiple effects have taken shape here and threaten the characters. Roll twice on the effects table before establishing what monsters are present; ignore any result of "6. Maelstrom".

**Difficulty.** deadly

**Creatures.** adjustable

**Traps & Hazards.** adjustable

**DM's Note.** A Maelstrom result can lead to a very deadly combination of effects. Proceed carefully, and remember that this adventure should be Epic in scope but fun in practice and deployment!

## MONSTERS NEAR THE REAPER'S CLAWS

D6	Monsters & Challenges
1	4 <b>banshees</b> , 1 <b>death giant</b>
2	1 drow <b>archmage</b> , 1 drow <b>warlord</b> , 2 drow <b>master thieves</b>
3	4 <b>driders</b> , 1 <b>driider wizard</b>
4	1 <b>devourer</b> , 1 drow <b>war priest</b>
5	1 <b>swarm of cranium rats</b> , 2 <b>mind flayers</b> , 4 <b>intellect devourers</b>
6	1 <b>flesh golem (storm giant)</b> , 1 drow <b>war priest</b> , 2 drow <b>master thieves</b>

### ADJUSTING THESE ENCOUNTERS

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

- **Very weak or weak party:** remove 1 creature with the lowest CR, to a minimum of 2 creatures in the combat encounter
- **Strong party or very strong party:** Add another creature from the encounter list that plays against the party's strongest feature. For example, if the characters have multiple casters you might add another caster to the monster list but give them access to *counterspell*, or perhaps add a melee-focused creature with the great weapon fighter feat.

The combats here should challenge the characters and encourage them to expend their resources, but the drow do not wish to kill them all – though a single death may serve as a potent warning to the rest. Instead, the drow want to use these powerful adventurers as sacrificial gifts to celebrate the rebirth of their dark queen and goddess of death and necromancy, Kiaransalee. Any characters reduced to 0 hit points will be collected at the end of the combat and taken to the Acropolis, where they are stabilized and placed in the sarcophagi.

DMs are encouraged to temper their potential desire to destroy characters with the desire to create a challenging and engaging narrative that is supported by these combat encounters combined with one or more effects from the Effects table above.

**Treasure.** Each encounter includes 1 piece of tier-appropriate treasure from **DM Appendix 2: Rewards**. DMs are encouraged to pregenerate any potential spell scrolls that might be awarded so that the game does not slow its pace.

### TIMING, RESTING, AND CHALLENGE

The Reaper's Claws are numerous and spaced one mile apart in any given direction. The characters may travel between them as time allows, but remember: the Epic event is limited in time, and this section may only consume five hours of game time.

The characters may decide that they need to rest, and this is fine. Encourage them to move away from

the Claws and take a short rest if needed but they should be well aware of the fact that taking a long rest would prevent them from participating in the remainder of the Epic. Using restorative items is also fine, but wondrous items like a *Rod of Security* do not prevent the passage of time.

These combat encounters should feel challenging and encourage the characters to expend resources. Feel free to adjust encounters as-needed but be careful that they are not disheartened by the challenge before the final segment begins!

### **ADVANCING THE ADVENTURE**

Once 150 minutes have elapsed, play automatically proceeds to the next section. If this time elapses and your characters are still in combat or embroiled in a hazard, the next section will overlap the current challenge – making things that much harder!

## FINAL COMBAT (T3). DIVINITY STALKS THE BATTLEFIELD

ONE DOES NOT BECOME ENLIGHTENED BY IMAGINING FIGURES OF LIGHT, but by making the darkness conscious.

—C.G. Jung

**Expected Duration:** 60 minutes

Any lingering secret missions should be initiated during this time. Please note that it may be difficult to finish them due to the interactive nature of this event.

### THE SHATTERING

Read the text below and give the characters a few seconds to react – any character that does not immediately seek cover (and is not otherwise protected) takes 55 (10d10) magical slashing damage as the remaining Claws shatter. Any attempt to take cover is sufficient; this is not an opportunity to kill characters “just because”. For instance, if they succeed on a DC 12 Wisdom (Insight or Survival) check, you could tell them that their gut instinct is to take cover and hide – or at least get prone.

The remaining Reaper’s Claws groan and twist ominously...

### GENERAL FEATURES

**Terrain.** The landscape is dotted with the shattered remains of the Reaper’s Claws. The ground is rough terrain due to the crystal shards.

**Light.** The clouds have parted and the moon is full. The area is in dim light.

Once the shrieking chorus of exploding crystal has subsided, there is a brief moment of glorious silence. Unfortunately this moment is broken by the cracking sound of shattering stone as a ghostly draconic form rises from far-off Castle Perilous and screams across the sky towards the camp.

Within seconds, the dragon has arrived and unleashes its first torrent of fiery breath. Screams emanate from the camp; now is a great time to return and assist your faction peers!

### THE REMAINS OF CAMP PERILOUS

When the characters return to the Camp, their task is grim: the dead are numerous and are now rising against them. Saving the survivors is now paramount! Refer to the section below for details

about possible survivors and effects of their efforts. Read the following text:

Inky-black draconic forms are shedding humanoid forms into the Camp; you can only assume that the drow are now raiding the Camp in an effort to undo the progress you have made so far.

You will need to act quickly to save as many people as possible!

Allow the characters to select a zone from the Camp Perilous map. Refer to the table below for details about survivors in that zone. If the key NPC for that zone is already saved by another table (your head DM should share this information), simply ignore that part of the text. *It is imperative that your table reports any saved NPCs to the head DM as quickly as possible!* If the characters have cleared every encounter from the table, they may assist another tier 3 table.

### COORDINATING THESE ENCOUNTERS

Each table should nominate a single player to act as their liaison. This liaison should coordinate with the other table liaisons so that the tier 3 tables can save as many survivors as possible. Be sure to tell the players that any time spent this discussion does count against the total time for the round, so they should be speedy in their planning! Table liaisons should meet each other and discuss their tactics for a minute or two before returning to their table.

*Stress that there is nothing additional to be gained by sending multiple groups to the same location at the same time.*

Every zone uses the “All Zones” effect in addition to anything specifically stated for that zone.

Monsters will almost certainly target the faction representatives unless the characters forcefully intervene, and quickly. Due to the low hit points remaining, tread carefully – the characters shouldn’t be denied at all turns!

### ZONES IN CAMP PERILOUS

Zone	Survivors & Monsters
Emerald Enclave	Seranolla the Whisperer; 1 <b>adult red shadow dragon</b> , 2 <b>wraiths</b> (tier 3)
Harpers	Olisara Lightsong; 1 <b>death giant</b> and 2 <b>drow master thieves</b>
Lords’ Alliance	Dornal Whitebeard; 5 <b>wraiths</b> (tier 3)
Order of the Gauntlet	Zern Xerkstil; 1 <b>death giant</b> , 1 <b>drow war priest</b> , 1 <b>drow warlord</b>
Zhentarim	Chaab; 1 <b>drow archmage</b> , 1 <b>drow warlord</b> , 2 <b>drow master thieves</b>

Cloaks	Rastol Shan; 1 drow <b>warlord</b> , 2 drow <b>master thieves</b>
SEER's tent	2 <b>death giants</b>

## ALL ZONES

Kiaransalee's power has suffused the plains of Vaasa.

**Creatures.** Roll a die at the beginning of each combat. On an even result, add an extra creature of the lowest CR to the combat. On an odd result, an adult red shadow dragon strafes through and breathes necrotic energy across the battlefield; each creature in the area must succeed on a DC 21 Dexterity saving throw or take 63 (18d6) necrotic damage (half damage on a successful save). This includes any monsters that are present. Any humanoid that is reduced to 0 hit points by this attack is immediately slain and rises one round later a shadow under Kiaransalee's control. Characters may use their reaction to move up to their speed if they wish to take cover (if cover is available); those that are taking care to stay under cover do not need to make this saving throw.

**Survivors.** The factionmasters all have an AC of 16 and 20 hit points remaining unless otherwise indicated. They fight defensively and are exhausted; they are not intended to be active combatants in these encounters though they may still take damage and die as per normal rules.

## EMERALD ENCLAVE

Seranolla the Whisperer has shapechanged into an earth elemental and has burrowed below ground while waiting for rescue.

**Challenge.** An **adult red shadow dragon** is attempting to excavate Seranolla from the earth. It is flanked by 2 **wraiths** (tier 3).

The dragon is focused on excavating Seranolla. The first attack made against it is made with advantage due to this.

## HARPERS

Olisara Lightsong has been rendered unconscious due to the onslaught of the drow.

**Challenge.** Olisara is unconscious and has one minute (10 rounds) to live.

Once Olisara has hit points again, she will escape and assist with evacuating other survivors. Any table that returns her to health gains Inspiration; any Harper character that returns her to life may

immediately gain the benefit of spending two hit dice (no hit dice are spent for this; they simply gain the benefit).

## LORDS' ALLIANCE

Dornal has been holding the armory while the others escaped. Unfortunately he may not last much longer.

**Challenge.** Dornal is exhausted and surrounded by wraiths.

Dornal has so far successfully fought back the drow and undead, but he is exhausted. He has 40 hit points remaining and all attacks made against him have advantage. Any table that successfully rescues Dornal immediately receives a *spell scroll of greater restoration*. Any Lords' Alliance member that assisted with his rescue receives a *potion of vitality*.

## ORDER OF THE GAUNTLET

Zern Xerkstil is fighting a desperate battle against a death giant.

**Challenge.** The **death giant** is keenly focused on Zern.

If Zern is rescued, he expresses his appreciation by providing the characters with a *potion of speed* and a *potion of supreme healing*. Any Order of the Gauntlet character that is present during this rescue is immediately affected by a *sanctuary* spell that lasts one minute.

## ZHENTARIM

The craggy-faced Zhentarim enforcer has realized that the battle has turned against him.

**Challenge.** Chaab's enforcers have fallen to the drow, and he is hiding.

Chaab's bodyguards and Zhentarim allies have fallen to the drow. The drow here are searching for him and drow that has not been engaged by the characters will find him at the beginning of the second round of combat. Any Zhentarim character that is present for Chaab's rescue receives an extra 10% gold at the end of the adventure. If Chaab is successfully rescued, he poisons one random opponent in the party's next encounter with a well-placed poison dart (lasts 1 minute, no attack roll or save; only targets creatures that are not immune to poison).

## CLOAKS

Rastol Shan is frantically waving his rapier while several drow advance on him.



**Challenge.** Kiaransalee's emerging form in Vaasa has torn the Weave here; this encounter area is now a dead magic zone.

If successfully rescued, Rastol Shan casts *banishment* against 1 random opponent at the beginning of the next combat (Wisdom saving throw, DC 18). Any member of the Cloaks that participates in his rescue gains a *spell scroll* of their choice of level 6 or lower at the end of the adventure.

If the tier 4 tables have already enlisted the aid of Bregan D'Arthe, Rastol Shan does not need saving and is instead taking refuge here while considering his next move.

### SEER'S TENT

SEER's tent is filled-to-bursting with giantish curses.

**Challenge.** Two **death giants** are ransacking SEER's tent, as if searching for something.

SEER is not present in the camp, as she has entered the Vault of Gnashing Teeth to assist the other characters. The giants understand Common and Giant but do not otherwise communicate; they are enraged and in a berserk state. Modify their stat block as follows:

#### BLOODGORGER DEATH GIANT

A **bloodgorger death giant** uses the stat block of a **death giant**, but it has advantage on any attacks that it makes against any character that is not at their maximum hit points.

### DEVELOPMENT

Periodically the Head DM may announce that certain NPCs are rescued (or killed). Be sure to adjust the table above as-needed. If an NPC is announced as dead and they are in your current encounter, **they are indeed dead**; it is imperative that any rescued NPCs are reported to the Head DM as soon as possible once combat ends. Raising a dead NPC does not grant any of the rescue bonuses, but it will allow the NPC to be marked as 'alive' at the end of the adventure.

During your combat encounters, the Head DM or one of their assistants may arrive at your table under the guise of the **Urshula, Dracolich Spirit**. If this happens, the dracolich takes a full round of actions and each of the characters takes a full round of actions, then the current combat round continues as the dracolich departs.

### TREASURE

Each encounter awards one random item from **DM Appendix 2: Rewards**. DMs are encouraged to pregenerate any spell scrolls that might be awarded here so that the game does not slow down. Additionally, each encounter contains specific 'bonus' rewards if the characters are successful. Be sure to record this for the characters!

Be sure to denote when a table has directly saved a faction master, as this will impact their Faction Savior story award at the end of the adventure. A faction master is considered 'directly saved' when the table was solely responsible for their safety. For example, if table A saves Chaab they are directly responsible, and table B receives no story award benefit.

### WHEN TIME HAS EXPIRED....

When the full 60 minutes have expired for this section, any remaining combatants flee as best they can. Record the numbers and types of fleeing creatures as well as the number of encounters cleared and turn the form in to the Head DM so that success or victory can be tallied.

### ADVANCING THE ADVENTURE

Once time has elapsed for this section, you may proceed to the Conclusion of the adventure. Also, once all of the key NPCs have been rescued, your characters may assist other tables.

## TIER 4 – JOURNEY INTO THE DARK

*'DARKNESS' IS A SUBJECTIVE WORD; it depends what your viewpoint is and how you live life.*

—Taylor Momsen

**Expected Duration:** 150 minutes (2h30m)

Once the characters have been able to learn about the unfolding events, they are teleported into the Underdark by SEER. If for some reason a character does not agree to be teleported in this fashion, SEER merely shakes her head and forces the spell to work due to certain ancient magical enchantments that are part of her being. Any character that is forced to be teleported gains two levels of exhaustion due to the wear and tear on their bodies.

SEER looks at the assembled lot of you as the magical energies swirl and the stones crunch underfoot.

"This place is a two-way portal back to Camp Perilous. Go now; secure the tunnels and make clear the way into the Vault of Gnashing Teeth. I will remain here and guard the arcane circle. Should you need to return to Camp, simply step into the rift. Be aware that in five hours we march into the Vault. Until that time, busy yourself with securing the tunnels – though I do suggest securing one of the secondary goals as well."

She hands you a rough map of the tunnels and wishes you good hunting.

"Do not step foot in the Vault before the time is right. If you do, you will ruin our plans – and worse, the protections woven into that place will devour you entirely."

The characters can freely move back and forth between the tunnels and Camp Perilous – this may be helpful for securing spellcasting services.

The characters must secure as many locations as possible before time expires for this section; when time expires, they automatically move into the next phase. The secondary goals are indicated on the map; each table may attempt one secondary goal (even if there are fewer than 4 tier 4 tables in the event).

## DESCENDING THROUGH THE TUNNELS

### GENERAL FEATURES

**Terrain.** The tunnels are natural and rough, but travel can take place at normal speeds unless an effect dictates otherwise. The tunnels are all 20 feet wide and approximately 12 feet tall. Caverns are typically no taller than 30 feet between floor and ceiling.

**Light.** There is no light in the Underdark except where noted.

### FAERZRESS

Many parts of the Underdark of Faerûn are suffused with a magical radiation that the drow call *faerzress*. A remnant of the mighty forces that originally shaped the terrain of the Underdark, *faerzress* distorts and interferes with certain types of magic. Its effects on spells are not widely known among the surface-dwelling peoples.

Areas of concentrated *faerzress* can be found here and there throughout the Underdark. The drow have long sought out such places in which to raise their cities, since the magical radiation helps to frustrate spying and protect against enemy assaults. *Faerzress* is also used in the construction of powerful magical magic items.

Sometimes creatures that dwell in and around great areas of *faerzress* find themselves imbued with strange and unpredictable powers.

For the purposes of this adventure, whenever a non-drow character (including their familiars, simulacrum, shield guardians, and so on) casts a spell in the Underdark (but not in the Vault of Gnashing Teeth), roll a d20. On a roll of 19 – 20, they cause a wild surge as per the chaos sorcerer class feature (found in the Player's Handbook). If no Player's Handbook is available, or if you wish to expedite the process, feel free to roll a d6 and consult the following options:

- **1.** The spell targets a randomly chosen target instead. If the original spell affected a space instead of a target, it's targeted space is moved by 1d6 x 10 feet instead.
- **2.** After the spell is cast, the spellcaster cannot speak. Instead, whenever they open their mouth a stream of festively-colored balls of light dribble out.
- **3.** The spell simply has no effect, but the spell slot is spent.
- **4.** All affected targets are also *hasted* and *cursed* until the end of the caster's next turn.
- **5.** The caster is polymorphed into a goat until they take damage. They have a strong desire to bleat loudly and to find the nearest boot to chew on.
- **6.** The caster and any affected targets must succeed on a DC 18 Constitution check or else receive a level of exhaustion.

As the characters descend through the tunnels and make their way to the Vault of Gnashing Teeth, they will come across several random encounters. Their first encounter should be **1. Reaper's Claw** (with a random encounter as well), and then randomly determined after that (unless noted, encounters can be repeated). As a timed section, it is important to help the party stay on-task and focused; when the full 150 minutes has elapsed please conclude the current combat in the most appropriate manner. Play then immediately proceeds to the next section or the chosen secondary goal.

