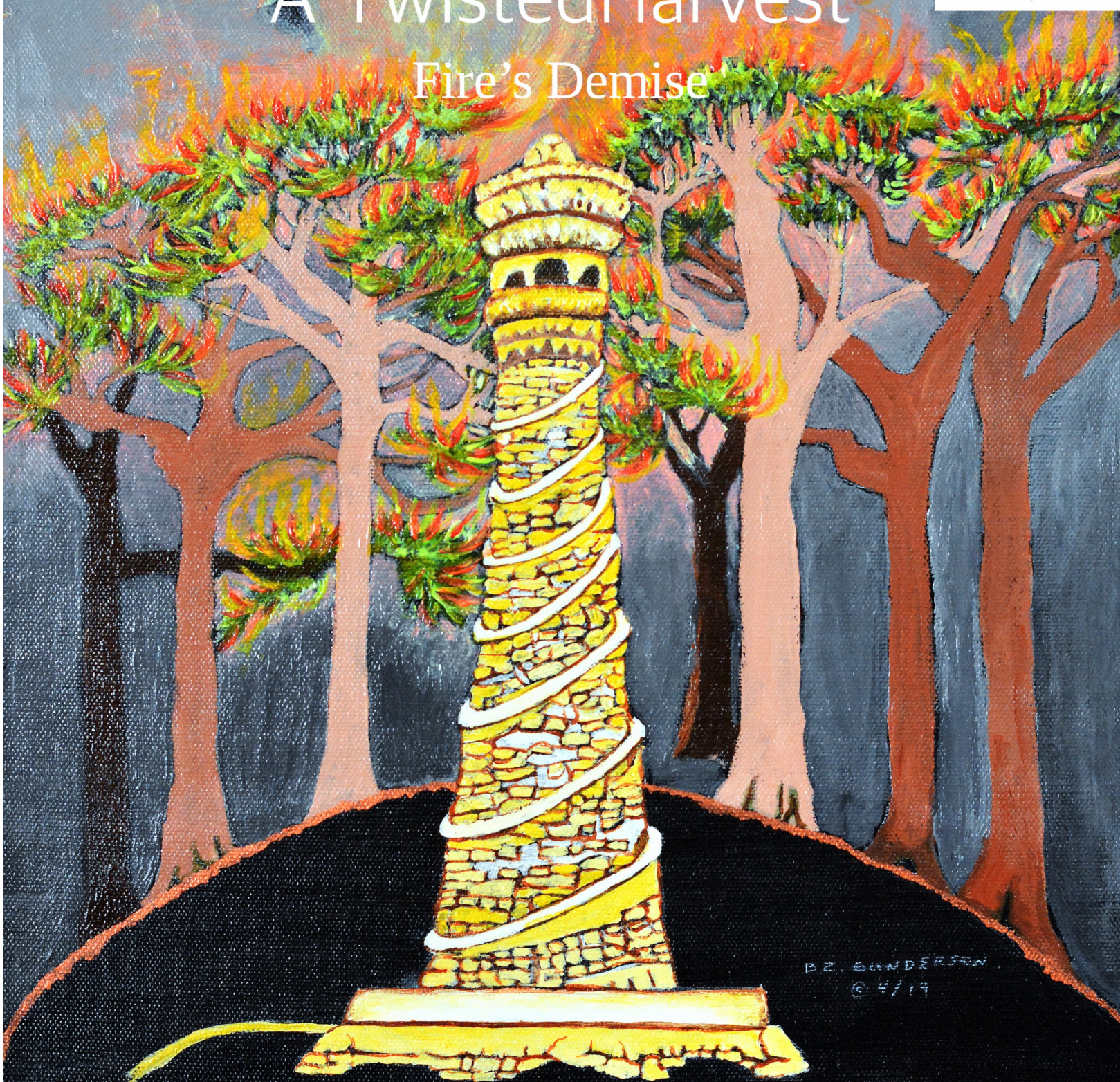


CCC-MALTH-003



Part III of:
A Twisted Harvest
Fire's Demise



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The Cult of the Eternal Flame is planning to detonate another devastation orb in the town of Elmwood. Can a party of adventurers find their stronghold in the Flooded Forest and stop them before Elmwood becomes a town populated solely by the dead? A Four-Hour Adventure for Tier 2 Characters.

Optimized for APL 8.



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MALH-003 Fire's Demise

Adventure Primer

This adventure is part of the **Twisted Harvest** trilogy (CCCMAL-01 through 03). Each module tells its own story, and can be played independently, but each module is also part of a larger, interconnected storyline.

“Build a man a fire, and he’ll be warm for a day. Set a man on fire and he’ll be warm for the rest of his life.”
-Terry Pratchett

Background

The bulk of this adventure takes place in **THE FLOODED FOREST**, a foul swamp located just east of the River Lis in the Moonsea region of northern Faerûn. The adventure picks up eight hours after the events in part II: *The Jackal’s Justice* after the party’s encounter with **THE JACKAL** in her subterranean lair.

The current conflict can be traced back decades to The Burning, which refers to the day a **DEVASTATION ORB OF FIRE** being transported to Mulmaster by **THE CULT OF THE ETERNAL FLAME** prematurely detonated in the town of Elmwood. Most of the residents were burned alive or died from smoke inhalation. One of the few survivors was a young girl who calls herself The Jackal. The Jackal blames the Cult of the Eternal Flame for the death of her family and friends in The Burning, and she has vowed to exact revenge on members of the cult who are using an old **MAGE’S TOWER** near the southern border of the Flooded Forest as their base of operations.

To that end, The Jackal has been raising Elmwood’s dead to form an undead army that can destroy the cultists.

The cultists have been scrying on The Jackal, and know she plans on sending her army to attack them. They have sent her a clear message: Call off your army, or we will detonate another devastation orb in Elmwood. She has refused to back down, and her insatiable need for revenge has unwittingly placed the residents of Elmwood in terrible danger.

Episodes

The adventure’s story is spread over three **story episodes** that take approximately 4 hours to play. These episodes are introduced by a Call to Action Episode.

If you’re planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several

sessions, you’ll want to revisit the **Call to Action** each time you play.

- **Episode 1: Where There’s Smoke.** The characters head deep into the Flooded Forest in search of the Cult of the Eternal Flame holed up in the Mage’s Tower. Along the way, they stumble across the remains of an ogre and encounter a corpse flower. How they handle this encounter will impact their final meeting with The Jackal. This is the **Call to Action**.
- **Episode 2: Fire & Brimstone.** The characters find the Mage’s Tower and navigate through its traps and hidden doors in search of the cultists. The episode culminates with a battle between the characters and the cultists who have summoned a fire elemental. This is **Story Objective A**.
- **Episode 3: Smoldering Embers.** The characters must decide how to safely dispose of the cultists’ devastation orb. When they exit the tower, they discover The Jackal and her undead army waiting for them. She demands the party hand over the orb, and the adventurers will have to decide whether or not to comply with her demand. This is **Story Objective B**.

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately two-to-four hours to play.

