



THE RED WAR: TIER 2

The Cults of Elemental Evil wrought incredible destruction on the city of Mulmaster. In its hour of need, the City of Danger received aid from an unlikely source- the Mageocracy of Thay, ruled by the lich Szass Tam. With Mulmaster moving ever closer to Thay's orbit and strife brewing within the Factions for action, the hour is ripe for conflict.

A Three-Hour Epic Adventure for 5th-10th Level Characters

ELEMENTAL EVIL™

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INTRODUCTION

Welcome to *The Red War*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Elemental Evil™* storyline season.

This adventure occurs exclusively in, above, and beneath the streets of the city of Mulmaster.

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 7**.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

*"Whichever way we turn, this is going to hurt."
—Varella Zendros, worshipper of Loviatar*

ADVENTURE BACKGROUND

Thay has spent many resources and a great deal of effort in helping Mulmaster weather the onslaught of Elemental Evil. The time has come to reap return on their investment. Szass Tam has dispatched his minions and their forces to solidify power in the City of Danger as the remnants of the Elemental Evil Cults threatens to destabilize the region once again.

Through unspeakably powerful magic, Szass Tam moved an entire army of undead supported by Thayan troops and Red Wizards to the walls of Mulmaster, where they immediately surround and besiege the city. With Mulmaster's weakened state in the wake of the Undoing, repelling this assault is out of the question. The only hope is to evacuate any citizens who don't wish to live under Thayan rule.

The remnants of Mulmasterite leadership succumb to despair, either moving to surrender, or to simply hole up and save themselves as best they can. A few individuals in some positions of power feel differently, and move quickly to rally whatever strength they can within the beleaguered city. Shambling hordes of terrible undead and ruthless Thayans flood the city from without, as Elemental Evil stirs within. Without stalwart heroes to drive a careful strike into the enemy ranks, the people of Mulmaster are doomed.

LOCATION AND NPC SUMMARY

The following NPCs and locations appear in this adventure:

Mulmaster (MULL-master). The City of Danger was once a sprawling cosmopolitan metropolis and gem of the Moonsea. However, it was devastated by the machinations of the Cults of Elemental Evil. In the years that follow, it has been rebuilding with the aid of the Mageocracy of Thay.

The High House of Hurting. The temple of Loviatar in Mulmaster. A foreboding edifice of black basalt and iron spikes situated between the Zhent ghetto and the docks. The Loviatar priesthood are holed up inside, using their divine power to close ranks against the undead.

Jasper Reedfellow. A world-weary male halfling **spy**. Once a senior agent of the Hawks, Mulmaster's secret police, Jasper now follows the lead of his former superior, stabbing Master Ar'soon, and joined the Lord's Alliance. Jasper contacts the characters and recruits them to help deal with the undead invasion.

Varella Zendros. This female human **blackguard** is the acting commander of the High House of Pain following the high priest's disappearance in the temple undercroft. She is

currently hoarding the Loviatarans' power and protecting the temple from the undead horde.

Nuraval Bonewhisper. A cruel male dwarf **necromancer** and Red Wizard of Thay. Nuraval commands the undead moving on the Zhent Ghetto, and is the ultimate obstacle between the characters and clearing safe passage to the docks.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The characters discover the Thayan army pressing into the city as it appears outside the walls. Rather than be swept away in the tide of undead and magic, they are approached by an agent of the Lord's Alliance with a desperate plan to save as many innocent citizens as possible.

Part 2. Having fought their way to the High House of Hurting, the characters must enlist the aid of Loviatar's faithful against the undead horde. The priests demand a service from the party, or they must be convinced by force.

Part 3. The characters push out from the temple of Loviatar to clear the path to the docks. In so doing, they confront one of the Thayan generals commanding the undead.