If the characters successfully complete four encounters using the tables below, they may give aid to another tier 3 table. Details for granting aid can be found in **Player Handout 2: Granting Aid**. A party can only grant a single instance of aid, but can use any amount of aid that they have received.

### FUN FOR PLAYERS & FUN FOR DMS

The following section may prove to be simple in intention but complex in deployment. Please take a moment to make yourself comfortable with the encounters and effects; pregenerating these setups is strongly encouraged so that you don't have to make many adjustments at the table. That said, if you need to make slight adjustments to the challenges presented please feel free to do so.

If you're having fun, your players are probably having fun!

As the characters progress through the tunnels, roll on the Random Effects – Underdark Tunnels table and then on the Random Encounters – Underdark Tunnels table. This can create some unexpected combinations, so be ready to adjust as-needed.

### RANDOM EFFECTS – UNDERDARK TUNNELS

d6	Challenges
1	Reaper's Claw
2	Dead Magic Zone
3	Faerzress Concentration
4	Glyph of Imprisonment
5	Necrotic Storm
6	Maelstrom

### RANDOM ENCOUNTERS – UNDERDARK TUNNELS

d10	Monsters & Challenges
1	Blessings of the Queen
2	Hunting Party
3	Golems
4	Death Giants
5	Purple Worm
6	Enraged Giants

### MAPS!

The map provided by SEER at Camp Perilous shows the general outline of the tunnels, notable chambers, and the Vault of Gnashing Teeth. You can draw your encounter maps freehand to save time or if you wish to customize them a bit more.

### ADJUSTING THESE ENCOUNTERS

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

- **Very weak or weak party:** Adjustments are not recommended. If you feel that they are absolutely needed, allow creatures to flee or otherwise escape. Encounters should not receive further modification.
- **Strong party or very strong party:** Add another creature from the encounter list that plays against the party's strongest feature. For example, if the characters have multiple casters you might add another caster to the monster list but give them access to *counterspell*, or perhaps add a melee-focused creature with the great weapon fighter feat.

The combats here should challenge the characters and encourage them to expend their resources, but the drow do not wish to kill them all – though a single death may serve as a potent warning to the rest. Instead, the drow want to use these powerful adventurers as sacrificial gifts to celebrate the rebirth of their dark queen and goddess of death and necromancy, Kiaransalee. Any characters reduced to 0 hit points will be collected at the end of the combat and taken to the Acropolis, where they are stabilized and placed in the sarcophagi. Characters so affected may participate in the final encounter if another table of characters can heal them; these players should remain seated with their table for the duration of the event and their status should be reported to the Head DM.

**Treasure.** Each encounter includes 1 piece of tier-appropriate treasure from **DM Appendix 2: Rewards**. DMs are encouraged to pregenerate any potential spell scrolls that might be awarded so that the game does not slow its pace.

### AM I OUT FOREVER?

Spellcasting services can be procured in the Camp, or... this is an interactive adventure! Some of these encounters have some dire effects; if another tier 4 table can cast things like *greater restoration*, *dispel magic*, and so on be sure to let them. This is an onslaught by cooperating heroes, so encourage them to play it up!

This sort of activity can only occur while out of combat.

### EFFECT 1. REAPER'S CLAW

Part of one of the Reaper's Claws runs through this space. Its crystalline housing is both sinister and calming, with promises of glory contained inside.

**Difficulty.** deadly

**Creatures.** adjustable

**Traps & Hazards.** adjustable

Roll once on the effects table in **Random Effects – The Reaper's Claws** (in the tier 3 section), then roll again on this table; ignore any result of **1. Reaper's Claw**.

### EFFECT 2. DEAD MAGIC ZONE

Some areas of Faerun are completely devoid of magical energy. These areas are known as dead magic zones, and are extremely terrifying for adventures.

**Difficulty.** medium

**Creatures.** none

**Traps & Hazards.** none

No magic functions in this place. Magical weapons become mundane, wondrous items serve no purpose, and even potions of healing simply become thick, syrupy potables.

### EFFECT 3. FAERZRESS CONCENTRATION

*Faerzress* is a type of radiation that suffuses large portions of the Underdark. It has a strange effect on magical energies and can sometimes also cause mutations in the denizens of the caverns and tunnels far below ground. Be sure to have a visual marching order for the characters prior to beginning this encounter, as spacing makes a difference for class features like a paladin's auras.

**Difficulty.** easy

**Creatures.** none

**Traps & Hazards.** exhaustion

Any spell cast in this space automatically triggers a wild surge, as per the sidebar earlier in this section.

### EFFECT 4. GLYPH OF IMPRISONMENT

Be sure to have a visual marching order for the characters prior to beginning this encounter, as spacing makes a difference for class features like a paladin's auras.

**Difficulty.** medium

**Creatures.** none

**Traps & Hazards.** *Glyph of Warding (Imprisonment)*.

The drow wizards have inscribed a high-level *glyph of warding* in this entire area. It is triggered when a non-drow steps on it or comes within ten feet of it (for example, if someone hovers or flies over it). The *glyph* contains an *imprisonment* spell (Wisdom saving throw DC 22 to negate) that, on a failed saving throw, buries the triggering character far underground as per the spell's burial effect. This effect lasts until dispelled; any dispel magic effect aimed at the *imprisonment* has a DC of 19. This *glyph* recharges every 30 minutes due to the *faerzress*.

Unless the characters are extremely powerful, this encounter should only be used once during this adventure.

### EFFECT 5. NECROTIC STORM

The energy gathered by the Reaper's Claws is arcing through this place.

**Difficulty.** Medium to deadly.

**Creatures.** Only undead creatures can be found in a necrotic storm zone.

**Traps & Hazards.** See below.

**Necrotic Storm.** Each round on initiative counts 20 and 10 (losing ties), raw necrotic energy is pulled from the Weave and gathers inside the Claw. All living creatures within fifteen feet of the Claw take 26 (5d10) necrotic damage and must make a DC 18 Constitution saving throw. Living creatures that fail this saving throw must choose to lose maximum hit points equal to the necrotic damage taken or gain one level of exhaustion.

### EFFECT 6. MAELSTROM

Multiple effects have taken shape here and threaten the characters. Roll twice on the effects table before establishing what monsters are present; ignore any result of "6. Maelstrom".

**Difficulty.** deadly

**Creatures.** adjustable

**Traps & Hazards.** adjustable

**DM's Note.** A Maelstrom result can lead to a very deadly combination of effects. Proceed carefully, and remember that this adventure should be Epic in scope but fun in practice and deployment!

### CREATURES 1. BLESSINGS OF THE QUEEN

This encounter should show the effects of the drow's blind faith in their death goddess, Kiaransalee.

**Difficulty.** Medium to deadly.

**Creatures.** 5 draegoloth, 1 drow war priestess, 1 drow assassin.

**Traps & Hazards.** None.

The draegoloth have hidden under loose stones near the center of their encounter space (Perception DC 22 to spot). The drow are similarly hidden but do not reveal themselves until the draegoloth are engaged in combat. They are intelligent enough to attempt to draw the characters into direct conflict so that the assassin and priestess can pick off one or two; as fiends, they do not fear death and instead wish to sow chaos and discord before they are dispatched back to the Abyss.

### CREATURES 2. HUNTING PARTY

The drow are seeking to enlist the aid of some of their oldest and deadliest allies, the mind flayers. Together with the blessings of Kiaransalee and the tiny but ferocious intellect devourers, this encounter showcases the hasty, dangerous nature of these alien cultures.

**Difficulty.** deadly

**Creatures.** 1 ulitharid, 1 drow warlord, 2 drow warlocks of the fiend, 4 intellect devourers.

**Traps & Hazards.** None.

The ulitharid is the de facto leader of this group. It will command the warlock to hex whichever character appears weakest so that the entire unit can hammer that character down. When appropriate, the intellect devourers will attempt to consume and replace the brain of any defeated characters.

### CREATURES 3. GOLEMS

The drow sometimes craft horrific statues and effigies of their gods. In places of potent magic or religious significance, these statues sometimes take on a terrifying life of their own.

**Difficulty.** medium

**Creatures.** 1 iron golem and 4 flesh golems

**Traps & Hazards.** none

The iron golem has been crafted in the likeness of a huge-sized drider and cannot be knocked prone. Furthermore, it has been given a coat of adamantite plating and is now immune to critical hits. Once the

golem has negated two critical hits, this carapace cracks and falls off as worthless dust.

The flesh golems are large and are comprised of different types of giants all stitched together. Their eyes gleam with unholy light, and once they take damage from any weapon, slashing, or piercing source their putrid internal gases begin leaking out. Once the gas begins spilling out, any living creature that moves within fifteen feet of the flesh golem or that ends their turn in that space must make a DC 18 Constitution saving throw; on a failure they are poisoned for 1 minute. If they fail this saving throw by 5 or more, or if they fail this saving throw while already poisoned, they also gain a level of exhaustion.

### CREATURES 4. DEATH GIANTS

Two heavily-armored, axe-wielding death giants patrol the tunnel here. They are keenly aware of their nature and revel in sowing the seeds of death and destruction at every opportunity.

**Difficulty.** medium

**Creatures.** 2 death giants, 3 wraiths (tier 4)

**Traps & Hazards.** none

The death giants work in tandem to fell their foes, similar to very large lumberjacks taking down trees quickly and efficiently. These death giants are using huge-sized greataxes; their melee attacks inflict 22 (6d8 + 8) slashing damage plus 18 (6d6) necrotic damage on a hit. The wraiths lurk in the walls and require a Perception of 24 or higher (or an effect that would allow the character to pinpoint the location of these undead creatures) in order to not be surprised by them at the start of combat.

### CREATURES 5. PURPLE WORM

The tunnels in this area are unnaturally smooth and have gentle slopes, unlike the more rough-hewn tunnels you had been traveling through. A slight rumble can be heard in the earthen walls.

**Difficulty.** medium

**Creatures.** 1 purple worm

**Traps & Hazards.** none

The purple worm is a vicious combatant and explodes from the wall in a flurry of teeth. As the rumbling echoes through the tunnel, the characters must succeed on a DC 20 Wisdom (Perception) check in order to not be surprised by the worm when it emerges; characters that are proficient in Nature make this check with advantage, and all drow and all rangers automatically succeed. The round



tunnel here is only twenty-five feet across, so the worm will push the characters to either side as it enters the area; this blocks line of sight if characters become separated.

It makes copious use of its bite attack and the swallow feature, and once it has swallowed three characters it will attempt to withdraw and burrow into the stone. Bear in mind that swallowed characters cannot breathe, and if the worm is killed while burrowing they may become trapped!

**DM's Note.** This encounter should only be run once, and should immediately launch into another combat encounter as creatures would be drawn by the noise (use the same initiative, and add the new creatures at the beginning of the third round of combat). This only counts as a single encounter for purposes of generating aid.

### CREATURES 6. ENRAGED GIANTS

The giant tribes have been dealt a grievous blow by the drow and their experiments. Several giants have made their way into the Underdark and are no longer see any difference between the dark elves and other "small people".

**Difficulty.** medium

**Creatures.** 2 fire giant dreadnaughts and 1 cloud giant smiling one

**Traps & Hazards.** none

The giants attack recklessly and are utterly convinced that the characters are in league with the drow. If there is a drow among the characters, the giants attack them first and have advantage on all of their attack rolls (as if they were barbarians using the *reckless attack* class feature).

**DM's Note.** This encounter should only be run once.

### SECONDARY GOAL 1. ILLITHID LABORATORY

A mind flayer lich (illithilich) has been reported in this region. SEER believes that it might be part of the ritual that is funneling the necrotic energy in Vaasa. Putting it down may lessen the burden on your allies.

**Difficulty.** lethal

**Creatures.** 1 Mind Flayer Lich, 4 intellect devourers, 2 tier 4 wraiths

**Traps & Hazards.** Use effects 3 & 5 on the Random Effects – Underdark Tunnels table.

The mind flayer lich has set up its laboratory around the base of this Reaper's Claw. It knows full well the effects and seeks to bring living creatures close so

that the wraiths and its spells can destroy them. The intellect devourers are trained to only run out of their hiding holes when living creatures go prone, and will never willingly enter the space around the Reaper's Claw.

**DM's Note.** This encounter may only be run once per event. When the characters successfully complete this encounter, report this to the Head DM. The characters earn the *Lost Lore of the Illithilich* story award at the end of the adventure.

### SECONDARY GOAL 2. BREGAN D'ARTHE MERCENARY COMPANY

The mercenaries of Bregan D'Arthe keep a faction house here in the tunnels. SEER believes that their alliance can be purchased or proven, and that their might would be greatly appreciated in the coming battles.

**Difficulty.** difficult

**Creatures.** 4 drow warlords, 2 drow master thieves, 1 iron golem

**Traps & Hazards.** none

The drow mercenaries must be convinced of the character's similar intentions – mercenary in nature, and admitting that gold is king. The drow are tightly allied with the faithful of Kiaransalee, and would need to be convinced that their best interests lie elsewhere. If the characters succeed on a DC 24 Charisma (Persuasion) check (reduce the DC by 2 for every 3,000 gp in bribes that are offered by the characters) they can secure the alliance of the mercenaries – but only if they can defeat the faction's champions. Killing the champions causes a failure for this mission, and the Persuasion check can only be made one time and by a single character. If the characters attempt to use spells to bolster their Persuasion check, the hidden drow mages use *counterspell* as often as possible. A DC 16 Wisdom (Insight) check will reveal that the drow should be offered a single, large bribe prior to any negotiating begins.

**DM's Note.** This encounter may only be run once per event. When the characters successfully complete this encounter, report this to the Head DM. The characters earn the *Patron of the Company* story award at the end of the adventure.

### SECONDARY GOAL 3. ESTABLISH SECONDARY PORTAL

SEER has asked for one of you to establish a second teleportation circle at the desired spot. She requires that you use a specific set of sigils for this circle, as "it will bring reinforcements". She refuses to

elaborate further, and only smirks. “You’ll know it when you see it.”

**Difficulty.** lethal

**Creatures.** 2 death tyrant beholders

**Traps & Hazards.** Effect 3 on the Random Effects – Underdark Tunnels table (Faerzress)

In order to complete this mission, one of the characters must know and be capable of casting *teleportation circle* (or *wish*, emulating *teleportation circle*); furthermore, the characters must use the sigils provided by SEER or the mission is a failure. Characters cannot spend the time studying these sigils, as this would require the use of downtime days and would exceed the duration of this adventure. Once the spell is cast, the faerzress flares up and capture the attention of a pair of **death tyrant beholders**. The mission is successful once the monsters have been defeated. Additional details will be handled by the Head DM.

**DM’s Note.** This encounter may only be run once per event. When the characters successfully complete this encounter, report this to the Head DM. The characters earn the *Gatekeeper of the Divine* story award at the end of the adventure.

### THE ENTRANCE TO THE VAULT OF GNASHING TEETH

The entrance to the Vault is nothing more than a plain-looking stone door festooned with holy symbols of Kiaransalee. The emits a terribly cold aura; the characters do not need to make an Arcana check to determine that this is raw necromantic energy. If they insist on interacting with it, remind them of SEER’s warning and encourage them to move away.

If they insist on opening the door, they may do so – it’s not locked. However, stepping foot inside that chamber causes immediate death and nothing short of a *wish* spell can bring that character back to life. Even worse, all monsters in the final section of the adventure now have advantage on their attacks and saving throws against the characters at this table until the end of the adventure.

### TIMING, RESTING, AND CHALLENGE

The tunnels into the Underdark many and twisting, but the characters should find their way to the Acropolis in fairly short order. Remember: the Epic event is limited in time, and this section may only consume five hours of game time and 150 minutes of “real” time.

The characters may decide that they need to rest, and this is fine. Encourage them to take a short rest

if needed but they should be well aware of the fact that taking a long rest would prevent them from participating in the remainder of the Epic. Using restorative items is also fine, but wondrous items like a *Rod of Security* do not prevent the passage of time.

These combat encounters should feel challenging and encourage the characters to expend resources. Feel free to adjust encounters as-needed but be careful that they are not disheartened by the challenge before the final segment begins!

### ADVANCING THE ADVENTURE

Once 150 minutes have elapsed (or the characters have used five hours of game time), play automatically proceeds to the next section. If this time elapses and your characters are still in combat or embroiled in a hazard, simply cut that combat short by allowing the characters to narrate their heroic finishing moves!

SEER strides up to the solid door to the Vault of Gnashing Teeth. Gritting her teeth, she places her palms on it and looks at you.

“Once I begin this incantation I will be rooted in this place. I can channel the Weave effectively enough, but it will be your responsibility to breach the temple ahead and punish the drow. Go now, and may your blades be ever sharp!”

She begins an incantation and her eyes roll back in her head as the door silently opens to the chamber beyond...

## FINAL COMBAT (T4). WITHIN THE ACROPOLIS, THE GODDESS EMERGES

SOMETIMES IT IS BETTER TO LIGHT A FLAMETHROWER THAN CURSE THE DARKNESS.

—Terry Pratchett

### **Expected Duration:** 60 minutes

The full impact of the drow plan is now revealed. Kiaransalee has begun to emerge from the rift, and her presence is causing waves of raw necrotic energy to cascade throughout the entire region.