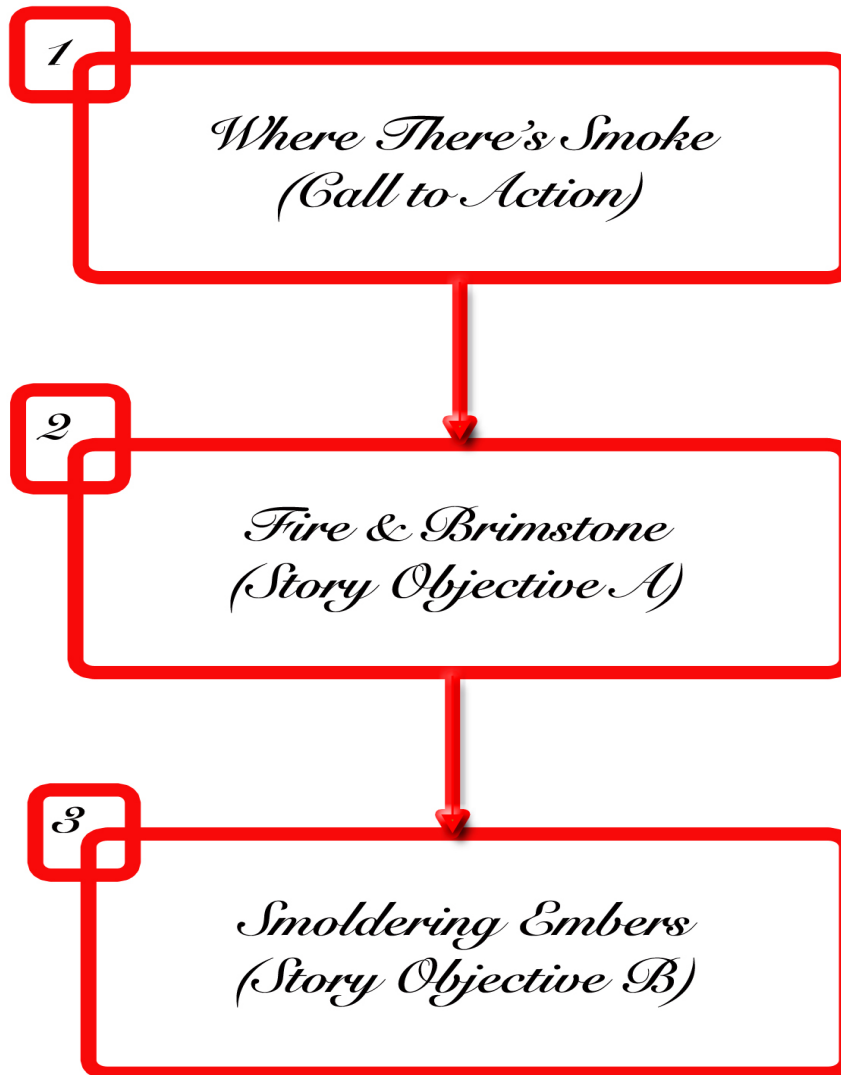
How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 4 **hours**.

Story Objectives Only. To complete both of the adventure’s story objectives, the characters play in Episodes 1 through 3 in order.

Episode Flowchart

This section provides a basic understanding of not only the flow of the adventure, but also the outline of the different paths that your players may take in reaching their stated objective.



Episode 1: Where There's Smoke(Call to Action)

Estimated Duration: 30 minutes

Scene A. The Search Begins

Regardless of which hook is used to introduce the characters to the adventure, the party has been told it can find the Mage's Tower at the southern edge of the Flooded Forest by following a branch of the River Lis south through the swamp to where it dead-ends.

The party finds itself in the heart of the swamp searching for the Mage's Tower. Everywhere the characters look, they are surrounded by dead maple and oak trees jutting out of murky, stagnant water. The trees are draped with moss and vines that appear to be choking them. The sky is overcast and a cold drizzle slowly soaks the characters to the bone.

After trudging south along the river bank for an hour, the characters notice something large floating in the water. Any character that approaches within 15 feet of the object can discern it is the body of an ogre floating face up in the water. The ogre's corpse is bloated, and the skin has begun sloughing off. The corpse reeks, but there are no visible wounds indicating the cause of death. It is dressed in a simple rotting loincloth and a pair of boots.

If a character approaches within 5 feet of the body, she can detect a mass of tiny creatures wriggling inside the ogre's distended belly. **A SWARM OF ROT GRUBS** bursts through the corpse's thin skin and attacks a creature sharing its space. Any creature leaning over to inspect the corpse or touching the corpse is considered to be sharing the swarm's space.

While the party is engaged with the swarm of rot grubs, or preparing to move on, the characters hear the sound of splashing approaching them from the south. The riverbank curves off to the east, and the party cannot see the hideous creature lumbering towards them until it rounds the bend, approximately 40 feet away. What they see is a type of large plant walking on multiple root-like tentacles. The top of the creature is covered in pointy, red tipped buds that appear to be sprouting from the remains of several humanoid corpses stuffed inside its body. The creature exudes a nauseating stench that competes with the disgusting odor from the ogre body. The creature is a **CORPSE FLOWER** that has detected the ogre corpse. It will head straight

for the body in the water, and will ignore the party unless a character attempts to block its way or attacks it. If the characters give the corpse flower a wide berth, it will probe the corpse with its tentacles, and then upon determining the ogre is too big to stuff into its body, will continue on its way along the bank. If the party interferes with it, the corpse flower will attack and fight to the death.

If a character is injured while fighting the swarm of rot grubs or the corpse flower, the scent of blood will catch the attention of a **VAMPIRIC MIST** that has been hiding in a pocket of fog. The vampiric mist is practically indistinguishable from regular fog, except for a tinge of pale pink suffusing its body. The mist will emerge from the fog, and attack the party 1 round later, focusing its attacks on injured targets. If the mist successfully drains blood from a creature, it turns a darker shade of pink. As it continues gorging on blood, it turns a darker and darker red color, until finally becoming a deep crimson.

Once the corpse flower has been killed, the corpses it contains may be removed. If the characters do so, they find the body of a woman covered in burn scars with the symbol of The Cult of the Eternal Flame seared into the flesh of her palm. Another corpse has a small coin purse with a few odd pieces of copper and silver inside. If the characters have dealt with the corpse flower and the vampiric mist, they may continue on their way towards the Mage's Tower without incident.

Although it is possible for the characters to avoid combat with the corpse flower, there are ramifications for allowing it to continue on its way unimpeded.

Evil (Almost) Never Sleeps!

While the characters are searching for the Mage's Tower, The Jackal has rested, and is now tracking them through the swamp riding a **CATOBLEPAS**. If the characters don't engage the corpse flower; or don't destroy the ogre's body, or the corpses in the flower's body, The Jackal will find them, kill the corpse flower, and cast *animate dead* to add both the ogre and the corpses the flower contained to her undead army. Although a necromancer normally can't raise a large giant, The Jackal has potent evil magic that allows her to do so as if it were a medium-sized humanoid. Casting *gentle repose* will

also block The Jackal from animating a corpse. If the characters have not played part II, and The Jackal's army is as large as possible at the beginning of this adventure, adding the ogre and the other zombies to her army will change the final encounter from hard to deadly.

A map for the encounter is provided in **Appendix 3**.

- **Unfinished Business.** If the characters played through part II: *The Jackal's Justice* and defeated The Jackal, they know that even though she was forced to flee her lair, she will not give up her quest for revenge. If The Jackal was killed in part II, she will not appear in this adventure. Either way, The Cult of the Eternal Flame is still in possession of a devastation orb of fire, and they have itchy trigger fingers. The adventurers must find their hideout, defeat them, and dispose of the orb before it can be detonated in the town of Elmwood.
- **A Debt to Settle.** If the characters played through part II: *The Jackal's Justice* and were beaten by The Jackal, here is their opportunity to get a little payback of their own, but not before dealing with The Cult of the Eternal Flame and their devastation orb.
- **The Rumor Mill.** If the characters did not play through part II, they recently stopped at the Wayfarer's Rest Tavern in Elmwood. While there, they found the terrified residents arranging to leave town in a hurry. The residents suggested the characters do the same, because rumor has it The Cult of the Eternal Flame plans on detonating another devastation orb of fire in town. Elmwood is recovering from a deadly plague and most of the residents are still too weak to travel. Elmwood's **CONSTABLE GRETN A JORGADAUL** begs the characters to find the cult, and to prevent them from deploying the orb. She warns them that a mysterious woman known as The Jackal may want the orb for her own, unknown ends. Since the characters have not played through part II, their knowledge of The Cult of the Eternal Flame and of devastation orbs is more limited.

With a successful DC 13 Intelligence (Religion) check, a character knows the following about The Cult of the Eternal Flame: Members worship the destructive power of fire, and believe it is their duty to purify the world by reducing everything around them to ash.

With a successful DC 13 Intelligence (Arcana) check, a character knows the following about a devastation orb of fire: It is a spherical elemental bomb that ignites fires within a 1 mile radius sphere around it when it detonates.