ADVENTURE HOOKS

Whatever their reason, the characters head toward the gates of Mulmaster, intent on leaving the city. Some possible reasons might be:

- The characters have a lead on a crashed Elemental Cult airship in the hills outside of Mulmaster. Treasure or secrets might still rest in the wreck.
- One or more of the characters have run afoul of an unsavory crew in the Zhent Ghetto, and they're making a quick exit from the city before the heat comes down on them.
- After arriving in Mulmaster by ship, the party intends to set out to explore Ironfang Keep in search of magical lore left by the wizards who once dwelled there.
- A character using *detect magic* or otherwise sensitive to the Weave senses a great, impending disturbance, and they set out to investigate.

Whatever their reasons, the characters find themselves at the Storm Gate when the Thayans arrive. Continue to **Part 1**.

PART 1. DEATH MARCHES UPON MULMASTER

Estimated Duration: 45 minutes

The adventure begins with the characters learning of the Thayan army. Jasper Reedfellow notices them, and enlists their aid in securing a safe evacuation before the city falls to the Thayans completely.

A. CAN'T GET OUT THAT WAY

The characters are on their way out of the city in search of a new adventure, when adventure finds them instead. Read the following:

As you approach the Storm Gate, a sudden peal of thunder rips through the still air. Overhead, a magical storm churns into being, cutting off the sky with roiling black clouds streaked with crimson flashes of lightning.

Beyond the walls, shimmering portals rip open, giving a glimpse of dry, rocky badlands before an army pours through them. A horde of undead and soldiers, supported by wizards in red robes emerge from the portals and swiftly surround the city. Horns blare, battle cries sound, and the army starts toward the walls.

GENERAL FEATURES

Mulmaster has the following features during the invasion:

Terrain. The city has cobbled streets and narrow alleys.

Weather. A dark, unnatural storm brews above the city, blotting out the sun during the day and swallowing the stars at night. Black clouds roil, stained by red lightning flashes.

Light. During the day the area is dim light, and creatures with aversion to sunlight suffer no penalties within the city. At night the area is dark.

Smells and Sounds. Screams of terror. The tramp of marching troops. Groaning undead. The smell of rot.

Characters with the Sage background or proficiency in the History skill recognize the coats of arms as Thayan, and characters proficient in Arcana recognize the Red Wizards of Thay. Give the characters a moment to describe their reactions.

A few minutes after the army appears, Jasper approaches the characters. Read the following:

An urgent voice pipes up from a nearby alley. "Well. No one's getting out that way, eh?" A pale-skinned halfling looks over your group, his dark eyes pointedly ignoring the walls and the closed gate. "Seeing as you lot might have to cancel your plans, fancy making some coin and helping some people at the same time? I need folks who can handle some danger, and I'm willing to make it worth your while."

The halfling introduces himself as Jasper Reedfellow. He can supply the following information immediately:

- With all the recent trouble Mulmaster's in no shape to repel this army, the city's going to fall.
- In fact, the Thayans have the entire landward side of the city completely hedged in, and they're already inside the walls in some places.
- He works for a representative of the Lord's Alliance (Stabbing Master Ar'soon), and he used to be a member of the Hawks, Mulmaster's secret police.
- There are many innocent people throughout the city, particularly in the Zhent Ghetto, who will want to flee before the city is completely overrun.
- His boss is working on a plan to evacuate the Ghetto, but they need a clear path to the harbor for any hope of success.
- If the characters are willing to help clear the way, Jasper will see to it they're well rewarded, and offers them 2,000 gp in precious gemstones.
- The priests of Loviatar in the High House of Hurting can use their power to temporarily weaken or disorient the undead, and that should be their first stop.

If the characters agree, Jasper gives them directions to the High House of Hurting if they don't know it already, and wishes them good luck. He sets off to make preparations for the evacuation.

ROLEPLAYING JASPER REEDFELLOW

Jasper is a lightfoot halfling **spy**, a veteran Hawk who left that organization with his former superior, Stabbing Master Ar'soon. He shared Ar'soon's distrust of the Thayan ambassadors, and the two have been preparing for the worst. Jasper has lived in and around Mulmaster his entire life, and has great knowledge of the city's corners and crevices.

He seems perpetually tired and somber for a halfling, the weight of what he's seen and done constantly pressing down on him. His heart is in the right place, though, and he wants to see as many people saved as possible.