## THE RITUAL

The highest-ranking faithful servitors of Kiaransalee have completed their summoning ritual. As the goddess emerges, the characters must determine their best course of action: will they attempt to destroy the faithful, the avatar, or both? Time is running out.

## GENERAL FEATURES

**Terrain.** The Acropolis is, at first glance, made of finely carved marble. Upon inspection it can be determined that it is actually crafted exclusively of the bones of non-drow humanoids. The ceiling is lined with thousands of clacking skulls.

**Light.** There is no ambient light in this place.

**Smells.** There is a sharp electric scent in the air, similar to ozone.

**Ceiling.** The ceiling is forty feet overhead and is completely covered with the preserved skulls of many different humanoid races. The skulls mounted on the ceiling can create a horrific cacophony (see the Vault of Gnashing Teeth sidebar).

Webs of inky-black necrotic energy arcs between the standing pillars as a gathering of priestesses of Kiaransalee drone their sonorous chant. Their voices rise as one, and the energy redoubles in intensity, arcing across the room and striking several of the faithful dead in an instant. As your eyes clear you can see a massive female shape that is now standing in the center of the room, surveying the wreckage with a cruel glimmer of a smile splaying across her face.

The priestesses of Kiaransalee have nearly completed their ritual as the characters enter this space. The energy arc has killed a number of the faithful (causing the female **death giant** to have a

number of souls in her possession as combat begins – see the **Adjusting the Encounter** sidebar). She herself is not Kiaransalee, but is acting as her vessel upon Faerun. Her divine spark is split between each of the ritual zones (the other tier 4 tables in this Epic adventure). As the death giant succumbs to damage caused by the characters, this fraction of her essence joins the others on the battlefield. Ultimately, her full divine essence will be present and no matter the outcome, the Realms will surely tremble from the ensuing combat.

In addition to the **death giant**, there are also 2 tier 4 **wraiths** and an *invisible* drow matron **mummy lord**.

## THE VAULT OF GNASHING TEETH

This chamber houses the Acropolis, the main temple to Kiaransalee, though some might say that the chamber itself is the most significant temple dedicated to the drow goddess of undeath and magic. The interior structures are built entirely of the bones of the enemies of the drow, and the ceiling is lined with thousands of animated skulls.

**Cacophony.** If any of the characters or their allies find themselves more than 20 feet above the floor, the skulls immediately begin to clack and chomp in a horrid storm of noise. This clattering fills the chamber; if the characters attempt to cast a spell with a verbal component they must first succeed on a DC 18 Concentration check; failing this check means that the spell is lost and the slot is expended. Spoken words between characters also require a DC 18 Wisdom (Perception) check in order to be heard up to ten feet away; speech simply cannot travel further than this. Once begun, the cacophony only ends when the characters leave the Vault.

**Rending Bites.** If one of the characters or their allies makes contact with the skulls for any reason, they are attacked by the skulls. **Bites.** *Magical Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 66 (12d10) piercing damage and 66 (12d10) necrotic damage, and the target is grappled unless they succeed on a DC 20 Strength saving throw.

**Divine Essence.** This place is the center of Kiaransalee's power. Her worshippers have advantage on attack rolls made against those that do not worship her, and those that do not worship her have disadvantage on saving throws versus spells and other magical effects generated by those that do.

The Vault houses a number of small, identical temples dedicated to Kiaransalee arrayed around the center of the chamber. There are as many temples as there are tables of tier 4 characters.

## ADJUSTING THE ENCOUNTER

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

- **Very weak or weak party:** No adjustments. After all, this is an Epic adventure!
- **Average party:** Add a second tier 4 **wraith**.
- **Strong party or above:** As **Average party**, and the skulls on the ceiling immediately use their **cacophony** ability once the first character enters the Acropolis, and the **wraiths** have advantage on all attack rolls made against any target that is not at their maximum hit point value.

**Kiaransalee's souls.** Kiaransalee will begin combat with a number of souls, and may use them or gain additional ones as combat progresses. She may use them as follows (using souls does not consume any form of action):

**1 soul:** gain advantage on one attack roll or saving throw

**2 souls:** gain an additional reaction

**3 souls:** heal half of the amount of damage that she has taken during this battle (this is a magical effect but is not a spell)

**4 souls:** *Smite the Soulless.* Any melee attack that the death giant makes against an unliving target (such as an undead creature, construct, or even a simulacrum) that hits is considered a critical hit and inflicts maximum damage instead of any rolled amount. This ability can only be used once.

## DEVELOPMENT

The death giant can recall its fire giant heritage and does not hesitate to make liberal use of thrown rocks and melee attacks. It also knows full well the power of Kiaransalee's divine essence and seeks to use the souls that she has gathered to devastating effect.

The matron mother mummy lord is a tough opponent in that she has already used the invisibility function of her *cloak of invisibility*. For the duration of this encounter and due to the ongoing ritual effect, the cloak is temporarily upgraded to a greater invisibility effect. The **mummy lord** will bolster the death giant initially, but gleefully picks off weaker opponents whenever possible.

This is intended to be a very difficult encounter. Do not hold back on the characters – they are facing a the very real possibility of a deity entering the world; if the drow plot is fully realized, they will have brought Kiaransalee bodily into Faerun, whereas previous visits from deities have been limited to just their avatars.

## BINDING DIVINE ESSENCES

Each **death giant** begins with a single divine essence. As your table's death giant succumbs to damage by the characters, her essence arcs out and seeks to join with the nearest divine spark. In almost every case this will be another tier 4 table.

**Your death giant dies.** When your table's death giant dies, describe the visual effect of her divine spark wrenching itself free of her giantish body and how it quickly speeds away and out of this temple. The characters all gain 1 point of inspiration or may spend hit dice as if they were taking a short rest, though no other short rest effects take place. Your characters may assist other tier 4 tables (no more than 1 additional character to a single table, to a maximum of 7 characters at that table and a minimum of 3 characters at a table) or you may run an additional combat by rolling 1d4 on the **Random Encounters – Underdark Tunnels** table. The divine essence is sent to another tier 4 table, and the listed effects take place immediately.

**Your death giant gains an extra essence.** When your table's death giant gains another divine essence, her powers are greatly increased.

- **1 extra essence.** This death giant is healed to full hit points and may automatically end any ongoing spell effects on her that she desires.
- **2 extra essences.** This death giant has advantage on all attack rolls and saving throws for the rest of the adventure.
- **3 extra essences.** This death giant's melee attacks also include the effects of a *bestow curse* spell (DC 24) when she hits.
- **4 extra essences.** This death giant summons 1 drow **war priestesses**, 2 **draegoloths**, and 1 *invisible* drow **assassin** at a random tier 4 table other than this one.

If your Epic game has more than 4 tier 4 tables, each additional essence restores all of her missing hit points and grants her a number of souls equal to the number of characters present (including simulacrum, shield guardians, and other allied combatants).

When only a single death giant remains, read or paraphrase the following. Remember that this text and the following effects are only in play for the final table:

### For the table with the last death giant:

The grotesque, giant meatsuit housing Kiaransalee's divine essence shudders and buckles as horrible ripping noises emanate from it. A soul-rending scream tears through the air as her body explodes with raw spell energy.

As the debris settles, a lithe drow priestess stands where the giant body had formerly been. The very air around her ripples with menace and the promise of death, and her eyes glint with equal parts malice and disgust.

Suddenly, from behind you comes the familiar voice of SEER. "Take her down, champions! My enchantments will not hold her forever!"

The air around you shimmers and crackles as raw arcane energy is woven together into a protective bubble. Your last sight of SEER's face showed her to be in extreme pain but filled with determination. The bubble closes and all you can see is the challenge ahead.

### ADJUSTING THE ENCOUNTER – THE FINAL DEATH GIANT

This is the penultimate goal for the drow. The last remaining death giant has taken the form of Kiaransalee, and although it does not have the deity's full array of powers it is a terribly powerful opponent. Characters should be ready to face the fight of their lives, and Dungeon Masters should pull no punches. Adjust the final death giant's stat block as follows:

- Restore lost hit points and maximum hit points; this death giant has 247 maximum hit points.
- Her size becomes medium.
- She no longer has the ability to throw rocks, and her longsword damage becomes 12 (1d8 + 8) one-handed, or 13 (1d10 + 8) two-handed. Her longsword attacks also inflict 18 (4d8) necrotic damage on a hit.
- All of her melee attacks and melee weapon attacks count as magical sources of damage.
- She retains any unused souls from the last combat.
- She is resistant to fire, acid, and cold damage.
- She is immune to necrotic damage, and cannot be charmed, confused, or frightened.
- On initiative count 20 (losing ties), the death giant may bring 2 tier 4 **wraiths** into existence if none are present.
- Until the arcane shell is broken by her destruction, nothing can teleport into or out of the shell, though teleportation between points inside this space is not affected. Spells that do not function include *maze*, *plane shift*, *banishment*, *summon* spells, and the like; spells like *misty step* work just fine, though.
- The death giant may transfer half of any damage she takes (rounded up) to a **wraith** that she can see. This does not cost a reaction, but it does consume an unused spell slot if she uses this ability.

There is no scaling for very weak or weak tables. For strong or very strong tables, consider maximizing (not rolling) the death giant's necrotic damage or adding 2 additional tier 4 **wraiths** to the combat.

This death giant may also use (and already possess!) souls as noted in the previous '**Adjusting the Encounter**' sidebar.

### STORY AWARDS FROM DDAL06-03 CRYPT OF THE DEATH GIANTS

The characters may have already played DDAL06-03 Crypt of the Death Giants. If they have, ask them if they have either of the following awards and apply effects as-stated (settling ties in favor of the characters, or in the favor of the monsters if this is a **strong** or **very strong** table):

**Death's End.** You previously defeated a number of drow faithful of Kiaransalee and have undermined their ability to perform this ritual. If more characters possess this story award than possess the **Death's Escape** story award, the death giant has disadvantage on the first attack roll that she makes each turn and one saving throw per turn.

**Death's Escape.** The cultists of Kiaransalee that you previously encountered were able to escape. They used this time to adjust their ritual; if more characters possess this story award than possess the **Death's End** story award, the death giant has advantage on the first attack roll that she makes each turn and as a reaction may change the target of a spell if she exceeded the saving throw by 5 or more.

### INTERACTIVE OPTIONS

Although characters inside the bubble are focused on the battle at-hand, the characters outside of the bubble may be able to affect the battle inside by using the following options:

- **Bolster SEER's ritual.** As an action, a character can sacrifice spell slots to SEER. For each 4th level spell slot or higher that they wish to spend in this manner, SEER's ritual is bolstered; each creature inside the shell takes 1d8 force damage per level of the spell slot, and this damage bypasses immunities and resistances. A successful DC 16 Constitution saving throw cuts the damage in half; undead creatures make this saving throw with disadvantage. If this action is used, inform the table that is inside the shell.
- **Clearing an encounter.** If the characters outside of the arcane shell kill or otherwise destroy all of their opponents in an encounter, SEER can capture some of their escaping energy. Whenever an encounter is cleared, a pulse rides through the arcane bubble and all enemies (not the characters) inside the bubble take 9 (2d8) force damage; this damage ignores resistances and immunities.

Be aware that other tables may tell you that one of the above effects has taken place. Furthermore, although the characters inside the bubble cannot interact with those outside, they also cannot be attacked by the death giant paladin that is now harassing their allies.

When her final form is revealed, 2 tier 4 **wraiths** emerge from the pillars in the room (to a maximum of 4 wraiths total, as creatures from the previous combat may still be present). They swarm about her and act as a sort-of shield (see the sidebar above).

When the death giant is reduced to 0 hit points she does not immediately die. Instead, Ao himself reclaims the divine spark; the characters see her



body wrench and twist and jerk as a glowing ember is pulled from her sternum by an opaque 5-fingered hand covered in rings and scars; it streaks across the room and into the ceiling in the blink of an eye. Those that succeed on a DC 30 Intelligence (Religion) or (Arcana) check recognize the ember as the physical representation of her divine essence. Any character that witnesses this (even if they do not recognize its significance) is immediately granted a *Charm of Vitality* as Ao departs the battlefield. Only after Ao is gone does the death giant succumb to her wounds.

However, this is not the end of her threat: as she falls and is reclaimed by the eldest of the deities, her body explodes as a number of tier 4 **wraiths** equal to the number of characters tear free of her grisly shell. The arcane bubble surrounding the battlefield is gone and there may be some allies waiting to assist; otherwise, the characters may choose to simply escape the battlefield by retreating in haste.

Be sure to stress to the characters that the Vault of Gnashing Teeth is collapsing and will not remain safe for much longer.

#### For all other tier 4 tables:

The chattering teeth of the skulls on the ceiling reach a fever pitch and frenetic pace, and a high-pitched whining noise emanates from one of the nearby temples. This noise is quickly followed by a wet, meaty explosion – and the unmistakable presence of raw arcane energy. The Vault of Gnashing Teeth groans and shudders, and skulls begin to rain down from the ceiling as undead horrors pull themselves free from the necrotic shell and the floor itself!

Suddenly, from behind you comes the familiar voice of SEER. “Take her down, champions! My enchantments will not hold her forever!”

The air around in the chamber shimmers and crackles as raw arcane energy is woven together into a protective bubble. You quickly realize that there are multiple copies of SEER present, all focused on the enchantment – and you also realize that protecting her while your allies finish off Kiaransalee is now the only mission that truly matters.

The Vault of Gnashing Teeth is beginning to collapse. The characters may wish to check the dome of arcane energy; allow them to make arcana checks but regardless of the result they should know that the dome will not allow them to pass through. Living matter will be affected as if by a *sphere of annihilation*, and any constructs or commanded

magical effects are severed from the controller as soon as they fully enter the sphere. At any rate, this should not come as a surprise to the characters – take care to warn them. No form of sight or magic can penetrate the bubble while it remains.

SEER and her simulacra are present for this series of encounters, but it is impossible to determine which (if any) of them are the “real” SEER. Her enchantment has her channeling raw arcane energy directly from the Weave; a character that succeeds on a DC 28 Arcana check can determine that the ritual is similar to those used in the creation of a mythal. Should SEER take damage, simply record the amount and report it to the Head DM at the end of this section. She is anchored to this world while channeling, and cannot be teleported, charmed, frightened, or otherwise disrupted. As the rubble begins to rain down, impress upon the characters the need to protect SEER. Undead creatures are emerging quickly! Each round on initiative count 20 (losing ties), choose one of the following options if 1 or fewer enemies remain at this table:

- A number of tier 4 **wraiths** equal to the number of characters in the party
- 3 **death kiss beholders** and 2 tier 4 **wraiths**
- 1 **drow matron mummy lord** and 2 tier 4 **wraiths**
- 5 **flameskulls** and 10 **greater zombies**
- 1 **death giant** and 1 tier 4 **wraith**

Please refer to the notes in the treasure section, as there is an important interactive element located here.

#### ADJUSTING THE ENCOUNTER & INTERACTIVE OPTIONS

The dome of arcane energy acts as a massive summoning circle for undead creatures. More and more creatures will spawn here, drawn from the Underdark first and eventually from all over the world. Regardless of the might of the group, no changes are to be introduced here.

It should be made expressly clear to the characters that their allies inside the globe are now responsible completing the mission. Encourage them to work together to defend SEER while she maintains the shell; allow them to narrate their escape as well, and even offer the following options:

- **Aid another character.** A character may move to another tier 4 table, so long as that other table is not inside of SEER’s arcane dome. They can move when not in combat, and may only move once. If the destination table already has 7 players or this table would have less than 3 due to the character’s move, the character cannot move.
- **Bolster SEER’s ritual.** As an action, a character can sacrifice spell slots to SEER. For each 4th level spell slot or higher

that they wish to spend in this manner, SEER's ritual is bolstered; each creature inside the shell takes 1d8 force damage per level of the spell slot, and this damage bypasses immunities and resistances. A successful DC 16 Constitution saving throw cuts the damage in half; undead creatures make this saving throw with disadvantage. If this action is used, inform the table that is inside the shell.

- **Clearing an encounter.** If the characters outside of the arcane shell kill or otherwise destroy all of their opponents in an encounter, SEER can capture some of their escaping energy. Whenever an encounter is cleared, a pulse rides through the arcane bubble and all enemies (not the characters) inside the bubble take 16 (4d8) force damage; this damage ignores resistances and immunities.
- **Breaking an Amulet.** While this does not directly impact SEER's efforts, the first creature that the characters defeat in this section is wearing an amulet that can be broken. For more information, refer to the treasure section.

Be aware that the Head DM may arrive at your table in the guise of the **death giant paladin**. If this happens, allow them to run a fast-paced combat round in which the paladin acts and then each of the characters receives a full round of actions. This does not change the normal initiative order. If the death giant paladin is killed, all remaining death giants (including the one under SEER's arcane shield) may either take an action or a bonus action on their turn, but not both; furthermore, they lose access to their multiattack feature.

*This must be announced to the tier 4 DMs when or if it occurs!*

Any characters left alive when the arcane shell is broken by the table fighting Kiaransalee may assist with any remaining combat, as no further undead (other than very angry death giants) will join the fray once the shell is removed.