Area Information

This area features:

Dimensions & Terrain. The tributary flowing through the Flooded Forest is 45 feet wide and 15 feet deep. The weak current flows north to south. Its water is heavily obscured by sediment. The tributary narrows to 10 feet across where the ogre's body is found. The rest of the swamp is submerged in 1-foot deep murky water that is considered difficult terrain.

Lighting. The sky is overcast and a cold, damp drizzle soaks the characters. By the time they have their first encounter, a low-hanging mist has crept in to lightly obscure the area, and scattered pockets of dense fog heavily obscure portions of the swamp.

Sound. Dead trees can be heard creaking in the wind, and every once in a while, the characters will hear a snap and a splash as a tree falls off in the distance.

Smell. The fetid stench of decaying things.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the vampiric mist.
- **Weak:** Allow the corpse flower to have a maximum of 4 corpses.
- **Very Strong:** Give the corpse flower the maximum number of corpses (9).

Call to Action

- The objective of this adventure is to find and defeat the cultists of the Eternal Flame holed up in the Mage's Tower before they can detonate a devastation orb in the town of Elmwood. Additionally, the party must find a means of safely disposing of the orb.

Episode 2: Fire & Brimstone (Story Objective A)

Estimated Duration: 150 minutes

Setting Description

After three sustained hours of arduous travel through the muck, the characters notice the tributary narrows before eventually petering out at the north end of a raised plain of scorched earth. At the center of the plain is a cylindrical tower constructed from massive stone blocks. There is no obvious way into the spired tower, except through three arched window openings near its top. The windows are equally spaced around the tower, and are placed into the south, northwest, and northeast sections of the wall.

The tower is encircled on three sides by the burned out husks of duskwood trees. The trees are charred, and wisps of smoke drift up from some of them. The duskwoods are quite brittle, and will fall if any creature other than a tiny one tries to climb a tree. The ground is covered in ash that crunches and crumbles underfoot. Any creature walking on the plain leaves easily detectable footprints in its wake. No footprints can be found leading to or from the tower when the characters arrive. The tower appears untouched by whatever burned the trees and ground.

Story Objective A

This episode's objective is to find and defeat the cultists of the Eternal Flame hiding in the Mage's Tower before they can detonate a devastation orb in the town of Elmwood.

Area Information

This area features:

Dimensions & Terrain. The scorched plain is roughly circular with a 150-foot diameter. The duskwood trees surrounding the tower to the east, west, and south, are approximately 20 feet away from its outer walls. The tower is 70 feet high and 35 feet wide. The three windows are 55 feet above the ground, and each opening is big enough for one small creature to fit through at a time. A larger creature will have to squeeze through an opening. The window ledges are wide enough for a creature

to crouch on them. The duskwood trees range between 65 and 70 feet tall. They can easily be felled with a successful DC 12 Strength (Athletics) check. A map of the plain can be found in **Appendix 3**.

Lighting. The overcast sky provides normal light.

Sound. The plain and surrounding swamp are eerily silent.

Hazards. The duskwood trees can easily be felled with a successful DC 12 Strength (Athletics) check. Any character announcing that she wants to try to knock a tree over so that it leans up against the tower, can use the tree as a ramp to climb up to one of the windows after succeeding on a DC 15 Dexterity (Acrobatics) check. However, the duskwood trees can't bear much weight after being burned, and there is a chance a tree will break while a character is climbing it. The risk of the tree breaking increases with the weight of the creature climbing it. Have the player controlling the creature climbing the tree roll a d4 each round it spends climbing up to a window. If the creature weighs less than 100 pounds, the tree will support its weight. If the creature weighs between 100 and 200 pounds, the tree breaks on a roll of 1. If the creature weighs between 200 and 300 pounds, the tree breaks on a roll of 1 or 2. If the creature weighs over 300 pounds, the tree breaks on a roll of 1, 2, or 3. If the tree breaks, the creature takes normal falling damage depending on how far up it was able to climb before the tree broke.

The tower is protected by a magical ward that prevents a creature from transporting from outside the tower to the inside or vice versa. The ward nullifies such spells as *dimension door*, *gate*, *passwall*, *plane shift*, *stone shape*, or *teleport* when they are used to access the tower's interior by a creature outside, or when a creature inside the tower attempts to leave. A character attempting to cast one of these spells to access the tower feels an impenetrable barrier spring up between her and the interior. She does not use a spell slot attempting to enter or exit the tower in this manner, but the spell fails. These spells can be used normally to move between floors inside the tower, or to transport up to one of the windows from the outside.

Scene A., The Mage's Tower: Top Floor

The top floor of the Mage's Tower is circular. The outer walls are made of massive stone blocks. The floor is a beautiful mix of black granite and white marble slabs. The center of the room is made of four square black slabs, and four more black slabs radiate out from the center diagonally. The rest of the floor is made of white marble. The room is unfurnished except for three stone statues of impish winged creatures sitting in elevated niches in the spire.

Each statue is placed so it faces one of the windows. The statues are 3 **GARGOYLES**, which will remain motionless until a character enters the room. Then they will swoop down and attack until they have either driven the interlopers back out through the windows, or the trespassers have fallen through holes in the floor. The room is spotless and the floor gleams as if someone were obsessively cleaning it.

A map of the Mage's Tower can be found in **Appendix 3**. Each floor is numbered and labeled alphabetically from the top down, since this is the most likely way the characters will explore the tower.

Area Information

This area features:

Dimensions & Terrain. The tower's top floor is circular with a 30-foot-diameter. The ceiling is 10 feet high along its outer perimeter, and rises to 20 feet high at its apex in the center of the room. The spire is 10 feet high, and the three gargoyle niches are 15 feet above the floor.

Lighting. The top floor is dimly lit by light filtering in through the windows.

Hazards. A *programmed illusion* spell has been cast on the floor to hide eight holes in it. Until the illusion is discovered, any character stepping on one of the black granite squares appears to fall through a solid section of the floor. Any character succeeding on a DC 17 Intelligence (Investigation) check, or casting *dispel magic* (DC 16) can see through the illusion. The true floor is formed from the same massive stone blocks that make up the tower's walls. There are eight holes in the floor in the squares where the illusory black granite slabs were. North and south of the large, central hole are two red 5-foot-diameter circles drawn on the floor. Each is inscribed with sigils. A successful DC 12 Intelligence (Arcana) check can identify them as teleportation circles. The sigil sequence needed to activate the circles has been lost to time. The only way to activate them is by following a series of prescribed movements hinted at in mosaics on the third floor.

Creatures

The gargoyles in this room appear to be inanimate statues of grotesque winged imps sporting horns, sharp claws, and fangs. They are revealed as something fiendishly alive only when they swoop to attack.

Objectives/Goals. The mage who built the tower tasked these gargoyles with defending it from intruders.

What Do They Know? The gargoyles know the floor is an illusion, and that the black sections of flooring disguise holes in the floor. They will attempt to knock characters into the holes, or they will fly to the far end of a hole in an attempt to lure a character into falling through the hole when approaching them to attack.

Scene B., The Mage's Tower: Second Floor

The second floor of the Mage's Tower is a circular stone chamber. Eight 10-foot-high metal spikes protrude from the floor. Each razor-sharp spike is placed under one of the holes in the ceiling. The decomposing body of a humanoid is impaled on one of the spikes, and pulverized bones litter the floor around the others.

Any creature falling through a hole in the ceiling must make a DC 15 Dexterity (Acrobatics) check to see if it can avoid landing on a spike. On a failure, the creature takes 4d6 bludgeoning damage from the fall and 11 piercing damage from being impaled on the spike. The creature is restrained until it or another creature uses an action to pull it free from the spike. On a success, the creature takes half as much piercing damage and is not restrained.

Any creature standing on the floor will notice several 1-inch-wide grooved channels cut into the floor leading away from each of the spikes. The channels slope gently down to two tiny holes carved into the base of the eastern and western walls. Each of the channels is coated with dried blood.