Jasper's complexion is quite pale, and his hair and eyes are dark brown. He dresses in light, neutral clothing with leather

armor and numerous daggers hidden beneath it. He can blend at a moment's notice with just about any section of the population.

Quote: *sigh* "Yeah, sure. I can do that. I'll find a way."

B. BREAKING THE FRONT LINES

Once they take their leave of Jasper, the characters set out toward the High House of Hurting. It quickly becomes apparent that despite the sealed gate, the forces of Thay have breached the walls through magical or conventional means and are pushing into the city.

The characters begin to encounter small patrols of Thayans within minutes. Most consist of human and hobgoblin **veterans**, **skeletons**, and **zombies**. These are content to ignore small groups such as the party, unless the characters decide to engage.

B1. THE PATROL

A patrol consisting of two **hobgoblin captains**, two **ogre zombies**, and a **Thayan mage** accosts the characters upon noticing them, demanding they surrender their weapons and accompany the patrol for "processing." Depending on how the characters proceed, they can deal with the patrol in different ways:

- **The Direct Approach.** Simple, brutal, direct. The characters can resist and dispatch the patrol.
- **We Were Never Here.** If the party attempts to move stealthily, allow them to make a group Dexterity (Stealth) check to avoid the patrol. The **mage** has a passive Perception of 14. Characters with the Urchin background have advantage on this check.
- **Diplomatic Immunity.** Socially-inclined characters can try to talk their way past the patrol. A successful Charisma (Deception or Persuasion) check, depending on their approach, opposed by the **mage's** Wisdom (Insight) of +4 allows them to schmooze their way past.

If it comes down to a fight, consider the following:

Hobgoblin Captains. The captains move to attack opponents engaged with other Thayans to leverage their Martial Advantage, and one of the captains uses Leadership as its first action. As they choose targets, they attempt to stick close together, the better to leave the mage more space free of allies to cast area spells.

Ogre Zombies. The ogre zombies obey the mage first and foremost, and move to attack the closest opponents unless directed otherwise. They are guileless combatants and simply seek to crush all enemies they can see.

Thayan Mage. The mage does his best to stay out of melee combat. He casts *greater invisibility* at the first sign of trouble, and seeks to *counterspell* any area damaging spells, or radiant damage directed at the ogre zombies. He casts damaging area spells as the opportunity arises.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove both **hobgoblin captains**
- **Weak:** Remove one **hobgoblin captain**
- **Strong:** Add one **wight**
- **Very Strong:** Add two **wights** and a third **ogre zombie**

Treasure. The Thayan mage carries a pouch with 100 pp.

B2. CHECKPOINT

Closing in on the High House of Hurting, the characters are stymied by a Thayan detachment. The soldiers have set up barricades cordoning off this section of the city, and are detaining anyone who tries to cross through their checkpoint.

The alleys and buildings are physically blocked, so it's not possible to sneak past the checkpoint without using magic to teleport past or some similar method, but the characters might be able to approach by Stealth and gain surprise. Without the aid of magic, the soldiers won't let any non-Thayans through the checkpoint.

The side streets are piled high with barricades made of crates, and even rubble from collapsed buildings. The main avenue leads to a checkpoint manned by Thayan soldiers and undead abominations.

The checkpoint is guarded by a **hobgoblin warlord**, two **hobgoblin captains**, and six **ghouls**. Consider the following:

Hobgoblin Warlord. The warlord moves to engage any obvious spellcasters first, prioritizing arcane casters with large damage potential such as wizards, sorcerers, and warlocks. He calls for the captains or the ghouls to support him and provide Martial Advantage.

Hobgoblin Captains. The captains move to attack opponents engaged with other Thayans to leverage their Martial Advantage, and one of the captains uses Leadership as its first action.

Ghouls. The ghouls prioritize supporting the hobgoblins to make sure they can use their Martial Advantage. After that, they are opportunists, but look for non-elves to try and paralyze.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **ghouls**, add three **zombies**
- **Weak:** Remove three **ghouls**
- **Strong:** Remove three **ghouls**, add three **ghasts**
- **Very Strong:** Remove three **ghouls**, add three **ghasts**, add one **flesh golem**

Treasure. The hobgoblin warlord carries a ***potion of heroism***. He recently looted the item and hasn't had time to determine its function, so he doesn't think to drink it during battle.