### STORY AWARDS FROM DDAL06-03 CRYPT OF THE DEATH GIANTS

The characters may have already played DDAL06-03 Crypt of the Death Giants. If they have, ask them if they have either of the following awards and apply effects as-stated (settling ties in favor of the characters, or in the favor of the monsters if this is a **strong** or **very strong** table):

**Death's End.** You previously defeated a number of drow faithful of Kiaransalee and have undermined their ability to perform this ritual. If more characters possess this story award than possess the **Death's Escape** story award, the creatures here are mad with rage. They have disadvantage on saving throws and the characters have advantage on melee attacks against them.

**Death's Escape.** The cultists of Kiaransalee that you previously encountered were able to escape. They used this time to adjust their ritual; if more characters possess this story award than possess the **Death's End** story award, the creatures here have been enchanted as part of the drow cultist's backup and escape plans. These creatures are resistant to weapon damage and have advantage on all saving throws.

### TREASURE

Each of the mummy lords during the ritual is wearing a *Cloak of Invisibility* (as described in the magic item section of this adventure). Furthermore, any characters that were alive to witness the removal of Kiaransalee's divine spark by Ao were granted a *Charm of Vitality*.

Additionally, in the first encounter that each tier 4 table receives, they can plainly see that one creature is wearing an ornate platinum medallion. Once the creature is killed, the characters can easily determine that this medallion is actually a phylactery. The amulet can be destroyed by striking it once with a legendary weapon, inflicting 50 points of force damage, or a DC 19 *dispel magic*. The characters should be informed of these options on a DC 25 or higher Intelligence (Arcana) check. Once the medallion is destroyed, inform the Head DM. When all medallions are destroyed, the ghostly form of **Urshula** (who is currently menacing the tier 3 tables) is released and flees the event.

### WHEN TIME HAS EXPIRED....

Characters that are not in combat with Kiaransalee may flee when time is called, unless they have already decided to leave the area. The death giant reaches her full power at the end of the 60 minutes for this section. Each living, remaining copy of her giantish body that still contains a shard of her divine essence may become a deity in its own right – essentially a twin of the original god. This means that a fully-powered goddess (or worse, multiple copies of the drow goddess of death!) now walks the Realms.

Any characters still fighting the death giant may choose to flee or stand and fight. Those that flee are not eligible for several of the adventure's magical items but they are alive; those that stay are slain and consumed, body and soul, by Kiaransalee. These characters earn the **Consumed by Kiaransalee** story award.

### ADVANCING THE ADVENTURE

The surviving characters should make it a point to evacuate this area as quickly as possible and return to the surface world. However they choose to get there, stress to them that resting is not needed and proceed to the **Conclusion** section.

## CONCLUSION

*THE NEXT WORST THING TO A BATTLE LOST IS A BATTLE WON.*

—*The Duke of Wellington, the day after Waterloo*

### **Expected Duration:** 15 minutes

The characters have seen some truly horrifying things this day, and should be able to celebrate the victories that they earned. But they should also be keenly aware of the cost of that victory, and that it is likely that the drow plan is almost certainly delayed but not stopped.

## THE SURVIVORS

The Head DM will announce which factionmasters, if any, remain in the camp. Any survivors are very appreciative of the characters and their efforts, and Rastol Shan – or another high-ranking Cloak – offers one *Candle of Invocation* to each tier 3 table. This Candle is customized to whichever character chooses to retain it, gaining the deity and alignment that the character desires.

Tier 4 tables are offered a *Blessing of Protection* by SEER. She explains that this blessing is a gift that was given to her by Savras, the god of divination and fate, many years ago and that both she and the deity believe that these heroes have earned their reward. Only one character at each table may receive this blessing, and it is handled by the Adventurers League's normal rules regarding permanent magic item distribution. Regardless of whether they accept or not, every copy of SEER in the remains of Camp Perilous crumbles into a pile of snow and slush within a few moments.

Any of the faction masters that were slain may be raised by the assembled heroes. If the heroes wish to pay for a true resurrection spell for these dead faction masters, they may do so – even going so far as to pool their gold to do this. Any faction master that remains dead at the end of this conclusion section must be reported as dead to the Head DM.

## WHAT LIES AHEAD?

The tier 3 tables should be given a brief run-down of the events of the tier 4 tables, and vice versa. This works best if a single table captain from each tier stands and announces their experiences to the assembled heroes and champions.

### INTERACTIVITY!

This section may work best if a volunteer from the tier 3 tables and a volunteer from the tier 4 tables gives this recap to the assembled characters. Share the stories; share the exploits!

In the following text, replace NPC names as needed and as appropriate:

Rastol Shan addresses the assembly:

“The plains of Vaasa are littered with debris and the Reaper’s Claws have shattered. A huge amount of necrotic energy was released into the world and SEER’s interactions with the Weave in the Underdark leave more questions than answers. But even with that, we know now that the drow plot has been quieted, and by our combined efforts we have once more stymied what should have been an unknowable plot. The fire giants have been put down and given their final death.

Trust does not come easy to me, but know this: I know that your actions here today will have lasting effect upon our lands, and I trust that you will keep us all in your minds as the years come on. GLORY TO THE HEROES, TO THE MOONSEA, AND TO FAERUN!”

Any characters that have died at any point in their careers feel a momentary twinge, as if their life essence was ebbing a bit.

## REWARDS

Make sure players note their rewards on their adventure logsheets. 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. Give all characters in the party non-combat experience awards unless otherwise noted.

### COMBAT AWARDS

Name of Foe	XP per Foe
Adult Red Shadow Dragon	18,000
Archmage	8,400
Assassin	3,900
Banshee	1,100
Bone Devil	5,000
Death Giant	17,000
Death Kiss Beholder	5,900
Death Slaad	5,900
Death Tyrant	11,500
Devourer	10,000
Draegloth	2,900
Drider	2,300
Drider Wizard	2,300
Flameskull	1,100
Froghemoth	5,900
Giant (Cloud Giant Smiling One)	7,200
Giant (Fire Giant Dreadnaught)	11,500
Golem (Flesh)	1,800
Golem (Iron)	15,000
Greater Zombie	1,800
Intellect Devourer	450
Master Thief	1,800
Mind Flayer	2,900
Mind Flayer Lich	41,000
Mummy Lord	13,000
Purple Worm	13,000
Swarm of Cranium Rats	1,800
Ulitharid	5,000
War Priest	5,000
Warlock of the Fiend	2,900
Warlord	8,400
Wraith (tier 3)	5,900
Wraith (tier 4)	13,000

The experience rewards for playing this adventure are variable by tier:

### FOR CHARACTERS THAT PLAYED AT TIER 3

The **minimum** total award for each character participating in this adventure is **12,500 experience points**.

The **maximum** total award for each character participating in this adventure is **19,000 experience points**.

### FOR CHARACTERS THAT PLAYED AT TIER 4

The **minimum** total award for each character participating in this adventure is **20,000 experience points**.

The **maximum** total award for each character participating in this adventure is **33,000 experience points**.

## TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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

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

### TREASURE AWARDS

Item Name	GP value
Tier 3, successful	9,000
Tier 3, unsuccessful	6,000
Tier 4, successful	15,000
Tier 4, unsuccessful	10,000

The above values are granted to each character. Additionally, characters may purchase tier-appropriate consumables from **DM Appendix 2: Rewards** at the end of this adventure. A character may purchase up to two spell scrolls and one potion or consumable item; all purchases must be tier-appropriate.

### PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

### CANDLE OF INVOCATION (TIER 3)

*Wondrous item, very rare (requires attunement)*

See the DMG for a full description. A description of this item can be found in the **Player Handout 3**.

### AMULET OF THE PLANES (TIER 3)

*Wondrous item, very rare (requires attunement)*

See the DMG for a full description. A description of this item can be found in the **Player Handout 3**.

### BLESSING OF PROTECTION (TIER 4)

*Blessing, unique (not tradeable)*

You gain a +1 bonus to AC and saving throws. A description of this blessing can be found in the **Player Handout 3**.

### CLOAK OF INVISIBILITY (TIER 4)

*Wondrous item, legendary (requires attunement)*

Woven from the strands of an undead spider's web, this sticky cloak renders the wearer invisible when worn. It smells faintly of dust and has a faintly cloying lingering scent when you move. Additionally, you can use your action to sprout undead spider legs from the cloak and gain a climb speed of 30 feet on stone and webs for ten minutes; once you use this ability, you cannot use it again until the following dawn. A description of this item can be found in the **Player Handout 3**.

## RENOWN

**All faction members gain one renown point** for completing this adventure.

Characters that successfully complete their faction missions gain **one additional renown point**. There is no additional renown gain for agents of the Cloaks – only for the core five factions.

## STORY AWARDS

The characters have the opportunity to earn the following story awards:

**Consumed by Kiaransalee.** You faced the drow goddess Kiaransalee until the bitter end. However, she won – you were utterly destroyed and your soul was consumed. If you had clones or contingencies, these fail to activate.

You cannot be resurrected or otherwise returned to life until another character spends 100 downtime days searching the planes of existence for you and also spends 200,000 gp in bribes and resources with greater demons and elder powers. This bargaining is exhausting for all parties involved, but if you are returned to life you do so with a deeper understanding of this menace: you have advantage on saving throws against spells and effects from clerics of Kiaransalee – and Kiaransalee herself!

**Faction Savior.** You were directly responsible for the safety of one or more faction leaders. They are incredibly thankful, and wish to reward you. If you share a faction with that faction master, you may receive a *true resurrection* for free (including downtime days). If you do not share faction membership with them, they will cover half of the gold piece fee of a *true resurrection*. You may only receive one free casting of the spell in this manner, but the discount applies for each faction master that you directly saved.

**Gatekeeper of the Divine.** SEER's teleportation circle allowed a large host of angelic solars and planetars to temporarily enter Faerun. These creatures represent the pinnacle of the lawful good alignment, and some of their qualities have rubbed off on you. You desire to pursue the greater good whenever possible and wish to work within the limits of the law. Though you are not beholden to these desires, they are strong. If you change your alignment to lawful good (or are already there), you have advantage on Charisma checks with solars, planetars, and lawful good clerics and paladins.



**Lost Lore of the Illithilich.** The drow lich that had been serving as the focal point of the necromantic ritual in the Underdark is destroyed, and upon your return to the surface you find that one of her still-wriggling fingers (or toes) can be found in one of your packs. No matter what you do to get rid of it, it always comes back a few days later. It's been said that liches have more power in their fingers than most mortals will ever know, and this is no exception: you can use this appendage while casting a spell in order to impose disadvantage on the spell target's saving throw. Once used in this manner, the appendage crumbles into dust and cannot be reconstructed by any means, including *wish*.

**Patron of the Company.** You managed to convince the drow mercenary company Bregan D'Arthe to turn their back on the conflict. This cost no small amount of gold, and word of your actions will spread. While the mercenaries themselves are discreet about their funding, there were other ears and eyes in the Underdark that day. What this means for you will remain to be seen.

## **DOWNTIME**

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

## **DM REWARDS**

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The DM rewards for running this adventure are variable by tier:

### **IF YOU WERE THE DM FOR A TIER 3 TABLE**

You receive **4,750 XP, 2,250 gp** and **ten downtime days** for running this session.

### **IF YOU WERE THE DM FOR A TIER 4 TABLE**

You receive **16,500 XP, 3,750 gp** and **ten downtime days** for running this session.

### **IF YOU WERE HEAD DM FOR THIS EVENT**

You may choose either the tier 3 or tier 4 DM rewards.

## DM APPENDIX: NPC SUMMARY

The following NPCs are present in this adventure:

**SEER (SEE-er).** Female Shou. SEER is merely a codename for a Lords' Alliance operative. This Shou woman is of curious origin, as in some situations she may appear as a wizened old woman and in others a spry woman in her early 20s. She has great command of the Art, and her spells serve her well as she recruits junior operatives and pursues agendas that blur the line between the Lords' Alliance, her own inscrutable goals, and the safety of the entire Sword Coast.

**Hsing (SING).** Golden pseudodragon with milky-white eyes. Serves as the familiar of SEER, the Lords' Alliance spymaster.

**Senior Cloak Rastol Shan (RASS-stole SHANN).** Male human lich. The senior Cloak in Mulmaster. Formerly Thurand Tallwand, the senior Cloak during the reign of Selfaril (and later, Rassendyll) Uoumdolphin. Participated in the imprisonment of Selfaril. Uses magic and a mask to conceal his true identity. [Additional material available via dmsguild.com.](#)

**Olisara Lightsong (OHL-eh-SAR-ah LITE-song).** Female moon elf. Senior Harper for the Moonsea region. [Additional material available via dmsguild.com.](#)

**Zern Xerkstil (ZERN ZERK-stil).** Male half-orc. Senior Order of the Gauntlet representative for the Moonsea region. [Additional material available via dmsguild.com.](#)

**Seranolla the Whisperer (SAR-ah-NAHL-la).** Female forest gnome. Senior Emerald Enclave representative for the Moonsea region. [Additional material available via dmsguild.com.](#)

**Dornal Whitebeard (DORN-all WITE-beerd).** Male shield dwarf. Senior Lords' Alliance member for the Moonsea region. Takes orders (somewhat incredulously) from SEER. [Additional material available via dmsguild.com.](#)

**Chaab (CHAHB).** Male human. Senior Zhentarim agent for the Moonsea region. Has been very quiet about local events since the destruction of Mulmaster. [Additional material available via dmsguild.com.](#)

**Kiaransalee (KEE-uh-RAN-suh-LEE).** Female drow deity of necromancy and death. Though powerful, she was nearly silent for many years. Only in the last few decades has she begun to return to her former glory.

**King Snurre (SNUR-ree).** Male fire giant. Angered by the betrayal that the drow pulled off in *Against the Giants*. Has sent numerous fire giants and berserkers to chase down their priestesses and terminate them. *NOTE: King Snurre is not present in this adventure but is influential to a small degree.*

### NPCs & STATISTICS

Many of the NPCs listed here have been given statistics in other materials. Do not worry about running them as additional characters or combatants; their relevant statistics for this adventure (AC and hit points) are indicated in an abbreviated form inside the adventure itself.

Don't let the mechanics get in the way of awesome storytelling!

## DM APPENDIX 2: REWARDS

Unless the adventure specifically dictates otherwise, treasure generation must be tier appropriate. For example, a tier 4 character can find any of the potions on the table, but a tier 3 character would only be able to find very rare potions and below.

### REWARD TABLE A: SPELL SCROLLS

d20	Rarity	Item
1	Legendary	9th level spell scroll (save DC 19, attack bonus +11)
2-3	Rare	5th level spell scroll (save DC 17, attack bonus +9)
4-5	Rare	4th level spell scroll (save DC 15, attack bonus +7)
6-10	Uncommon	Cantrip, 1st or 2nd level spell scroll (save DC 13, attack bonus +5)
11-14	Uncommon	3rd level spell scroll (save DC 15, attack bonus +7)
15-16	Very Rare	6th level spell scroll (save DC 17, attack bonus +9)
17-18	Very Rare	7th level spell scroll (save DC 18, attack bonus +10)
19-20	Very Rare	8th level spell scroll (save DC 18, attack bonus +10)

Any spell scrolls discovered or purchased using this table can only use spells from the abjuration, evocation, or necromancy schools. These spells can be pulled from any approved Adventurers League resource, though DMs are encouraged to pregenerate these spell scrolls as Epic adventures are explicitly timed environments.

Any spell scrolls purchased at the end of the adventure must also have their material components paid for at the time of purchase.

### REWARD TABLE B: POTIONS

d12	Rarity	Item
1	Legendary	Potion of Storm Giant Strength (Str 29)
2-3	Rare	Potion of Gaseous Form
4-5	Rare	Elixir of Health
6-7	Uncommon	Potion of Greater Healing
8	Very Rare	Potion of Cloud Giant Strength
9-11	Very Rare	Potion of Supreme Healing
12	Very Rare	Potion of Speed

### REWARD TABLE B: CONSUMABLES

d12	Rarity	Item
1	Legendary	Sovereign Glue
2	Legendary	Universal Solvent
3	Rare	Oil of Etherealness
4-5	Uncommon	Oil of Slipperiness
6-7	Very Rare	Oil of Sharpness
8-11	Very Rare	4 arrows or bolts, +3
12	Very Rare	1 bolt of slaying (DM: insert a humanoid type chosen from the characters races)

#### PURCHASING THESE ITEMS

At the end of the adventure, the adventurers are assumed to return to their preferred base of operations. Be it on the Sword Coast or along the shores of the Moonsea, they eventually come across the Shou trade Fai Chen. The salesman regales the character with tales of their own exploits on the plains of Vaasa, and as a measure of his appreciate he agrees to sell up to two spell scrolls and one potion or consumable to the character. Any items so purchased must be tier-appropriate, and any material components needed for a spell must be paid for as well. He does not offer any item trading services during this interaction.

**Uncommon** items are 500 gp each.

**Rare** items are 1,500 gp each.

**Very rare** items are 2,500 gp each.

**Legendary** items are 7,000 gp each.

These purchases must be made before the character leaves this game event/ table, or else this benefit is lost forever.