A stone trapdoor is hidden in the south side of the floor. It is disguised to look like any other stone block in the floor, and its handle is invisible. The handle folds down so that it is flush with the rest of the floor. Without being able to see the handle, a character must search the floor and succeed on a DC 20 Wisdom (Perception) or Intelligence (Investigation) check to discover the door. If the characters were awarded a *lantern of revealing* in part I: **Selûne's Tear**, and use it to search the floor, they can see the handle and automatically find the door.

Area Information

This area features:

Dimensions & Terrain. The tower's second floor is circular with a 30-foot-diameter and a 40-foot-high ceiling.

Lighting. The second floor is dimly lit by light filtering in through holes in the ceiling. There are no other light sources.

Hazards. If a creature is damaged by one of the spikes in this room, its blood runs down the spike into one of the channels in the floor. From there, it is funneled to one of the holes in the outer wall 1 round later. A creature may use its action to sop up the blood with a rag or a piece of clothing before it reaches the hole.

If the blood trickles down into the hole, a click can be heard, followed by a grinding sound as the ceiling

begins to lower. On initiative count 20, the ceiling lowers 10 feet per round, and it will touch the floor in 4 rounds. The ceiling will remain touching the floor for 1 round, and will then retract back up at the same rate of 10 feet per round until it reaches its starting point. To avoid being crushed by the ceiling, a creature may attempt to cling to one of the spikes by succeeding on a DC 15 Strength (Athletics) check. Any creature trapped under the ceiling when it reaches the floor takes 55 (10d10) bludgeoning damage. A creature can also avoid being crushed by the ceiling by flying or levitating into one of the holes. Once the trap has been sprung, it can't be stopped (other than by magical means) until it resets.

Scene C., The Mage's Tower: Third Floor

A spiral staircase leads down from the trapdoor in the floor above to a circular stone chamber. The east and west walls are streaked with dried blood that runs down over a sculpted stone eyeball projecting from each wall. The eyeballs are 6 inches in diameter. The eyes are closed if the trap on the floor above has not been sprung, and they open once fresh blood has dripped down onto either eyeball. The eyes remain open while the trap is active.

There are two wooden doors set into the northwest and southeast sections of the wall. They open into the chamber and are unlocked. Lurking behind each door is a **FLAMESKULL**, which will laugh manically once a door is opened, and launch itself into combat. It presses the attack until it is destroyed, or until the entire party leaves the room.

Any character who steps through one of the doors with a passive Wisdom (Perception) score of 13 or higher, notices a 5-foot diameter red circle inscribed with sigils, drawn on the floor around the door. The circle extends into the inner chamber and into the hallway behind the door. This check can be made for each door.

Behind each door is a 5-foot-wide stone corridor that encircles the inner chamber. Both doors lead to the same hall.

On the northeast and southwest walls of the corridor are two beautiful glass tile mosaics. The mosaic in the northeast corner depicts a procession of dwarves, drow, tieflings, and dragonborn heading down into the mouth of a cave through the burning outline of a door. The dragonborn holds a lantern, the dwarves carry torches, the tieflings have flames bursting from their fingers, and the drow wear burning robes. A character succeeding on a DC 12 Intelligence (Investigation) or Wisdom (Perception) check notices that each of the humanoids carries a torch, or has magically conjured fire of one variety or another. The creatures in the mosaic are heading to the character's left (counterclockwise). The mosaic in the southwest corner depicts the same group of dwarves, drow, tieflings, and dragonborn climbing up the steep slope of a mountain toward a glowing outline of a door. A character succeeding on a DC 12 Intelligence (Investigation) or Wisdom (Perception) check notices that none of the humanoids is carrying a torch or has any source of fire in this mosaic. The creatures are heading to the character's right (clockwise).

Area Information

This area features:

Dimensions & Terrain. The tower's third floor inner chamber is circular with a 20-foot diameter and a 10-foot-high ceiling. It is surrounded by a 5-foot-wide, 10-foot-high outer hallway.

Lighting. The third floor is dark, and there are no light sources other than what the characters bring with them.

Puzzles. Any creature who enters the hall through one of the doors and returns to the inner chamber through the same door, does not trigger a teleportation circle. Any creature who enters the hall through one door and attempts to return to the inner chamber through the other door is teleported to the corresponding circle on the top floor of the tower. Any creature wanting to teleport to a lower level of the tower must be carrying a torch, or have conjured another source of fire before it walks through the second door. In addition, the creature must walk from the first door to the second in a counterclockwise direction. If the creature fulfills both of these requirements, it is transported to the corresponding teleportation circle on the fourth floor. If not, it is transported back to the top floor.

Creatures

A flameskull is a flying disembodied skull surrounded by blazing green flames that shed light in a sphere around it. Flameskulls are created from the remains of dead wizards.

Objectives/Goals. The mage who built the tower constructed these flameskulls to guard the teleportation circles on this level.

Scene D., The Mage's Tower: Fourth Floor

Characters teleporting to this floor of the tower find themselves underground in a circular stone chamber. The two teleportation circles are at the north and south ends of the room. The circles can be used to teleport back to the third floor if necessary. Two 5-foot-diameter holes in the floor are adjacent to the northeast and southwest chamber walls. A robed figure ducks down into the southwest hole and disappears. This level of the tower is decidedly warmer than the previous ones.

If a character peers down one of the holes, she can tell the hole is at the top of a metal chute that curves down out of sight. The end of the chute can't be seen from the top, but a faint glow emanates from within each chute.

Area Information

This area features:

Dimensions & Terrain. The tower's fourth floor is circular with a 30-foot diameter and a 10-foot-high ceiling.

Lighting. The fourth floor is dark, and there are no light sources other than those the characters bring with them.

Scene E., The Mage's Tower: Fifth Floor

The fifth floor of the tower can be accessed by sliding down one of two chutes curving down from the chamber's ceiling. This floor is an underground circular stone chamber, but unlike the previous floors, this chamber's walls are not made of stone blocks. Instead, the walls are rough hewn stone. The western half of the floor is covered in red-hot magma, and a robed figure runs down a stone staircase that hugs the eastern wall leading down and out of sight.

The chamber is filled with steam and the air temperature is above 100 degrees Fahrenheit.

The southwest chute curves down and deposits a creature in the eastern half of the room, 20 feet away from the staircase. The metal chute is hot to the touch, but does not inflict any fire damage on a creature sliding down or climbing up it. Climbing up the chute is considered difficult terrain. 2 **MAGMIN** stand between any creature reaching the end of the chute and the staircase. They will attack as soon as a creature emerges from the chute.

The northeast chute curves down and deposits a creature in the magma pit on the west side of the chamber. The chute ends 5 feet above the center of the pit and 10 feet from the western wall. As a creature slides down this chute, the metal becomes painfully hot to the touch and begins to burn the creature's flesh. Any creature sliding down the entire length of this chute will take 1d4 fire damage.

A creature can see and feel the heat from the magma pit before it reaches the end of the chute, and may attempt a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check to attempt to either stop itself from sliding down the inside of the chute and climb back up it, or to catch the edge of the chute before falling into the pit. With a successful Athletics check, the creature is able to stop itself and climb back up the chute. With a successful Acrobatics check, the creature is dangling from the edge of the chute above the magma. In the latter case, a character will have to then succeed on the Athletics check in order to pull itself up while holding onto the blistering hot metal, and climb up the chute.

If a creature falls into the magma, or is hanging from the chute, a winged **MAGMA MEPHIT** rises out of the magma pit so that it is at eye level with the creature. It cackles and taunts the creature before attacking it. On its first turn, the magma mephrit will attempt to pull a creature dangling from the chute down into the magma. 3 other **MAGMA MEPHITS** and 1 **SALAMANDER** float up from the pit and join the fight. All of the monsters fight to the death.

Area Information

This area features:

Dimensions & Terrain. The tower's fifth floor is a 50-foot diameter circular chamber with a 30-foot-high ceiling. The western half of the chamber's floor is covered in red-hot magma. The magma pit is 25 feet wide, 50 feet long, and 10 feet deep. Each metal chute is 40 feet long.