## APPENDIX: NPC/MONSTER STATISTICS

### ADULT RED SHADOW DRAGON

*Huge dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 256 (19d12 + 133)

**Speed** 40 ft., climb 40 ft., fly 80 ft.

---

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

---

**Saving Throws** Dex +6, Con +13, Wis +7, Cha +11

**Skills** Deception +13, Stealth +12

**Damage Immunities** fire

**Damage Resistances** necrotic

**Senses** blindsight 60 ft., darkvision 120 ft., passive - Perception 23

**Languages** Common, Draconic

**Challenge** 17 (18,000 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Living Shadow.** While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

**Shadow Stealth.** While in dim light or darkness, the dragon can take the Hide action as a Bonus action.

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

#### ACTIONS

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**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 8) bludgeoning damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending

the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Shadow Breath (Recharge 5–6).** The dragon exhales necrotic energy in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

#### LEGENDARY ACTIONS

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The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

### ARCHMAGE

*Medium humanoid (drow), any alignment*

**Armor Class** 13 (16 with *mage armor*)

**Hit Points** 99 (18d8 + 18)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	20 (+5)	15 (+2)	17 (+3)

---

**Saving Throws** Int +9, Wis +6

**Skills** Arcana +13, History +13

**Damage Resistance** damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Undercommon, Elvish, Dwarvish, Thayan, Gnomish, Netherese

**Challenge** 12 (8,400 XP)

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

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

**Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate* (self only)

**Spellcasting.** The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*

1st level (4 slots): *detect magic, identify, mage armor\*, magic missile*

2nd level (3 slots): *detect thoughts, mirror image, misty step*

3rd level (3 slots): *counterspell, fly, lightning bolt*

4th level (3 slots): *banishment, fire shield, stoneskin\**

5th level (3 slots): *cone of cold, scrying, wall of force*

6th level (3 slots): *globe of invulnerability*

7th level (3 slots): *teleport*

8th level (3 slots): *mind blank\**

9th level (3 slots): *time stop*

\*: *The archmage casts these spells on itself before combat*

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

## ASSASSIN

*Medium humanoid (drow), neutral evil*

**Armor Class** 16 (studded leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	13 (+1)	11 (+0)	11 (+0)

---

**Saving Throws** Dex +8, Int +5

**Skills** Acrobatics +8, Deception +4, Perception +4, Stealth +11

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Thieves' cant, Undercommon, Elvish

**Challenge** 8 (3,900 XP)

**Assassinate.** During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

**Evasion.** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

**Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate* (self only)

## ACTIONS

**Multiattack.** The assassin makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Light Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison



damage on a failed save, or half as much damage on a successful one.

## BANSHEE

*Medium undead, chaotic evil*

**Armor Class** 12

**Hit Points** 58 (13d8)

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

---

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

---

**Saving Throws** Wis +2, Cha +5

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

**Damage Immunities** cold, necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Elvish

**Challenge** 4 (1,100 XP)

**Detect Life.** The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

**Incorporeal Movement.** The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

**Turn Immunity.** While she is within her manor house or on the grounds of her estate, Lady Fidatov is immune to effects that turn undead. Any other undead within 60 feet of Lady Fidatov while her Turn Immunity is active has advantage on saving throws against effects that turn or destroy undead.

## ACTIONS

**Corrupting Touch.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

**Horrifying Visage.** Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is

immune to the banshee's Horrifying Visage for the next 24 hours.

**Wail (1/Day).** The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her than can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

## BONE DEVIL

*Large fiend (devil), lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft., fly 40 ft.

---

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

---

**Saving Throws** Int +5, Wis +6, Cha +7

**Skills** Deception +7, Insight +6

**Damage Resistances** cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Infernal, telepathy 120 ft.

**Challenge** 9 (5,000 XP)

**Devil's Sight.** Magical darkness doesn't impede the devil's darkvision.

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

## ACTIONS

**Multiattack.** The devil makes three attacks: two with its claws and one with its sting.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Sting.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## CRANIUM RATS, SWARM (SWARM OF CRANIUM RATS)

Medium swarm of Tiny beasts, lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 36 (8d8)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

---

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** darkvision 30 ft., passive Perception 10

**Languages** telepathy 30 ft.

**Challenge** 5 (1,800 XP)

**Illumination.** As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

**Innate Spellcasting (Psionics).** The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has at least more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: *command*, *comprehend languages*, *detect thoughts*

1/day each: *confusion*, *dominate monster*

### ACTIONS

---

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

## DEATH GIANT (FIRE)

Huge undead, chaotic evil

**Armor Class** 20 (natural armor)

**Hit Points** 180 (19d8 + 95)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	23 (+6)	12 (+1)	16 (+3)	18 (+4)

---

**Saving Throws** Dex +6, Wis +9, Cha +10

**Damage Resistances** necrotic, poison

**Condition Immunities** exhaustion, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Abyssal, Common

**Challenge** 17 (18,000 XP)

**Magic Resistance.** The death giant has advantage on saving throws against spells and other magical effects.

**Marshal Undead.** Unless the death giant is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

**Spellcasting.** The death giant is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *counterspell*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave* (necrotic)

### ACTIONS

---

**Multiattack.** The death giant makes three longsword attacks.

**Longsword.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 8) slashing damage, or 23 (3d10 + 8) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

**Rock.** *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

**Hellfire Orb (1/Day).** The death giant hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

### REACTIONS

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**Parry.** The death giant adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

## DEATH KISS BEHOLDER

*Large aberration, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 161 (17d10 + 68)

**Speed** 0 ft., fly 30 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

---

**Saving Throws** Con +8, Wis +5

**Skills** Perception +5

**Damage Immunities** lightning

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Deep Speech, Undercommon

**Challenge** 10 (5,900 XP)

**Lightning Blood.** A creature within 5 feet of the death kiss takes 5 (1d10) lightning damage whenever it hits the death kiss with a melee attack that deals piercing or slashing damage.

### ACTIONS

---

**Multiattack.** The death kiss makes three tentacle attacks. Up to three of these attacks can be replaced by Blood Drain, one replacement per tentacle grappling a creature.

**Tentacle.** *Melee Weapon Attack:* +8 to hit, reach 20 ft., one target. Hit: 14 (3d6 + 4) piercing damage and the target is grappled (escape DC 14) if it is a Huge or smaller creature. Until this grapple ends, the target is restrained, and the death kiss can't use the same tentacle on another target. The death kiss has ten tentacles.

**Blood Drain.** One creature grappled by a tentacle of the death kiss must make a DC 16 Constitution saving throw. On a failed save, the target takes 22 (4d10) lightning damage, and the death kiss regains as many hit points.

## DEATH TYRANT BEHOLDER

*Large undead, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 187 (25d10 + 50)

**Speed** 0 ft., fly 20 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	19 (+4)	15 (+2)	19 (+4)

---

**Saving Throws** Str +5, Con +7, Int +9, Wis +7, Cha +9

**Skills** Perception +12

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralyzed, petrified, poisoned, prone

**Senses** darkvision 120 ft., passive Perception 22

**Languages** Deep Speech, Undercommon

**Challenge** 14 (11,500 XP)

**Negative Energy Cone.** The death tyrant's central eye emits an invisible, magical 150-foot cone. At the start of each of its turns, the tyrant decides which way the cone faces and whether the cone is active.

Any creature in that area can't regain hit points. Any humanoid that dies there becomes a zombie under the tyrant's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.

### ACTIONS

---

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

**Eye Rays.** The death tyrant shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be charmed by the death tyrant for 1 hour, or until the beholder harms the creature.

2. **Paralyzing Ray.** The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Fear Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. **Slowing Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The targeted creature must make a DC 17 Constitution saving throw, taking 36 (8d8)

necrotic damage on a failed save, or half as much damage on a successful one.

6. *Telekinetic Ray*. If the target is a creature, it must succeed on a DC 17 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. *Sleep Ray*. The targeted creature must succeed on a DC 17 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. *Petrification Ray*. The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. *Disintegration Ray*. If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. *Death Ray*. The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

### LEGENDARY ACTIONS

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

- **Eye Ray**. The beholder uses one random eye ray.

## DEATH SLAAD

*Medium aberration (shapechanger), chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 170 (20d8 + 80)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

---

**Skills** Arcana +6, Perception +8

**Damage Resistances** acid, cold, fire, lightning, thunder

**Senses** blindsight 60 ft., darkvision 60 ft., passive

Perception 18

**Languages** Slaad, telepathy 60 ft.

**Challenge** 10 (5,900 XP)

**Shapechanger**. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. 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.

**Innate Spellcasting**. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *invisibility* (self only), *mage hand*, *major image*

2/day each: *fear*, *fireball*, *fly*, *tongues*

1/day each: *cloudkill*, *plane shift*

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

**Magic Weapons**. The slaad's weapon attacks are magical.

**Regeneration**. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack**. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

**Bite (Slaad Form Only)**. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

**Claws (Slaad Form Only)**. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit*: 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

## DEVOURER

*Large fiend, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 178 (17d10 + 85)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

---

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

## ACTIONS

**Multiattack.** The devourer makes two claw attacks and can use either Imprison Soul or Soul Rend.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

**Imprison Soul.** The devourer chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a zombie. If it had 3 to 5 Hit Dice, it becomes a ghoul. Otherwise, it becomes a wight. A devourer can imprison only one creature at a time.

**Soul Rend (Recharge 6).** The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.

## DRAEGLOTH

*Large fiend (demon), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	11 (+0)	11 (+0)

---

**Skills** Perception +3, Stealth +5

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Abyssal, Elvish, Undercommon

**Challenge** 7 (2,900 XP)

**Fey Ancestry.** The draegloth has advantage on saving throws against being charmed, and magic can't put it to sleep.

**Innate Spellcasting.** The draegloth's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *darkness*

1/day each: *confusion, dancing lights, faerie fire*

## ACTIONS

**Multiattack.** The draegloth makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

## DRIDER

*Large monstrosity, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 30 ft., climb 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

---

**Skills** Perception +5, Stealth +9

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Elvish, Undercommon



### Challenge 6 (2,300 XP)

**Fey Ancestry.** The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

**Innate Spellcasting.** The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day: *darkness, faerie fire*

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

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

**Web Walker.** The drider ignores movement restrictions caused by webbing,

### ACTIONS

**Multiattack.** The drider makes three attacks, either with its longsword or with its longbow. It can replace one of those attacks with a bite attack.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

### VARIANT: DRIDER SPELLCASTING

Driders that were once drow spellcasters might retain their ability to cast spells. Such driders typically have a higher spellcasting ability (15 or 16) than other driders. Further, the drider gains the Spellcasting trait. A drider that was a drow divine spellcaster, therefore, could have a Wisdom of 16 (+3) and a Spellcasting trait as follows:

**Spellcasting.** The drider is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drider has the following spells prepared from the cleric spell list:

Cantrips (at will): *poison spray, thaumaturgy*

1st level (4 slots): *bane, detect magic, sanctuary*

2nd level (3 slots): *hold person, silence*

3rd level (3 slots): *clairvoyance, dispel magic*

4th level (2 slots): *divination, freedom of movement*

### FLAMESKULL

*Tiny undead, neutral evil*

**Armor Class 13**

**Hit Points 40 (9d4 + 18)**

**Speed 0 ft., fly 40 ft.**

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

**Skills** Arcana +5, Perception +2

**Damage Resistances** lightning, necrotic, piercing

**Damage Immunities** cold, fire, poison

**Condition Immunities** charmed, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge 4 (1,100 XP)**

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

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

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

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

Cantrip (at will): *mage hand*

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

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

3rd level (1 slot): *fireball*

### ACTIONS

**Multiattack.** The flameskull uses Fire Ray twice.

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

## FROGHEMOTH

*Huge monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 184 (16d12 + 80)

**Speed** 30 ft., swim 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

---

**Saving Throws** Con +9, Wis +5

**Skills** Perception +9, Stealth +5

**Damage Resistances** fire, lightning

**Senses** darkvision 60 ft., passive Perception 19

**Languages** --

**Challenge** 10 (5,900 XP)

**Amphibious.** The froghemoth can breathe air and water.

**Shock Susceptibility.** If the froghemoth takes lightning damage, it suffers several effects until the end of its next turn: its speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, it can't use reactions or Multiattack, and on its turn, it can use either an action or a bonus action, not both.

### ACTIONS

---

**Multiattack.** The froghemoth makes two attacks with its tentacles. It can also use its tongue or bite.

**Tentacle. Melee Weapon Attack:** +10 to hit, reach 20 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning damage and the creature is grappled (escape DC 16) if it is a Huge or smaller creature. Until the grapple ends, the froghemoth can't use this tentacle on another target. The froghemoth has four tentacles.

**Bite. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage, and the creature is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the froghemoth, and takes 10 (3d6) acid damage at the start of each of the froghemoth's turns.

The froghemoth's gullet can hold up to two creatures at a time. If the froghemoth takes 20 damage or more on a single turn from a creature inside it, the froghemoth must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of the froghemoth. If the froghemoth dies, a swallowed creature is no longer

restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Tongue.** The froghemoth targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the froghemoth, and the froghemoth can make a bite attack against it as a bonus action.

## GIANT, CLOUD (CLOUD GIANT SMILING ONE)

*Huge giant (cloud giant), neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 262 (21d12 + 126)

**Speed** 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

---

**Saving Throws** Con +10, Int +6, Cha +7

**Skills** Deception +11, Insight +7, Perception +7, Sleight of Hand +9

**Senses** passive Perception 17

**Languages** Common, Giant

**Challenge** 11 (7,200 XP)

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

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

**Spellcasting.** The giant is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The giant has the following bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, silent image, Tasha's hideous laughter*

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

3rd level (2 slots): *major image, tongues*

## ACTIONS

**Multiattack.** The giant makes two attacks with its morningstar.

**Morningstar.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

**Rock.** *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

**Change Shape.** The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form. Any equipment the giant is wearing or carrying is absorbed by the new form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

## GIANT, FIRE (FIRE GIANT DREADNAUGHT)

*Huge giant (fire giant), lawful evil*

**Armor Class** 21 (plate, shields)

**Hit Points** 187 (15d12 + 90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	8 (-1)	10 (+0)	11 (+0)

**Saving Throws** Dex +4, Con +11, Cha +5

**Skills** Athletics +13, Perception +5

**Senses** passive Perception 15

**Languages** Giant

**Challenge** 14 (11,500 XP)

**Dual Shields.** The giant carries two shields, each of which is counted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

## ACTIONS

**Multiattack.** The giant makes two attacks fireshield attacks.

**Fireshield.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

**Rock.** *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

**Shield Charge.** The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield

attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6 + 8) bludgeoning damage, or 29 (6d6 + 8) bludgeoning damage if it was already prone.

## GOLEM, FLESH (FLESH GOLEM)

*Large construct, neutral*

**Armor Class** 9

**Hit Points** 93 (11d8 + 44)

**Speed** 30 ft.

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

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

**Senses** darkvision 60 ft., passive Perception 10

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

**Challenge** 5 (1,800 XP)

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

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

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

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

**Lightning Absorption.** Whenever the golem is subjected to lightning damage, it takes no damage and

instead regains a number of hit points equal to the lightning damage dealt.

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

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

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

### VARIANT: CUSTOM FLESH GOLEM

The flesh golems in this adventure have been customized by the drow. They are crafted from the corpses of fire giants, and retain that appearance (albeit quite grotesquely).

### GOLEM, IRON (IRON GOLEM)

*Large construct, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** darkvision 120 ft., passive Perception 10

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

**Challenge** 16 (15,000 XP)

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

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

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

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

### ACTIONS

**Multiattack.** The golem makes two melee attacks.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

**Sword.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

**Poison Breath (Recharge 6).** The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

### VARIANT: CUSTOM IRON GOLEM

The iron golems in this adventure have been customized by the drow. They are crafted to look like driders, and have increased speed and the ability to climb any surface.

### GREATER ZOMBIE

*Medium undead, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

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

**Saving Throws** Wis +1

**Damage Resistances** cold, necrotic

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 8

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

**Challenge** 5 (1,800 XP)

**Turn Resistance.** The zombie has advantage on saving throws against any effect that turns undead.

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The zombie makes two melee attacks

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

### INTELLECT DEVOURER

*Tiny aberration, lawful evil*

**Armor Class** 12

**Hit Points** 21 (6d4 + 6)

**Speed** 40 ft.

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STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

---

**Skills** Perception +2, Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 12

**Languages** understands Deep Speech but can't speak, telepathy 60 ft.

**Challenge** 2 (450 XP)

**Detect Sentience.** The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

#### ACTIONS

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**Multiattack.** The intellect devourer makes one attack with its claws and uses Devour Intellect.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**Devour Intellect.** The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

**Body Thief.** The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body drops to 0 hit points, the intellect devourer must leave it. A *protection from evil and good* spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target

regains its devoured brain by means of a *wish*. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

#### MIND FLAYER

*Medium aberration, lawful evil*

**Armor Class** 15 (breastplate)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

---

**Saving Throws** Int +7, Wis +6, Cha +6

**Skills** Arcana +7, Deception +6, Insight +6, Perception +6, Stealth +4

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 7 (2,900 XP)

**Magic Resistance.** The mind flayer has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting (Psionics).** The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). The mind flayer can innately cast the following spells, requiring no components:

At will: *detect thoughts*

1/day each: *dominate monster*, *plane shift* (self only)

#### ACTIONS

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**Tentacles.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

**Mind Blast (Recharge 5-6).** The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the



saving throw at the end of each of its turns, ending the effect on itself on a success.