Lighting. The fifth floor is dimly lit from the incandescent glow of the magma pit.

Hazards. This level of the tower is blazing hot. Any creature that spends more than an hour in this chamber is subject to the effects of extreme heat. Any creature falling into the magma pit, or starting its turn in the magma suffers 2d10 fire damage.

Creatures

A magmin is a mischievous little humanoid whose skin is made from a cooling shell of crusty black magma. Flames erupt from cracks in its skin.

A magma mephit is a small elemental that glows a dull red. It is an impish creature with a long, pointy nose, beady little eyes, talons, and a skinny set of wings.

A salamander is a serpentine fire elemental. This large creature has a long tail topped with flame-shaped spines, and a humanoid upper torso. Its body generates intense heat, which it uses as a weapon.

Objectives/Goals. All of the creatures on this floor delight in setting things (or creatures) on fire, and will do so at every opportunity.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 2 magma mephits and 1 magmin.
- **Weak:** Remove 2 magma mephits.
- **Very Strong:** Add 1 magmin.

Scene F., The Mage's Tower: Bottom Floor

Descending the stairs, the characters find themselves at the bottom level of the tower. This rough-hewn stone chamber is the cultists' inner sanctum. The stone stairs wrap down along the east wall. Each step is a 5-foot-wide stone block and there is no railing.

The first thing the characters will notice is a brass brazier sitting in the center of the room. A fire is lit within it and a blazing **FIRE ELEMENTAL** stands behind it. 8 robed **CULTISTS** surround the brazier, and the cult's leader, a male tiefling **WARLOCK OF THE FIEND**, stands on the west side of the brazier with his arms raised when the characters enter. There is a square wooden box resting on the floor at the north end of the chamber. It can't be seen while the fire elemental stands in front of it.

If the characters were able to use the teleportation circles on the third floor correctly the first time they tried, the tiefling is still in the process of conjuring the fire elemental, and it will not appear for another round. If a character douses the fire in the brazier before then, it will not appear at all.

The tiefling wears a bright red robe that almost matches the pigment of his skin. His entire body is covered in puckered burn scars, as are the bodies of the other cultists. The cult's symbol is burned into his forehead between his two curling horns, and he has a maniacal gleam in his black eyes. He is also wearing a finely-wrought copper chain necklace from which hang several carnelian beads.

If the party is strong or very strong, the tiefling Warlock of the Fiend will be replaced with a human **ARCHMAGE**.

Once the tiefling notices one of the characters, he looks up at her and says:

"I see The Jackal was too frightened to come herself. No matter, you're right on time for purification."

With that, the cultists and the fire elemental charge into battle. The cultists are recklessly violent and will press the attack even if they are obviously going to perish. The fire elemental will try to set as many fires as possible during combat. They all fight to the death. The leader hangs back, preferring to cast spells from a distance.

Once combat commences, the fire elemental will probably move, or one of the characters will move so she can see the box on the floor. Once a character is within 5 feet of the box, she can tell it's a 1-foot-square wooden box. A strange symbol is inscribed on the lid. If the characters played through the previous adventure, *The Jackal's Justice*, they may recognize it as the elemental symbol for water. They

may also know what the box is used for, or even have one of their own. If the characters did not play the previous adventure, it will take a successful DC 15 Intelligence (Arcana or Nature) check to know what the symbol means.

If a character picks up the box, she can feel it vibrate. If a creature opens the box, it finds a 1-foot-diameter pulsating metallic sphere inside. A creature succeeding on a DC 13 Intelligence (Arcana) check knows this is a Devastation Orb of Fire.

What Happens in the Tower, Stays in the Tower

The powerful ward protecting the tower from transport in or out of it also contains damage from the Devastation Orb of Fire's explosion within it. No heat or fire damage will leave the tower if the orb is detonated inside.

Area Information

This area features:

Dimensions & Terrain. The tower's bottom floor is a 50-foot-diameter circular chamber. The ceiling is 40 feet high, as are the stairs.

Lighting. The bottom floor is brightly lit by the fire elemental and the fire in the brazier. If the elemental is killed and the fire in the brazier is doused, the chamber plunges into darkness.

Hazards. The sphere in the box is a Devastation Orb of Fire. It is already past its detonation point, but gives no outward sign as to when it will explode. An *identify* or *divination* spell will reveal how much time remains before it goes off.

The box holding the orb has been specially designed to prevent it from exploding while the orb is inside it. If the orb is removed from the box, it will explode 1d6 rounds later, unless it is returned to the box before then. The orb has AC 10, 15 HP, and is immune to poison and psychic damage. If it is reduced to 0 HP, it will explode.

When the orb detonates, it releases the elemental energy stored inside it causing heat waves and wildfires within a 1-mile-radius sphere centered on it.

The effects of the orb exploding are equivalent to those of a *fire storm* spell, except the location of the storm is centered on the detonation point. It also creates a heat wave that lasts for 24 hours. It causes extreme heat and starts wildfires. Every hour, there is a 10% chance the heat wave starts a wildfire somewhere within the sphere of effect. The wildfires cover a 10-foot-square area and expand into another 10-foot-square area each round until the fire is put out. Any creature coming within 10 feet of a wildfire for the first time, or starting its turn there takes 3d6 fire damage.

The characters are in no way supposed to end up with the devastation orb, and cannot use it for their own purposes. If it does not explode in the tower, or The Jackal does not detonate it in Episode 3, feel free to come up with a creative way to remove it from play. Maybe it ends up being a dud or it is transported to another plane of existence.

Creatures/NPCs

A fire elemental is a vaguely humanoid shaped mass of blazing flame. It flickers and casts light and heat on those around it. It can set fires with a touch.

The cultists are devout worshippers of Imix. They believe it is their duty to cleanse the world of corruption by burning it to ashes. They also believe everyone and everything, other than their fellow cultists, is in need of cleansing.

The Cult's Leader (either a Warlock of the Fiend or an Archmage) is a powerful spellcaster and this sect's supreme commander. The other cultists know better than to challenge him.

Objectives/Goals. The cult's leader is intent on deploying his devastation orb in the town of Elmwood as retribution for The Jackal threatening him and his people. Although, he will content himself with using the orb against her and her undead army if need be.

What Does He Know? The cult's leader knows the following:

- The devastation orb is past the point when it should have detonated. He knows the orb will explode 1d6 turns after being removed from the box.
- If he believes he is about to be defeated, he plans on going out in a literal "Blaze of Glory".

Treasure & Rewards

- **Magic Item. Necklace of Fireballs.** The leader of the cult wears a copper chain necklace with several carnelian beads hanging from it. This is a *Necklace of Fireballs*. After his death, it can be recovered by the characters. It will survive fire, explosions, or any other damaging magical effects. This item can be found in **Appendix 5**.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 6 cultists.

- **Weak:** Remove 4 cultists.
- **Strong:** Replace the warlock of the fiend with an archmage and remove 6 cultists.
- **Very Strong:** Replace the warlock of the fiend with an archmage and remove 4 cultists.

Playing the Pillars

COMBAT

The cult's leader (either the Warlock of the Fiend or the Archmage) will refrain from using the beads from the *Necklace of Fireballs* until the last possible moment. Even then, he will only use one bead if he has fallen below $\frac{1}{4}$ of his maximum hit points. His aim is to catch the box containing the devastation orb in the blast, so that it will be destroyed. The orb will detonate shortly thereafter, unless the characters have another box to put it in. If he dies in the blast from the *fireball* or in the orb's explosion, he will welcome the flames, and laugh exultantly as he burns to death.

EXPLORATION

A character searching the chamber will find the box containing the Devastation Orb of Fire. She may unwittingly set it off if she removes it from the box, and doesn't return it in time.