### VARIANT: MIND FLAYER ARCANIST

A few mind flayers supplement their psionic power with arcane spells. However, they are regarded as deviants by their illithid peers and usually shunned. A mind flayer arcanist has a challenge rating of 8 (3,900 XP) and the following trait:

**Spellcasting.** The mind flayer is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The mind flayer has the following wizard spells prepared:

Cantrips (at will): *blade ward, dancing lights, mage hand, shocking grasp*

1st level (4 slots): *detect magic, disguise self, shield, sleep*

2nd level (3 slots): *blue, invisibility, ray of enfeeblement*

3rd level (3 slots): *clairvoyance, lightning bolt, sending*

4th level (3 slots): *confusion, hallucinatory terrain*

5th level (2 slots): *telekinesis, wall of force*

### MIND FLAYER (ULITHARID)

*Large aberration, lawful evil*

**Armor Class** 15 (breastplate)

**Hit Points** 127 (17d10 + 34)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	21 (+5)	19 (+4)	21 (+5)

**Saving Throws** Int +9, Wis +8, Cha +9

**Skills** Arcana +9, Insight +8, Perception +8, Stealth +5

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Deep Speech, Undercommon, telepathy 2 miles

**Challenge** 9 (5,000 XP)

**Creature Sense.** The ulitharid is aware of the presence of creatures within 2 miles of it that have an Intelligence score of 4 or higher. It knows the distances and direction to the creature, as well as each creature's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

**Magic Resistance.** The ulitharid has resistance on saving throws against spells and other magical effects.

**Innate Spellcasting (Psionics).** The ulitharid's innate spellcasting ability is Intelligence (spell save DC 17). The ulitharid can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate*

1/day each: *confusion, dominate monster, eyebite, feeblemind, mass suggestion, plane shift (self only), project image, scrying, telekinesis*

### ACTION

**Tentacles.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 14) and must succeed on a DC 17 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one incapacitated humanoid grappled by the ulitharid. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the ulitharid kills the target by extracting and devouring its brain.

**Mind Blast (Recharge 5-6).** The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 31 (4d12 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### MIND FLAYER LICH (ILLITHILICH)

*Medium undead, any evil alignment*

**Armor Class** 17 (natural armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

**Saving Throws** Con +10, Int +12, Wis +9

**Skills** Arcana +18, History +12, Insight +9, Perception +9

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** truesight 120 ft., passive Perception 19

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 22 (41,000 XP)

**Legendary Resistance (3/Day).** If the lich fails a saving throw, it can choose to succeed instead.

**Rejuvenation.** If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit

points and becoming active again. The new body appears within 5 feet of the phylactery.

**Magic Resistance.** The mind flayer has resistance on saving throws against spells and other magical effects.

**Innate Spellcasting (Psionics).** The mind flayer's innate spellcasting ability is Intelligence (spell save DC 20). The mind flayer can innately cast the following spells, requiring no components:

At will: *detect thoughts, levitate*

1/day each: *dominate monster, plane shift* (self only)

**Spellcasting.** The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, magic missile, shield, thunderwave*

2nd level (3 slots): *detect thoughts, invisibility, Melf's acid arrow, mirror image*

3rd level (3 slots): *animate dead, counterspell, dispel magic, fireball*

4th level (3 slots): *blight, dimension door*

5th level (3 slots): *cloudkill, scrying*

6th level (1 slot): *disintegrate, globe of invulnerability*

7th level (1 slot): *finger of death, plane shift*

8th level (1 slot): *dominate monster, power word stun*

9th level (1 slot): *power word kill*

**Turn Resistance.** The lich has advantage on saving throws against any effect that turns undead.

### ACTIONS

**Paralyzing Touch.** Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Tentacles.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) psychic damage. If the target is Large or smaller, it is grappled (escape DC 15) and must succeed on a DC 20 Intelligence saving throw or be stunned until this grapple ends.

**Extract Brain.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* 55 (10d10) piercing damage. If this

damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

**Mind Blast (Recharge 5-6).** The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 27 (5d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

- **Tentacles.** The lich makes one attack with its tentacles.
- **Extract Brain (Costs 2 Actions).** The lich uses Extract Brain.
- **Mind Blast (Costs 3 Actions).** The lich recharges its Mind Blast and uses it.
- **Cast a Spell (Costs 1-3 Actions).** The lich uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

### MASTER THIEF

*Medium humanoid (human), neutral evil*

**Armor Class** 16 (studded leather)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	11 (+0)	12 (+1)

**Saving Throws** Dex +7, Int +3

**Skills** Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

**Senses** passive Perception 13

**Languages** Common, thieves' cant

**Challenge** 5 (1,800 XP)

**Cunning Action.** On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it

succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The thief makes three attacks with its shortsword.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

### REACTIONS

**Uncanny Dodge.** The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

## MUMMY LORD

*Medium undead (drow), lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	11 (+0)	18 (+4)	17 (+3)

**Saving Throws** Con +8, Int +5, Wis +9, Cha +8

**Skills** History +5, Religion +5

**Damage Vulnerabilities** fire

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

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

**Senses** darkvision 60 ft., passive Perception 14

**Languages** the languages it knew in life

**Challenge** 15 (13,000 XP)

**Magic Resistance.** The mummy lord has advantage on saving throws against spells and other magical effects.

**Rejuvenation.** A destroyed mummy lord gains a new body in 24 hours if its heart 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 spellcaster. 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, counterspell*

4th level (3 slots): *divination, guardian of faith*

5th level (2 slots): *contagion, insect plague*

6th level (1 slot): *harm*

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

**Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate* (self only)

### 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 can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

**Dreadful Glare.** The mummy lord targets one creature 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's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed

for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

### LEGENDARY ACTIONS

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The mummy lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mummy lord regains spent legendary actions at the start of its turn.

**Attack.** The mummy lord makes one attack with its rotting fist or its Dreadful Glare.

**Blinding Dust.** Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

**Blasphemous Word (Costs 2 Actions).** The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

**Channel Negative Energy (Costs 2 Actions).** The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

**Whirlwind of Sand (Costs 2 Actions).** The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remains in its possession.

### PURPLE WORM

*Gargantuan monstrosity, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 247 (15d20 + 90)

**Speed** 50 ft., burrow 30 ft.

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STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	1 (-5)	4 (-3)

---

**Saving Throws** Con +11, Wis +4

**Senses** blindsight 30 ft., tremorsense 60 ft., passive Perception 9

**Languages** --

**Challenge** 15 (13,000 XP)

**Tunneler.** The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

### ACTIONS

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**Multiattack.** The purple worm makes two attacks: one with its bite and one with its stinger.

**Bite. Melee Weapon Attack:** +15 to hit, reach 5 ft., one target. **Hit:** 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the worm, and takes 21 (6d6) acid damage at the start of each of the worm's turns.

If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 19 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

**Tail Stinger. Melee Weapon Attack:** +15 to hit, reach 5 ft., one target. **Hit:** 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

### WAR PRIEST

*Medium humanoid (drow), lawful evil*

**Armor Class** 18 (plate)

**Hit Points** 117 (18d8 + 36)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	17 (+3)	14 (+2)

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**Saving Throws** Con +6, Wis +7

**Skills** Intimidation +6, Religion +4

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Undercommon, Elvish

**Challenge** 9 (5,000 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

**Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate* (self only)

**Spellcasting.** The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*

1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*

3rd level (3 slots): *beacon of hope, crusader's mantle, prayer of healing, silence, spiritual weapon*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, stonework*

5th level (1 slot): *flame strike, mass cure wounds, hold monster*

### ACTIONS

**Multiattack.** The priest makes two melee attacks.

**Maul.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

### REACTIONS

**Guided Strike (Recharges after a Short or Long Rest).**

The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

## WARLOCK OF THE FIEND

*Medium humanoid (drow), neutral evil*

**Armor Class** 13 (16 with *mage armor*)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	19 (+4)

**Saving Throws** Wis +4, Cha +7

**Skills** Arcana +4, Deception +7, Persuasion +7, Religion +4

**Damage Resistances** slashing damage from nonmagical attacks not made with silvered weapons

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Undercommon, Infernal

**Challenge** 7 (2,900 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

**Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate* (self only)

**Innate Spellcasting.** The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self, false life, levitate* (self only), *mage armor* (self only), *silent image*

**Spellcasting.** The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*

1st-5th level (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

**Dark One's Own Luck (Recharges after a Short or Long Rest).** When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.



## ACTIONS

**Mace.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6 + 3) bludgeoning damage plus 10 (3d6) fire damage.

## WARLORD

*Medium humanoid (drow), lawful evil*

**Armor Class** 20 (plate)

**Hit Points** 229 (27d8 + 108)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	12 (+1)	12 (+1)	19 (+4)

**Saving Throws** Str +9, Dex +8, Con +8

**Skills** Athletics +9, Intimidation +8, Perception +5, Persuasion +8

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Undercommon, Giant

**Challenge** 12 (8,400 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

**Innate Spellcasting.** The drow's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

**Indomitable (3/Day).** The warlord can reroll a saving throw it fails. It must use the new roll.

**Survivor.** The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

## ACTIONS

**Multiattack.** The warlord makes two weapon attacks.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

## LEGENDARY ACTIONS

The warlord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The warlord regains spent legendary actions at the start of its turn.

**Weapon Attack.** The warlord makes a weapon attack.

**Command Ally.** The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

**Frighten Foe (Costs 2 Actions).** The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.

## WRAITH (FROM DDAL00-01 WINDOW TO THE PAST)

*Medium undead, neutral evil*

**Armor Class** 14

**Hit Points** 116 (14d8 + 53)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

**Damage Resistances** acid, cold, fire, lightning, thunder;

**Damage Immunities** silvered weapons, weapons that are not magical; necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 10 or 15 (5,900 or 13,000 XP)

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

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

**Empowered Undead.** The wraith has advantage on saving throws versus magic and magic effects.

## ACTIONS

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 27 (5d8 + 4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

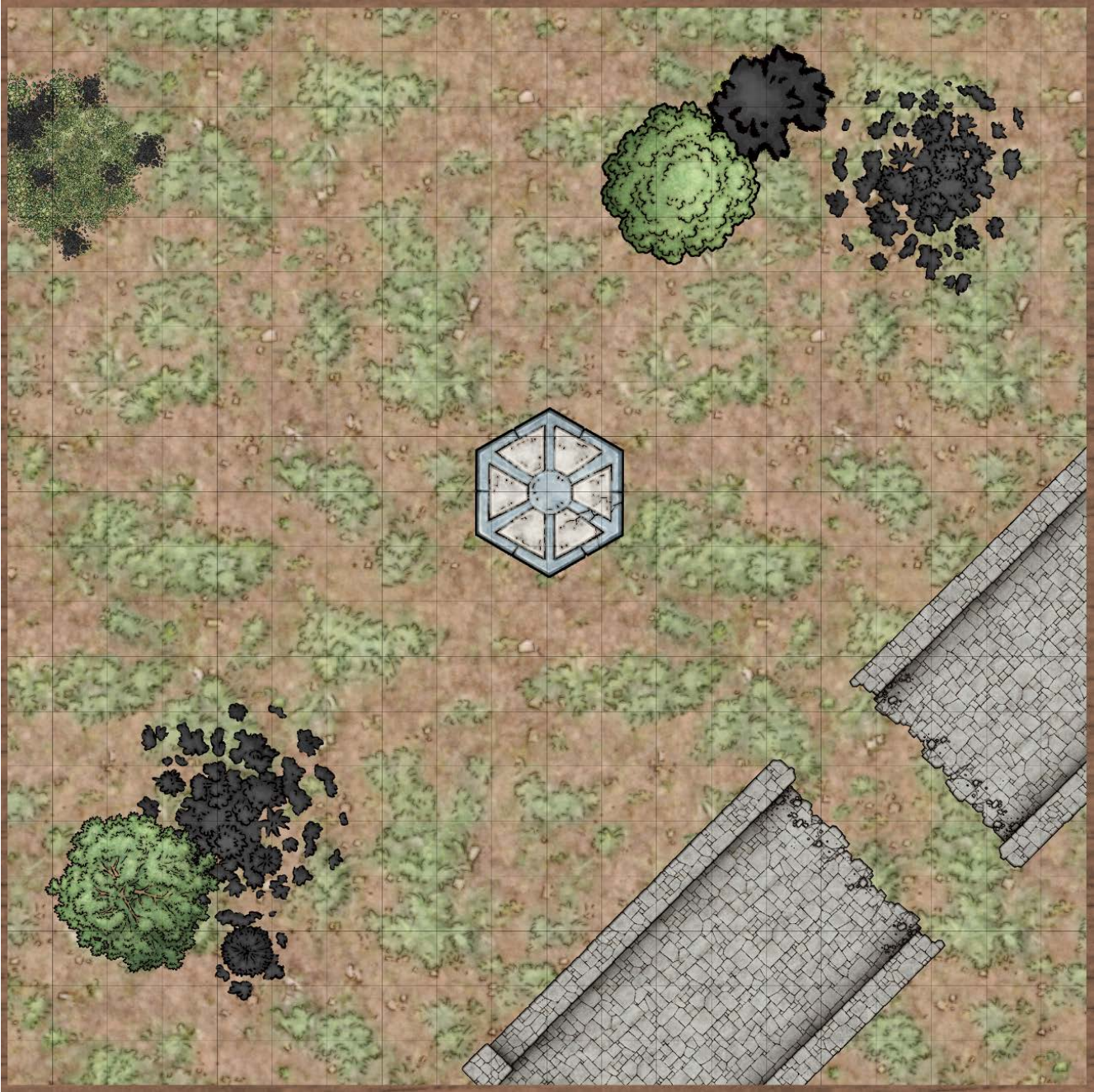
## SCALING THE WRAITH

This adventure can be played at multiple tiers but uses the same basic layout and creature selection. As such, the

creatures need to be adjusted to provide an appropriate challenge across those tiers. What follows are the suggested changes, and although they are not cumulative you are encouraged to use your best judgement when applying these changes.

- **Tier 4 (levels 11 - 16):** hit points 163 (19d8 + 78), AC 15, Dexterity is 20 (+5), immune to non-magical weapons and fear, resistant to fire, cold, acid, lightning, thunder; has advantage on saving throws versus magic and magic effects, Life Drain's Constitution DC is 18, and Life Drain becomes +10 and deals 41 (6d8 + 5) necrotic damage

**APPENDIX. PLAINS OF VAASA ENCOUNTER MAP (ONE SQUARE = 5 FEET)**



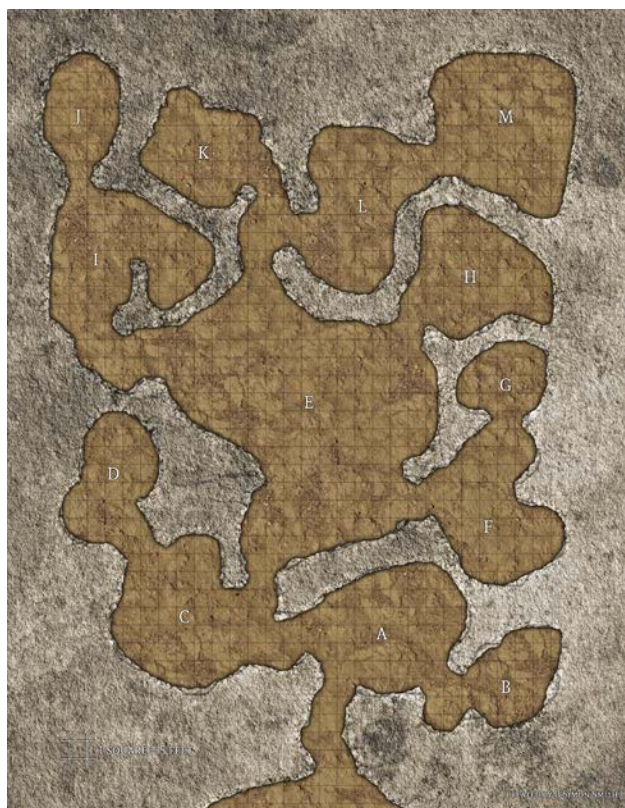


## APPENDIX. UNDERDARK ENCOUNTER MAPS (ONE SQUARE = 5 FEET)

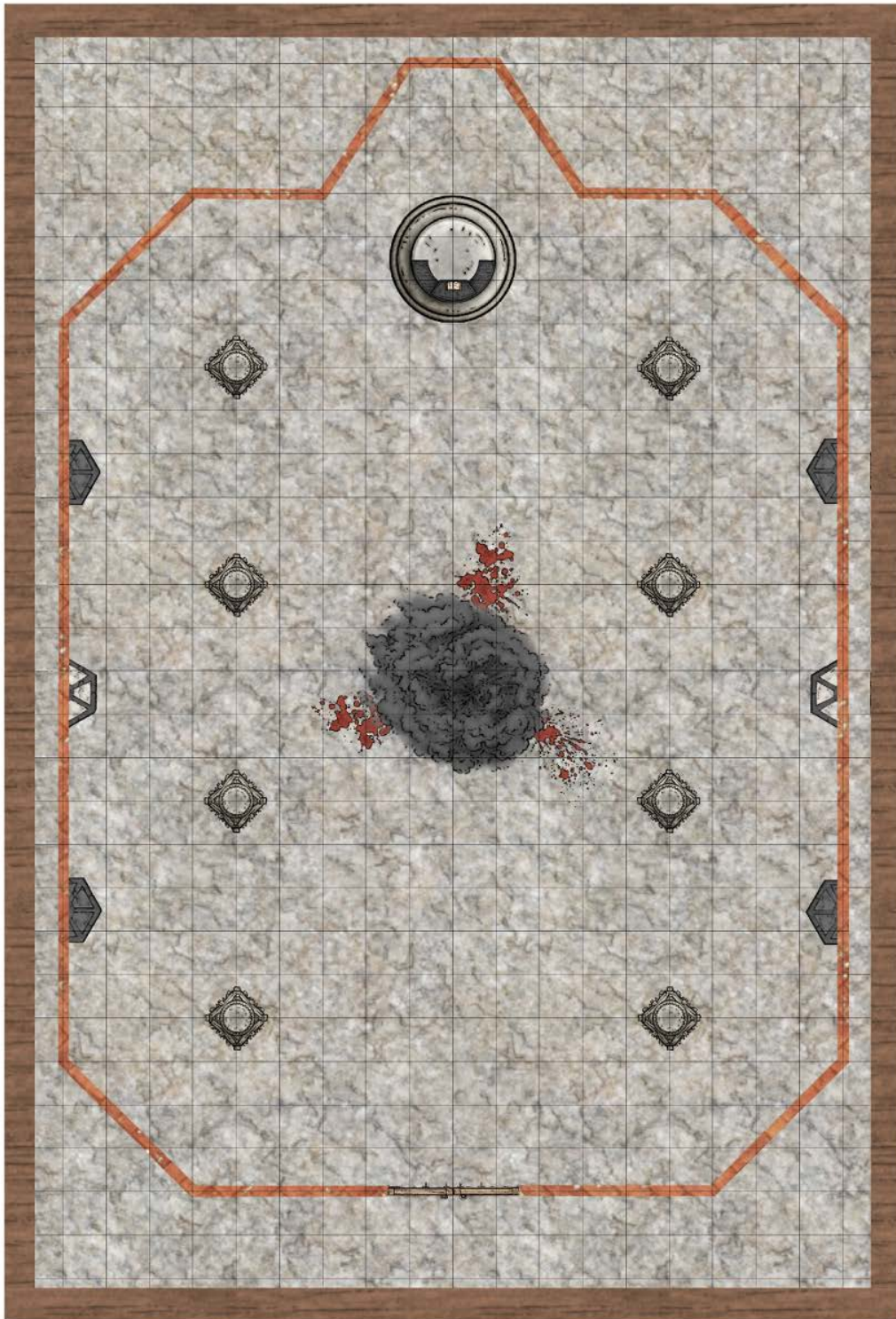
Due to size constraints, the full-scale Underdark Encounter Maps are not attached to this file. Please see the attachments in this adventure's zipped archive, though. You may run your group's encounters as the rooms on the map are laid out, or you may cut out desired rooms from the printed map file and simply deploy them ala carte (this is the author's suggestion). The labeling in the images does not represent any specific zone or reference in this adventure, and is part of the default image file.

Get creative with your combat deployments and let the players drive the action!

Encounter maps are provided by B Simon Smith, [and available on dmsguild.com](http://dmsguild.com).



## APPENDIX. VAULT OF GNASHING TEETH MAP (ONE SQUARE = 10 FEET)





## APPENDIX. THE EMERALD ENCLAVE SECRET MISSIONS

### WHO MAY PARTICIPATE?

This secret mission is available to any group that has at least one of its members claiming membership in the Emerald Enclave. These missions increase a character's secret mission count if successfully completed.



### TIER 3: HARVESTING LICHBRIAR

A small female forest gnome beckons for you to join her. You know her to be Seranolla the Whisperer; she is the leader of the Emerald Enclave for the greater Moonsea area. Her words are quiet but pointed:

“The abominations that roam this landscape must be dealt with, indeed. As Master Shan and Elder SEER discussed, there are dark plans unfolding even as we speak. But my concerns lie atop that: this blasted land is not entirely dead. Please keep your eyes open for a patch of lichbriar. This rare plant is not commonly found anywhere else in the world, but the fields of Vaasa were once rife with it. It is a dangerous plant and given prolonged contact with flesh it will begin to consume one's life. It is thought that the briar is an experiment gone awry from the long-ago time of the Netherese.”

**Actions needed.** Recover a sample of lichbriar. In one of the Reaper's Claws encounters, add the following effects to a living foe there:

- **Additional hit points.** This creature has 30 temporary hit points.
- **Additional piercing damage.** This creature deals an additional 11 (3d6) points of piercing damage with their melee attacks.
- **Vulnerabilities.** This creature is vulnerable to fire, cold, lightning, acid, and thunder damage. Additionally, taking damage from these sources will destroy the vine immediately.

**Result.** Once the host is defeated, the lichbriar can be harvested with a DC 16 Intelligence (Nature) check followed by a DC 16 Dexterity (Sleight of Hand) check.

### TIER 4: SWEET LITTLE FROGGIES

A small female forest gnome beckons for you to join her. You know her to be Seranolla the Whisperer; she is the leader of the Emerald Enclave for the greater Moonsea area. Her words are quiet but pointed:

“The Vault of Gnashing Teeth is a temple that we have only dreamed about seeing. It is an unholy place, and we wish to determine just how the years of sacrifice and corrupt magic have intertwined with the faerzress. If the drow complete their ritual and the denizens of that chamber escape, we need to be ready and informed.”

She hands over a small cage with several frogs inside.

“Take these dear creatures with you, and return them to me for later study after you have completed your work. Please take care to not alter its form or shunt it away from this plane – we need the evidence to be as pure as possible.”

**Actions needed.** Take the cage of frogs into the Underdark and look for a concentration of *faerzress* inside or near the Vault of Gnashing Teeth. This Underdark radiation causes the frogs to mutate immediately into **froghemoths** (2 for most parties; 3 for very strong ones). Polymorphing or teleporting the frogs (or otherwise removing them from the Prime Material plane) results in the secret mission being a failure. Seranolla only needs a corpse to perform her study. This combat should take place once the characters arrive in the Underdark tunnels.

**Result.** The berserk **froghemoths** fight to the death.

## APPENDIX. HARPERS SECRET MISSIONS

### WHO MAY PARTICIPATE?

This secret mission is available to any group that has at least one of its members claiming membership in the Harpers. These missions increase a character's secret mission count if successfully completed.

### TIER 3: RELEASE THE WYRM

A pale moon elf, her eyes heavy with sadness and sharp resolve, addresses you:

“Those Who Harp have a keen interest in the events that are about to unfold. In ages past the worship of a foul demon prince – Orcus – pervaded this region, and somehow those cultists managed to bind a spirit of great power to this place.

You are going to release it.

Take this trinket, and when you are private and secure from prying eyes – especially those of the Zhentarim – simply throw it into the air. It will work on its own and should be enough to undo the binding rituals that tie the spirit to this place. Take great care that nobody notices you in this act.”

**Actions needed.** Ensure that Olisara's flare is set off amidst the chaos of the coming battle. This is largely a roleplaying element (though they may wish to stealth or use other skills and resources), but the effect from Olisara's trinket breaks the enchantment that some of the dracolich Urshula's power. When the characters use the trinket, the sigil of the Red Wizards of Thay echoes across the land and a voice booms: “The Zulkirs withdraw their support of the drow. May Urshala's talons rend you a final time.” It is the desire of the Harpers to use this as a tool to begin pushing the Red Wizards out of Mulmaster.

**Result.** The Harpers view everything as a game, and this is no different. This empowers the dracolich Urshula and is indicated in that stat block.



### TIER 4: A SECRET KIND OF ORDNING

Olisara Lightsong, the senior Harper for the Moonsea region, rests her weary arms across a wooden beam in the Forward Camp.

“The journey you are about to embark upon, Dove, is one of great peril. The machinations of the drow are dire and the abominations they are creating are truly horrid – but know that we are not the only parties interested in their undoing. It has come to our attention that several clans of giants are already on their way to the Vault.

I want you to remind them of their place in the Ordning. The giants live by a code, a caste system; you must impress upon them that despite all observations their quarrel is not with the drow but rather with their fallen brethren first and foremost. Only when the undead giants – these so-called “death giants” – are destroyed can they move forward with their anti-drow agenda. Their rage has blinded them to this.

Good luck. I would suggest bringing as many healing potions as you can carry.”

**Actions needed.** When the giants are encountered, the characters should be reminded that rendering them unconscious will allow them to remind the giants of the Ordning and their responsibilities. If any of the giants die, these discussions fail. If the characters broach the topic of the Ordning mid-combat, the giants have a 50% chance of entering a rage (gaining the use of the barbarian's **reckless attack** feature) because the “little people” are speaking out of place.

**Result.** The giants will no longer bother the characters at this table, save for the death giants (who answer only to the drow).

## APPENDIX. LORDS' ALLIANCE SECRET MISSIONS

### WHO MAY PARTICIPATE?

This secret mission is available to any group that has at least one of its members claiming membership in the Lords' Alliance. These missions increase a character's secret mission count if successfully completed.

### TIER 3: EMBRACING THE TOUCH OF DEATH

Dornal Whitebeard, a stout shield dwarf with a longsword and breastplate that struggles to contain his considerable bulk, wipes the sweat from his brow as he pants.

"As... as... as the... de facto ranking officer of the Lords' Alliance..." he inhales deeply and breaks into a coughing fit. "Ugh. As your superior, your orders:

The Reaper's Claws possess potent necromantic powers. Shatter one and bring the remains to me so that it might be safely preserved for later study. Better that we get it than it turns up in the hands of that Zulkir in Mulmaster, or worse – ANY other Red Wizard. Our wizards tell us that they fear that the magic of the Claws fades in the shining sun, so be sure to return the sample to me before the sun rises over the Galena Mountains."

**Actions needed.** Destroy any one of the Reaper's Claws and bring back a shard the size of a human thigh. Whomever carries the shard can use it as a magical greatclub that deals +1d6 necrotic damage on a hit. The journey from the Claws to the Forward Camp takes one hour if traveling on foot. The magic of the shard fades at dawn, and maximum hit points lost in this manner only return after a long rest.

**Result.** The character that carried the shard back to camp has advantage on the next saving throw that they make to prevent the loss of maximum hit points. Each member of the Lords' Alliance in the party also gain 1 *spell scroll of greater restoration*.



### TIER 4: DORNAL'S (SEER'S) REQUEST (DEMAND)

Dornal Whitebeard, the rotund but canny leader of the Lords' Alliance in the Moonsea region, extends a leather satchel to you. Contained inside is a book; though it is chained shut, you can easily feel that it is straining to open.

"Aye, it's animated. Demonic, perhaps? SEER handed that cursed thing to me. Seems that she thinks that the book can do 'something' down in the Vault. Just... open it up once you enter the Vault proper and she tells me that it will 'Just Work'.

Don't ask me what that means. I learned a long time ago that life is infinitely easier when I just trust SEER to be right."

**Actions needed.** The tome is magical, but defies identification; the chain cannot be undone until the book is inside the Vault. Once there, the chain disconnects and the book flies out, pages rifling in an unfelt wind. It thrums and bobs around, drawing in arcane energy from the Vault. This causes the skulls to immediately double the intensity of their **cacophony** ability (the characters are now at disadvantage when attempting the associated saving throws). Furthermore, the tome attracts the attention of a number of tier 3 **wraiths** equal to the number of characters in the party; these wraiths are present during the encounter with Kiaransalee.

**Result.** After combat the book snaps closed; it is once more chained shut. Dornal refuses to touch it, but SEER is almost giddy at its return. She tells the characters that "this long-term plan is swiftly coming to a head" though she does not elaborate further. Instead, she offers a reward of two *spell scrolls* of up to seventh level. These scrolls must be of the enchantment, abjuration, or necromancy schools and must be on the wizard spell list. Characters that played DDAO-01 (or DDAL00-01) *Window to the Past* can't shake the feeling that they have seen the symbol and the book before.

## APPENDIX. THE ORDER OF THE GAUNTLET SECRET MISSIONS

### WHO MAY PARTICIPATE?

This secret mission is available to any group that has at least one of its members claiming membership in the Order of the Gauntlet. These missions increase a character's secret mission count if successfully completed.

### TIER 3: STOP THE BREGAN D'ARTHE MERCENARIES

Zern Xerkstil, factionmaster for the Order of the Gauntlet, squares his shoulders. His plate armor, battered from recent use, creaks and groans as he hangs his flanged mace from a leather hoop on his hip.

"The drow are using mercenaries. Mercenaries. Our agents tell us that the company is named Bregan D'arthe, and that they are quite fearsome. We heard that these drow were on the side of Faerun when the demon princes were driven out of the Sword Coast, but that doesn't make them trustworthy – and their presence here simply drives that home.

Capture as many as you can and bring them back to the Forward Camp. Death does us no good; they might yet be useful in the future."

**Actions needed.** The drow mercenaries from Bregan D'arthe are scattered around the battlefield. Run Monster encounter #2 early in the adventure; the drow warlord and master thieves sport the crest of the mercenary company. Their stat blocks are modified as follows: +30 hit points, they each have 1 point of Inspiration, immunity to fear and charm effects, and they have the **pack tactics** feature (they have advantage on attack rolls against creatures as long as one or more of their allies is adjacent to that creature and is not incapacitated).

**Result.** Returning to the Forward Camp with captives from Bregan D'arthe takes 1 hour of travel each way. Although this negatively impacts the ability of the characters to bring down the Claws, the captives represent a trove of information for the Order. The characters are gifted three *potions of superior healing* and one *spell scroll of remove curse*.



### TIER 3: HARVEST THE ESSENCE

Zern Xerkstil, factionmaster for the Order of the Gauntlet, audibly groans as he is joined by SEER.

"Speak, spymaster. You make me itch." He rubs his temples.

The Shou woman chuckles and, in honeyed words, describes the matter at hand: "The Vault lies far below us and is certain to be fraught with danger. But I believe that you are ready for this danger. The clerics of the Order are eager to craft defenses for serious threats like this, as our world seems prone to cataclysmic events these last few decades.

I merely ask that you recover a scrap of the divine essence that is being summoned in that terrible place. How you recover it is up to you, but I know that you are crafty and capable.

Zern? They're all yours."

He watches her leave and adds, "I think she's crazy, but she's right: if you can bring us what she mentioned, we can begin work in earnest on crafting defenses against these kinds of attacks. We're counting on you – all of us across Faerun."

**Actions needed.** During the final encounter, the characters must capture at least two pounds of flesh or a pint of blood from Kiaransalee. This can likely be recovered from the ground after she has taken a wound – for example, a critical hit from a melee weapon might spray sparkling blood, or a grievous wound from an axe might cleave off a slice of her giantish thigh.

**Result.** If the characters successfully complete this mission, those that are members of the Order of the Gauntlet may receive a single *true resurrection* spell cast upon them for the normal gp cost, but 0 downtime days. This reward can be used once and does not have to be used in this adventure. This benefit is non-transferable.

## APPENDIX. ZHENTARIM SECRET MISSIONS

### WHO MAY PARTICIPATE?

This secret mission is available to any group that has at least one of its members claiming membership in the Zhentarim. These missions increase a character's secret mission count if successfully completed.

### TIER 3: MAINTAINING TRADE

Chaab, the heavily scarred face of the Zhentarim in Mulmaster, extends a hand in greetings.

"Sit, kid, I have to talk to you. We Zhents have a number of, er, widely varied interests throughout the Moonsea and beyond. One such interest is about to be interrupted on a pretty permanent basis if these drow get their way. I'm gonna need you to take this" he shoves a battered scrolltube up your sleeve "and establish a new teleportation circle for us. 'Cause traders gotta trade and all that. Make sure that you place the new circle closer to Castle Perilous, since these fools aren't looking too closely at it right now.

Got it?

Good."

**Actions needed.** Recite Chaab's modified teleportation circle spell scroll near Castle Perilous so that the Zhentarim can have continued access to their magical network. However, Chaab's alterations end up opening a rift to the Abyss and several **death slaad** pop into existence (2 for most parties; 3 for very strong ones). This encounter includes a single Reaper's Claw (and its effect) from that table.

**Result.** Report back to Chaab once the circle has been established. It is up to the characters to determine if they wish to tell Chaab about the slaad. If they do, he simply chuckles and says "Ya lived, didn't ya?"



### TIER 4: MAINTAINING TRADE

Chaab, the heavily scarred face of the Zhentarim in Mulmaster, extends a hand in greetings.

"Look, let's be straight with each other. It's pretty bad if we're all here – and I don't want to be here any longer than I need to be. The senior partners have decided that I get to tell you that you've been given free reign on this mission. All we need from you is to make sure that whatever matron mother down there is in charge gets the business end of your blade.

Got it?

Good."

He hands over a small dented tin of foul-smelling paste.