SOCIAL

The characters can try reasoning with the cultists, but it will probably be futile. Their leader believes the party is in league with The Jackal, and can't think of any reason why they'd be trespassing in the cult's stronghold, except to kill them. And, he's right. The only tactic that might work would be if the characters tried to deceive the cultists into believing the party is there to warn them about The Jackal's approaching army, and to fight against her alongside them. They would have to convince the leader the lie is true, so he will call off the fire elemental and the cultists. Then, he will demand the characters allow themselves to be burned as a sign of good will. This option is only available if the party played through the previous adventure, *The Jackal's Justice*.

Episode 3: Smoldering Embers (Story Objective B)

Estimated Duration: 60 minutes

Scene A. Showdown

While the party has been exploring the Mage's Tower, The Jackal has amassed her undead army on the north side of the scorched plain, and is waiting for the characters to leave.

If the party knocked down a duskwood tree to gain access to the tower, they return to find two more felled duskwood trees leaning up against the tower, providing access to the other two windows. If the party didn't need to knock over a tree to get into the tower, they discover three duskwood trees leaning up against the tower, one under each window.

A young woman wearing the top half of a jackal's skull as a helmet glares at the party from where she sits atop a bizarre creature that appears to be some mismatched combination of a warthog, a buffalo, and a hippopotamus. The woman's mount has thick orange-red fur covering its body, a bumpy gray head containing two beady eyes, two upturned tusks, and a bulbous tail. If a creature gets close enough to the mount, it smells of skunk spray, sulfur gas, and death. The woman and her mount are surrounded by an undead army.

When The Jackal catches sight of the party, she orders them to surrender, and to relinquish the orb to her. She believes the party members are cultists of the Eternal Flame preparing to transport the devastation orb to Elmwood. If the party seems hesitant to comply with her demands, she tells them she will let them go if they give her the orb. This is a lie. She has no intention of letting any cultists escape alive, even without the orb. A character may catch her in the lie by winning a contested Wisdom (Insight) check versus her Charisma (Deception) check.

The only way the party can avoid combat with The Jackal is by convincing her they are not cultists, and by turning the orb over to her. A character can convince her by succeeding on a contested Charisma (Persuasion) check versus the Jackal's Wisdom (Insight) check. If the party received *The Jackal's Enmity* story award in the previous adventure, this check is made at disadvantage.

If a character fails this check, The Jackal will be certain the adventurers are cultists, and will command her army to attack. If the characters refuse to leave the tower, The Jackal will send her army up the duskwood trees to attack, while she and her mount remain at the back of the host, off to one side, near treeline.

For the purposes of a duskwood tree breaking while a creature is climbing it, the skeletons weigh under 100 pounds, the zombies and wights weigh between 100 and 200 pounds, and the ogre zombie weighs over 300 pounds.

If the party convinces her they are not cultists and hands over the devastation orb, The Jackal plans on commanding one of her undead to take the orb into the Mage's Tower and then to remove the orb from its box. She hopes the tower will contain the explosion and save her hometown.

If the characters fail to convince The Jackal they are not cultists, but agree to hand over the orb, she will attack them once she has the orb in hand.

If the characters don't attempt to convince The Jackal that they aren't cultists, and refuse to hand over the orb, she attacks them immediately.

Prerequisites

This episode may begin once the party is ready to exit The Mage's Tower, regardless of whether or not they have the Devastation Orb of Fire.

Story Objective B

This episode's objective is to safely dispose of the cultists' devastation orb of fire. In order to do so, the party may have to parley with or defeat The Jackal.

Area Information

This area features:

Dimensions & Terrain. The scorched plain is roughly circular with a 150-foot diameter. The duskwood trees surrounding the tower to the east, west, and south, are approximately 20 feet away from its outer walls. The tower is 70 feet high and 35 feet wide. The three windows are 55 feet above

the ground, and each opening is big enough for one small creature to fit through at a time. A larger creature will have to squeeze through an opening. The window ledges are wide enough for a creature to crouch on them. The duskwood trees range between 65 and 70 feet tall. They can easily be felled with a successful DC 12 Strength (Athletics) check. A map of the plain can be found in **Appendix 3**.

Lighting. The overcast sky provides normal light.

Sound. The plain and surrounding swamp are eerily silent.

Hazards. The duskwood trees can easily be felled with a successful DC 12 Strength (Athletics) check. Any character announcing that she wants to try to knock a tree over so that it leans up against the tower, can use the tree as a ramp to climb up to one of the windows after succeeding on a DC 15 Dexterity (Acrobatics) check. However, the duskwood trees can't bear much weight after being burned, and there is a chance a tree will break while a character is climbing it. The risk of the tree breaking increases with the weight of the creature climbing it. Have the player controlling the creature climbing the tree roll a d4 each round it spends climbing up to a window. If the creature weighs less than 100 pounds, the tree will support its weight. If the creature weighs between 100 and 200 pounds, the tree breaks on a roll of 1. If the creature weighs between 200 and 300 pounds, the tree breaks on a roll of 1 or 2. If the creature weighs over 300 pounds, the tree breaks on a roll of 1, 2, or 3. If the tree breaks, the creature takes normal falling damage depending on how far up it was able to climb before the tree broke.

NPC

The Jackal is a young woman with caramel colored skin, long, flowing black hair and haunted brown eyes. She wears a black cloak embroidered with canine teeth and a helm made from a jackal's skull.

Objectives/Goals. The Jackal's overwhelming goal is to destroy the Cult of the Eternal Flame, who she blames for the deaths of her family and friends in The Burning. She wants to protect her hometown of Elmwood from another devastation orb explosion, but that concern is a distant second to her need for revenge.

What Does She Know? The Jackal knows the following:

- If the characters played either of the previous adventures in this trilogy, The Jackal recognizes them.
- The Jackal knows a devastation orb of fire on sight, and she recognizes the box used to contain it. If the party did not play the previous adventure, she even has a box of her own.

The Jackal's Undead Army

If the characters did not play the previous adventure *The Jackal's Justice*, her army consists of at a minimum:

The Jackal (**NECROMANCER**)

Her mount (**CATOBLEPAS**)

4 **SKELETONS**

4 **ZOMBIES**

2 **WIGHTS**

If the characters do not destroy the corpses of the ogre and the flower in the first part of this adventure, her army will also include:

1 **OGRE ZOMBIE +**

Additional zombies up to the maximum number held by the corpse flower. However, The Jackal will have to use the appropriate number of spell slots to cast *animate dead* to raise the number of additional zombies chosen by the DM.

Prior to combat, The Jackal will already have used 1 1st level spell slot to cast *mage armor* and 1 3rd level and 1 4th level spell slot to maintain control over her army prior to engaging the party.

If the characters played the previous adventure, her army will be missing any creatures that were destroyed by the party in part II. The Jackal will also have additional spell slots available if she does not need to retain control over the undead from part II.

The Jackal



Playing the Pillars

COMBAT

The Jackal will urge her catoblepas behind a duskwood tree at the end of each of her turns, providing them with half cover.

EXPLORATION

If the party remains in the tower, and they decide to detonate the orb outside the tower, anyone inside will be shielded from its effects.

SOCIAL

The Jackal does not respond to intimidation or threats, and will attack if any character tries this tactic.

Wrap-Up: Concluding the Adventure

There are many ways this adventure can end based on how well the characters do and the choices they make. If the characters are defeated by The Cult of the Eternal Flame, the cultists will end up battling The Jackal and her army. Based on relative party strengths, the cultists will either be defeated by her, or they will prevail and detonate the devastation orb in Elmwood. If The Jackal defeats the cultists, she will detonate the orb inside the Mage's Tower, thereby saving Elmwood.

If the characters defeat the cultists, the orb may or may not detonate during the battle. In either case, they still need to deal with The Jackal. If The Jackal defeats the party, she takes the orb and destroys it, saving Elmwood. If the characters defeat The Jackal and destroy the orb, or hand it over to Constable Jorgadaul in Elmwood, they receive the story award **Protector of the People**. Is the town of Elmwood finally safe from disaster? Only time will tell.