"Don't eat that. Don't even smell it. It's been 'blessed' by high-ranking clerics of both Mask and Myrkul. Hit the matron mother with it and she'll wither pretty quickly. Bring me her signet ring when it's done and we'll call it good."

**Actions needed.** The paste is a poison of Chaab's own devising. When the characters arrive at the Acropolis inside the Vault of Gnashing Teeth, a drow **mummy lord** and her **wraith** guardians are waiting for them. Until the mummy lord is damaged by a melee weapon coated with this poison, she is immune to all damage. There is only enough poison to coat one weapon, and it has no effect outside of this encounter. This refers to the mummy lord, wraith, and death giant encounter at the beginning of the "**Within the Acropolis**" section of the adventure.

**Result.** Once the matron mother mummy has been destroyed, Chaab will need to see evidence. Bring him her signet ring. If the characters tell him that she was a mummy, he mumbles something about "Dar'lon didn't say anything about that." He refuses to elaborate further.



## APPENDIX. THE CLOAKS SECRET MISSIONS

### WHO MAY PARTICIPATE?

Any character that is at least rank 3 (for tier 3 characters) or rank 6 (for tier 4 characters) within the Cloaks and that has not sworn allegiance to the Red Wizards of Thay may assist in these missions.

This secret mission is available to any group that sports at least one member of the Cloaks that is of the minimum rank; only 1 character needs to be of the minimum rank for this mission to be unlocked for all characters in this group (regardless of their ranks). These missions increase a character's secret mission count if successfully completed.

### TIER 3: SPELL COMPONENT DISPOSAL

Rastol Shan hands you a small 6" x 6" cube of teakwood. Although there are no obvious openings, he tells you that contained inside are spell components that the Thayans have been storing away for decades, and that they are usable for extremely dark magic. This package was intercepted by the Cloaks as a merchant from Elventree was attempting to enter Mulmaster.

"Those Claws destroy living matter with even the slightest touch. Press the box against one of the Claws until it is nothing more than a memory. And do *not* tell the Thayans of this!"

**Actions needed.** Ensure that the box is permanently destroyed by pressing it into one of the Claws. However, damaging the box in this manner immediately releases the 3 very angry **bone devils** are trapped within (the box radiates evil, but does not otherwise indicate their presence until destroyed).

**Result.** Cloaks that are successful with this mission gain 1 rank within this organization at the end of the adventure, and also gain a spell scroll of their choosing. The spell must be on the wizard or sorcerer spell list, from the evocation, abjuration, or enchantment school, and be of 6th level or lower. Characters (with spellcasting ability) that are not already members of the Cloaks are extended an offer to join; if they accept, they join at level 1 instead of 0.



### TIER 4: RETRIEVE A SKULL

"Deep within the Vault of Gnashing Teeth you will find animated skulls. These skulls are not mere flameskulls or mundane lich phylactery, but I believe that they are something far more potent: a seal that is keeping something out of our world. Secure one of them for me and bring it back, that we might study it later."

**Actions needed.** Retrieve an animated skull from the Vault of Gnashing Teeth. These skulls cannot be teleported, plane shifted, or otherwise removed from the Prime Material plane (including effects like *misty step* and *bags of holding*). Once the skull is removed from the ceiling of the Vault, it chatters on and on with various drow-themed threats and promises of destruction by Kiaransalee; this causes the carrying character's entire party to automatically fail stealth checks and to have disadvantage on concentration checks and any Perception check that uses sound. Its teeth are extremely sharp due to magical enchantments and it will destroy gags and satchels alike in moments. Although it does not attempt to bite its bearer, it cannot be quieted even if placed inside multiple bags or bedrolls – only very slightly muffled.

**Result.** Cloaks that are of the minimum rank gain one rank in the organization at the end of the adventure, and also gain a spell scroll of their choosing. The spell must be on the wizard or sorcerer spell list, from the evocation, abjuration, or enchantment school, and be of 8th level or lower. Characters (with spellcasting ability) that are not already members of the Cloaks are extended an offer to join; if they accept, they join at level 1 instead of 0.

# PLAYER HANDOUT 1. HISTORY LESSONS

## VAASA – REGIONAL INFORMATION

The land of Vaasa lies to the north and east of the Moonsea. It is a largely barren land, with only a few hardscrabble farms to be found here. Gems and precious metals are the main exports, and these mines are generally operated by militant organizations from around the world. Bloodstone is its most notable export, as there is no other known source in all of Faerun.

Throughout the years, various forces have tried to lay claim to the land as a whole. Most recently (nearly a hundred years ago) this was Zhengyi the Witch-King. He united the land under fear and oppression, then split the land into multiple baronies. Unfortunately this may proven to be his undoing; the baronies united amongst themselves and destroyed both the Witch-King and his home, Castle Perilous.

However, he was a crafty mage and had amassed a significant collection of relics – many of which survived the destruction. One of his enchanted tomes was recently discovered and read by a half-orc; in so doing, a latent spell was triggered that used the half-orc's life essence to rebuild the Castle Perilous in the span of a single night. The new Castle has a similar look to the old one, but is built of black stone with a mirror-like finish, and has no apparent entrance or exit.

## NECROMANCY & THE LAND

Zhengyi's term as the ruler of this land did more damage than good. Not only did he regularly incite war between his own people, he researched and perfected many necromantic rituals and spells. The energies he used still infuse the land, giving much of it a foul reputation.

Whether it was by design or by accident is not known, but far below the plains of Vaasa is the dread drow location known as the Vault of Gnashing Teeth. Inside this place is a collection of temples known as the Acropolis, all dedicated to their dark goddess Kiaransalee. She represents magic and undeath in their pantheon, and now the drow seek to use the latent necromantic energy of this land to fuel a ritual that would culminate in bringing her bodily into the world. They have pushed huge crystalline pillars from the Underdark, up through the earth and into the sky above to collect this energy and funnel it into the temples far below.



## PLAYER HANDOUT 2. GRANTING AID

### REQUIREMENTS

Throughout the tier 3 and tier 4 combats, you can accomplish certain heroic tasks. When you do, your DM will hand out one of the slips on this page and ask you to take it to another table. If you are playing tier 3, your aid goes to a tier 4 table and vice versa.

### BENEFITS

When you receive aid from another token, your table must decide how and when it will be used. An instance of aid is used all at once; if only one person would benefit from the aid effect, any remaining effect is forfeit and cannot be “held for later”. *Tables do not have to use aid immediately and may use it later; using aid does not require an action and simply occurs.*

#### USING AID

You have received aid from other heroes! Choose from one of the following options:

***Battlesong of Determination.*** Two characters at your table may immediately end an ongoing effect that normally requires a saving throw to end.

***Battlesong of Might.*** Each character at your table gains advantage on the next attack roll they make.

***Battlesong of Terror.*** One creature that your table is fighting must succeed on a DC 16 (tier 3) or DC 20 (tier 4) Wisdom saving throw or be frightened of all characters at this table until the start of its next turn or until it takes damage, whichever happens first.

***Battlesong of Valor.*** Each character at your table may immediately spend up to half of their hit dice as if resting.

Using aid does not take an action, and once used cannot be used again unless another table provides you with a new aid slip.

#### USING AID

You have received aid from other heroes! Choose from one of the following options:

***Battlesong of Determination.*** Two characters at your table may immediately end an ongoing effect that normally requires a saving throw to end.

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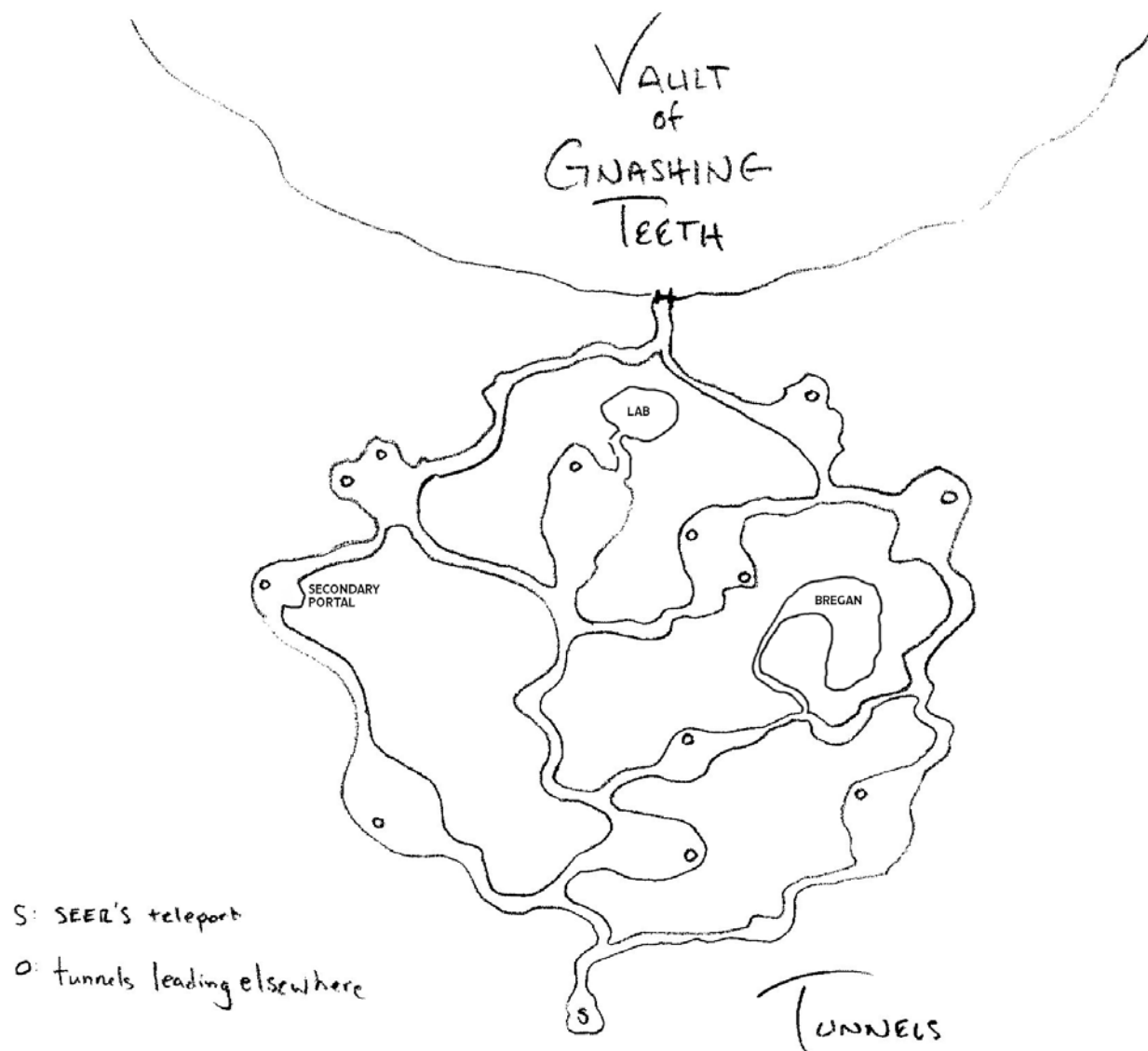
***Battlesong of Terror.*** One creature that your table is fighting must succeed on a DC 16 (tier 3) or DC 20 (tier 4) Wisdom saving throw or be frightened of all characters at this table until the start of its next turn or until it takes damage, whichever happens first.

***Battlesong of Valor.*** Each character at your table may immediately spend up to half of their hit dice as if resting.

Using aid does not take an action, and once used cannot be used again unless another table provides you with a new aid slip.

## PLAYER HANDOUT 3. MAP OF CAMP PERILOUS

## PLAYER HANDOUT 4. SEER'S MAP OF THE TUNNELS



The additional objectives (Illithid Laboratory, Bregan D'Arthe Mercenary Company, and Establish Secondary Portal) may only be attempted by a single tier 4 group regardless of the number of tier 4 groups present for your event.



## PLAYER HANDOUT 5. MAGIC ITEMS

### CANDLE OF INVOCATION

---

*Wondrous item, very rare (requires attunement)*

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

This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the *detect evil and good* spell. Choose an alignment and a deity from the Adventurers League allowed resources.

Chosen Deity: \_\_\_\_\_

Chosen Alignment: \_\_\_\_\_

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment matches that of the candle makes attack rolls, saving throws, and ability checks with advantage. In addition, a cleric or druid in the light whose alignment matches the candle's can cast 1st-level spells he or she has prepared without expending spells slots, though the spell's effect is as if cast with a 1st-level slot.

Alternatively, when you light the candle for the first time, you can cast the *gate* spell with it. Doing so destroys the candle.

### AMULET OF THE PLANES

---

*Wondrous item, very rare (requires attunement)*

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

While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence check. On a successful check, you cast the *plane shift* spell. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

This amulet bears the arcane sigils of the baelnorn of Myth Drannor and is heavily scarred, as if it had been crushed by stones or bricks.

### BLESSING OF PROTECTION

---

*Blessing, unique [cannot be traded]*

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

You gain a +1 bonus to AC and saving throws.

Your eyes have developed small flecks of brilliant gold, and your senses seem just a little bit sharper.

## CHARM OF VITALITY

---

*Blessing, unique [cannot be traded; does not count as a permanent magic item]*

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

You expend this charm to immediately gain the effects of a *potion of vitality*.

## CLOAK OF INVISIBILITY

---

*Wondrous item, legendary (requires attunement)*

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

While wearing this cloak, you can pull its hood over your head to cause yourself to become invisible. While you are invisible, anything you are carrying or wearing is invisible with you. You become visible when you cease wearing the hood. Pulling the hood up or down requires an action.

Deduct the time you are invisible, in increments of 1 minute, from the cloak's maximum duration of 2 hours. After 2 hours of use, the cloak ceases to function. For every uninterrupted period of 12 hours the cloak is unused, it regains 1 hour of duration.

Woven from the strands of an undead spider's web, this sticky cloak renders the wearer invisible when worn. It smells faintly of dust and has a faintly cloying lingering scent when you move. Additionally, you can use your action to sprout undead spider legs from the cloak and gain a climb speed of 30 feet on stone and webs for ten minutes; once you use this ability, you cannot use it again until the following dawn.

## PLAYER HANDOUT 6. STORY AWARDS

The characters have the opportunity to earn the following story awards. You may need to print multiple copies.

### CONSUMED BY KIARANSALEE (TIER 4)

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You faced the drow goddess Kiaransalee until the bitter end. However, she won – you were utterly destroyed and your soul was consumed. If you had clones or contingencies, these fail to activate.

You cannot be resurrected or otherwise returned to life until another character spends 100 downtime days searching the planes of existence for you and also spends 200,000 gp in bribes and resources with greater demons and elder powers. This bargaining is exhausting for all parties involved, but if you are returned to life you do so with a deeper understanding of this menace: you have advantage on saving throws against spells and effects from clerics of Kiaransalee – and Kiaransalee herself!

### FACTION SAVIOR (TIER 3)

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You were directly responsible for the safety of one or more faction leaders. They are incredibly thankful, and wish to reward you. If you share a faction with that faction master, you may receive a *true resurrection* for free (including downtime days). If you do not share faction membership with them, they will cover half of the gold piece fee of a *true resurrection*. You may only receive one free casting of the spell in this manner, but the discount applies for each faction master that you directly saved.

FACTION	NAME	RESCUED BY YOU?
Emerald Enclave	Seranolla the Whisperer	YES // NO
Harpers	Olisara Lightsong	YES // NO
Lords' Alliance	Dornal Whitebeard	YES // NO
Order of the Gauntlet	Zern Xerkstil	YES // NO
Zhentarim	Chaab	YES // NO

### GATEKEEPER OF THE DIVINE (TIER 4)

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SEER's teleportation circle allowed a large host of angelic solars and planetars to temporarily enter Faerun. These creatures represent the pinnacle of the lawful good alignment, and some of their qualities have rubbed off on you. You desire to pursue the greater good whenever possible and wish to work within the limits of the law. Though you are not beholden to these desires, they are strong. If you change your alignment to lawful good (or are already there), you have advantage on Charisma checks with solars, planetars, and lawful good clerics and paladins.

### LOST LORE OF THE ILLITHILICH (TIER 4)

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The drow lich that had been serving as the focal point of the necromantic ritual in the Underdark is destroyed, and upon your return to the surface you find that one of her still-wriggling fingers (or toes) can be found in one of your packs. No matter what you do to get rid of it, it always comes back a few days later. It's been said that lichs have more power in their fingers than most mortals will ever know, and this is no exception: you can use this appendage while casting a spell in order to impose disadvantage on the spell target's saving throw. Once used in this manner, the appendage crumbles into dust and cannot be reconstructed by any means, including *wish*.

### PATRON OF THE COMPANY (TIER 4)

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You managed to convince the drow mercenary company Bregan D'Arthe to turn their back on the conflict. This cost no small amount of gold, and word of your actions will spread. While the mercenaries themselves are discreet about their funding, there were other ears and eyes in the Underdark that day. What this means for you will remain to be seen.

## RESULTS CODE: X - Y 2017

If you are DMing this adventure during the months of X - Y 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to [dndadventurersleague.org/results](http://dndadventurersleague.org/results) to enter their results.