Treasure & Rewards

- **Story Award. Protector of the People.** If the characters stopped the Cult of the Eternal Flame from destroying Elmwood, the citizens show their overwhelming gratitude by bestowing a silver medal bearing Elmwood's crest, a phoenix rising from the ashes, on each party member. More information can be found in **Appendix 4**.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

(*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Advancement and Treasure Checkpoints

The characters receive **2** advancement checkpoint(s) and 2 treasure checkpoint(s) for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Find and defeat the cultists of the Eternal Flame holed up in the Mage's Tower.
- **Story Objective B:** Safely dispose of the devastation orb of fire. In order to do so, the characters may have to parley with or defeat The Jackal.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Necklace of Fireballs. This copper chain necklace has several carnelian beads hanging from it. This item can be found in **Appendix 5**.

Story Awards

Characters playing the adventure may earn:

Protector of the People. You stopped the Cult of the Eternal Flame from destroying Elmwood. The citizens show their overwhelming gratitude by bestowing a silver medal bearing Elmwood's crest, a phoenix rising from the ashes, on each party member. The medal proclaims the wearer is a **Protector of the People**. More information can be found in **Appendix 4**.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Constable Gretna Jorgadaul (GRET nuh YORE geh doll)**. Elmwood's Constable. A mature shield dwarf with an impressively braided white beard who walks with a limp.
- **The Cult of the Eternal Flame (EEE turn uhl FLAYM)**. Members worship fire in all its manifestations, and believe it is their duty to purify the world by reducing everything around them to ash.
- **Devastation Orb (dev uh STAY shun)**. An elemental bomb.
- **The Flooded Forest**. A swamp lying between the Moonsea and the Vast in northern Faerûn.
- **The Jackal (JAH kull)**. A young woman with caramel colored skin, long, flowing black hair, and haunted brown eyes. She wears a black cloak embroidered with canine teeth and a helm made from a jackal's skull. She survived the Burning.
- **Mage's Tower (Mayj)**. A stone tower constructed at the southern end of The Flooded Forest by a mysterious and supremely powerful spellcaster.

Appendix 2: Creature Statistics

Archmage

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8+18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

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

Senses passive Perception 12

Languages Abyssal, Common, Draconic, Infernal, Primordial, Undercommon

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. His 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 (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Catoblepas

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 84 (8d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12

Languages --

Challenge 5 (1,800 XP)

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

Stench. Any creature other than a catoblepas that starts its turn within 10 feet of the catoblepas must succeed on a DC 16 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of any catoblepas for 1 hour.

Actions

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (5d6+4) bludgeoning damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the start of the catoblepas's next turn.

Death Ray (Recharge 5-6). The catoblepas targets a creature that it can see within 30 feet of it. The target must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the target instead takes 64 necrotic damage. The target dies if reduced to 0 hit points by this ray.

Corpse Flower

Large plant, chaotic evil

Armor Class 12

Hit Points 127 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	15 (+2)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages --

Challenge 8 (3,900 XP)

Corpses. When first encountered, a corpse flower contains the corpses of 1d6 + 3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space.
- The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

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

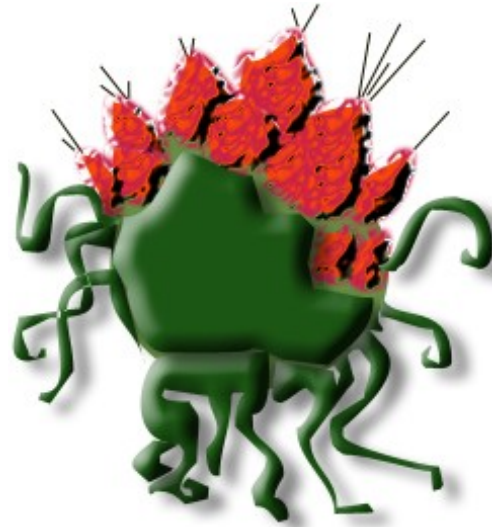
Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

Actions

Multiattack. The corpse flower makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.



Cultist

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



Fire Elemental

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5(1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4+ 18)

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

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

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

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

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

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

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

Gargoyle

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8+ 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

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



The Jackal (Necromancer)

Medium humanoid (human), neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8+12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages Abyssal, Common, Infernal, Primordial

Challenge 9 (5,000 XP)

Spellcasting. The Jackal is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The Jackal has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life**, *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness**, *ray of enfeeblement**, *web*

3rd level (3 slots): *animate dead**, *bestow curse**, *vampiric touch**

4th level (3 slots): *blight**, *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*Necromancy spell of 1st level or higher

Grim Harvest. When The Jackal kills a creature that is neither a construct nor undead with a spell of 1st level or higher, The Jackal regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Actions

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

Magma Mephit

Small elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 22 (5d6+5)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

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

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

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

Actions

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

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

Magmin

Small elemental, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 9 (2d6+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 1/2 (100 XP)

Death Burst. When the magmin dies, it explodes in a burst of fire and magma. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects that aren't being worn or carried in that area are ignited.

Ignited Illumination. As a bonus action, the magmin can set itself ablaze or extinguish its flames. While ablaze, the magmin sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Touch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.



Ogre Zombie

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10+36)

Speed 30 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

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

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



Salamander

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6+4) piercing damage, or 13 (2d8+4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Skeleton

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8+4)

Speed 30 ft.

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

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

Actions

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

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

Swarm of Rot Grubs

Medium swarm of Tiny beasts, unaligned

Armor Class 8

Hit Points 22 (5d8)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	7 (-2)	10 (+0)	1 (-5)	2 (-4)	1 (-5)

Damage Resistances piercing, slashing

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

Senses blindsight 10 ft., passive Perception 6

Languages --

Challenge 1/2 (100 XP)

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

Actions

Bites. *Melee Weapon Attack:* +0 to hit, reach 0 ft., one creature in the swarm's space. Hit: The target is infested by 1d4 rot grubs. At the start of each of the target's turns, the target takes 1d6 piercing damage per rot grub infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these rot grubs. After this time, these rot grubs are too far under the skin to be burned. If a target infested by rot grubs ends its turn with 0 hit points, it dies as the rot grubs burrow into its heart and kill it. Any effect that cures disease kills all rot grubs infesting the target.

Vampiric Mist

Medium undead, chaotic evil

Armor Class 13

Hit Points 30 (4d8+12)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Saving Throws Wis +3

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages --

Challenge 3 (700 XP)

Life Sense. The mist can sense the location of any creature within 60 feet of it, unless that creature's type is construct or undead.

Forbiddance. The mist can't enter a residence without an invitation from one of the occupants.

Misty Form. The mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The mist can't manipulate objects in any way that requires fingers or manual dexterity.

Sunlight Hypersensitivity. The mist takes 10 radiant damage whenever it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks.

Actions

Life Drain. The mist touches one creature in its space. The target must succeed on a DC 13 Constitution saving throw (undead and constructs automatically succeed), or it takes 10 (2d6+3) necrotic damage, the mist regains 10 hit points, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the

target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Warlock of the Fiend

Medium humanoid (tiefling), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12(+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances fire*, slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 7 (2,900 XP)

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*

1/day each: *feebleshield*, *finger of death*, *plane shift (self only)*

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 its 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*, *thaumaturgy**

1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *darkness**, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

*Tiefling racial traits.

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) bludgeoning damage plus 10 (3d6) fire damage.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8+18)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

Actions

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

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an equal amount 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. A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

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

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

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8+9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13(+1)	6(-2)	16(+3)	3(-4)	6(-2)	5(-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

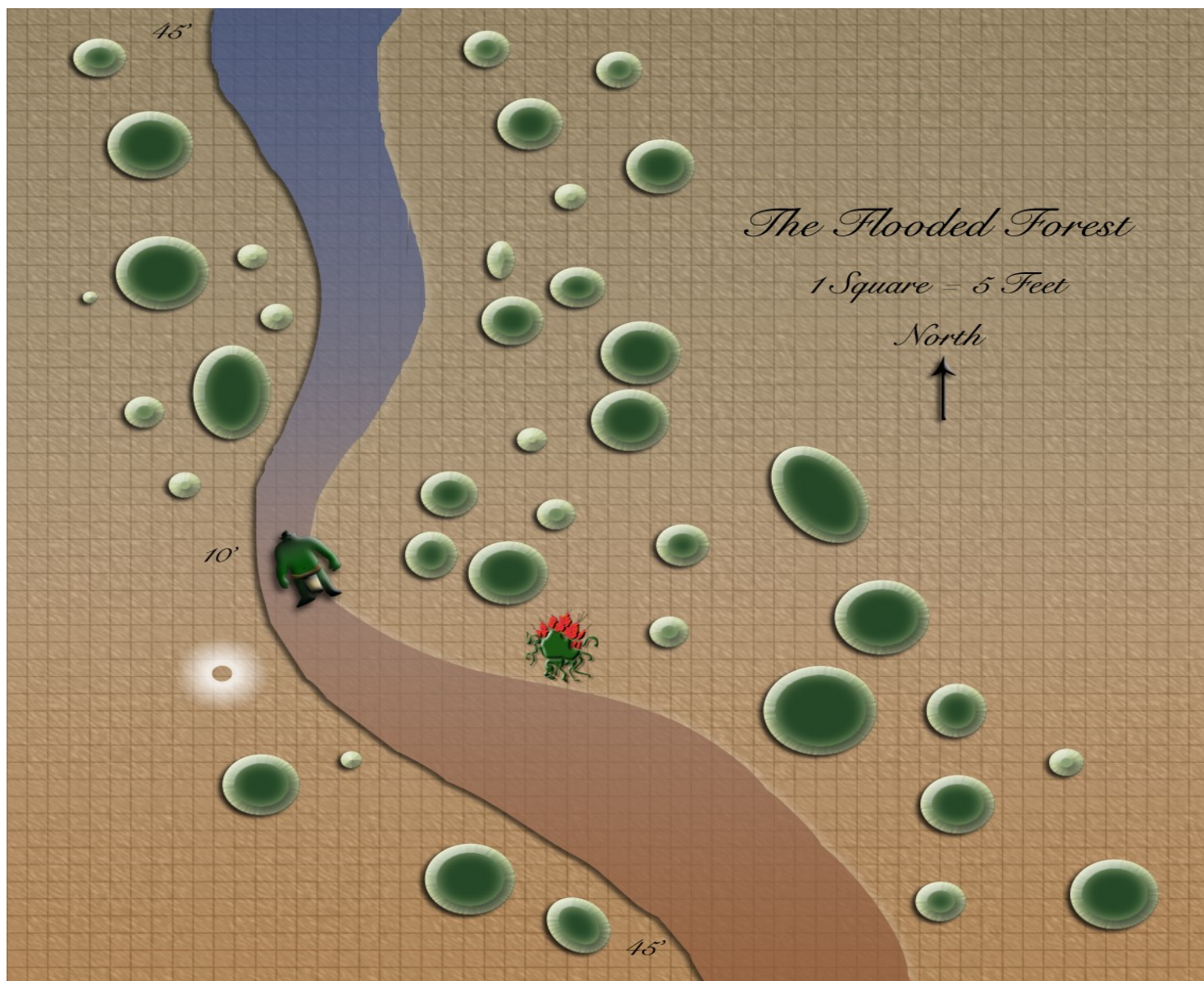
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

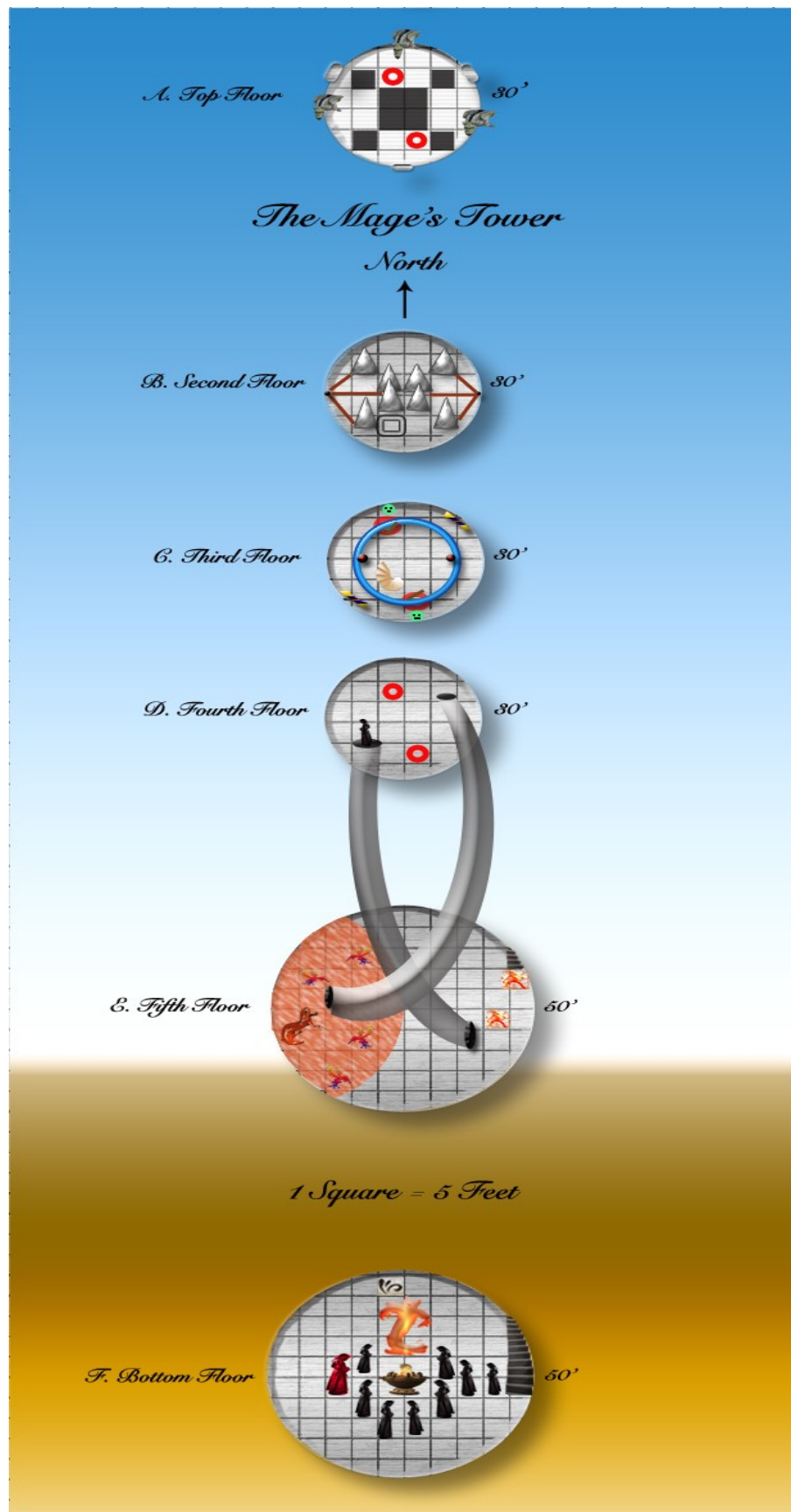
Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage.

Appendix 3: Maps









Appendix 4: Story Award. Protector of the People (Player Handout #1)

Protector of the People.

You stopped the Cult of the Eternal Flame from destroying Elmwood. The citizens show their overwhelming gratitude by bestowing a silver medal bearing Elmwood's crest, a phoenix rising from the ashes, on each party member. The medal proclaims the wearer is a **Protector of the People**.

Appendix 5: Magic Item

Characters completing this adventure's objective unlock this magic item.

Necklace of Fireballs (Table C)

Wondrous item, rare

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *fireball* by 1 for each bead beyond first. This item is found on **Magic Item Table C** in the *Dungeon Master's Guide*.

This copper chain necklace has several carnelian beads hanging from it.

Appendix 6: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can’t return** to the first one if they’re outside its level range.

Preparing the Adventure

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master, but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players 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, or 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 This Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group’s average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

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