Between the warlord and his captains, they have a total of 600 gp worth of coin and jewelry

Once the characters defeat the checkpoint, they have a clear, short run to the High House of Hurting.

PART 2. THE HOUSE OF PAIN

Estimated Duration: 1 hour 30 minutes

Part 2 begins with the characters arriving at the High House of Hurting. Loviatar's faithful have the power to quell some of the undead threat, but will require convincing in order to help, as they currently have problems of their own. The characters can take the time to rest before pursuing their goals through one of two paths.

STORY BEAT

Having arrived at the temple of Loviatar, the characters' interaction with the priests determine which avenue they can pursue to secure their aid.

- **Track A: Buried Alive.** With some convincing, Varella Zendros agrees to turn the power of Loviatar against the invading undead if the characters agree to purge the corrupt elemental creatures from the temple's undercroft.
- **Track B: Loyalty Adjustment.** The majority of Loviatar's faithful follow Varella Zendros' iron-fisted rule, and refuse to act against her word. If diplomacy fails, the characters can forcibly depose her to sway the rest of the priests to their cause.

EARTH RIFT

The reawakened hatred of the Elemental Cults is swiftly spreading across Mulmaster. The High House of Hurting has been infused with corrupt energies of elemental earth.

Each **track** below consists of two encounters. At the end of the first round of the **second** encounter, an earth elemental rift appears (see Appendix. Earth Elemental Rift). Each encounter in which it appears provides additional guidance as to how the foes react to this wildly unpredictable threat.

GENERAL FEATURES

The High House of Hurting has the following features:

Terrain. The temple is constructed from black basalt. Floors are level, and clear of obstruction. There is no sitting furniture of any type, and what beds there are are knobby, or riddled with nails. Chains and hooks hang in every alcove and corridor.

Weather. The stone temple is cold and gloomy.

Light. The exterior and interior of the temple has several braziers and torches. Rooms and the immediate vicinity outside are brightly lit.

Smells and Sounds. Cracking whips. Gasps or moans of pain. Droning prayer. Scent of torch smoke, and incense.

THE MAIDEN'S SERVANTS

When the party arrives at the High House of Hurting, the black stone temple stands along a dark street corner. The building is surrounded by a faint shimmer. Any cleric or paladin can feel the presence of divine magic emanating from the temple, and it reads as desecrated to a paladin's Divine Senses.

The divine magic is a barrier maintained through constant vigil and self-mutilation by the Loviatan priests. The Thayan undead refuse to approach the square where the temple resides, so for the time being the Thayans leave it be.

Inside the temple, Loviatar's servants consist of one **blackguard**, six **priests**, four **acolytes**, and eight **guards**.

LOVIATAR'S FAITHFUL

When the characters make their presence known at the temple doors, they are greeted by Ivor Harlock, a human male **priest** of Loviatar. Somewhat surprised, the priest bids them enter upon realizing the characters aren't Thayan. He conveys them to the acting head of the church, a human female **blackguard**, Varella Zendros.

Varella greets the characters tersely and offers them bare minimum refreshment. She listens to their story, and agrees to grant them sanctuary in the temple if they require it. The characters can safely take a short rest here if they wish. Varella can offer the following information:

- Varella and the Loviatan priests are no friends to the Thayans, but they aren't able to help the characters to directly confront the invaders.
- Their high priest, Daylen Korviss, has been missing for several days, and with the army moving among the streets most of the priests are involved maintaining the warding that keeps the undead at bay.
- Korviss went missing when corrupted earth elementals appeared in the temple's undercroft. Tremors in the earth collapsed the stairs leading below, trapping him in the dark. They presume he's dead at this point.
- Between the priests taking shifts maintaining the wardings, and the rest of the faithful guarding against the elementals from below, there is little the High House of Hurting can offer at the moment.
- If the characters offer to help ease the burden of troubles surrounding the temple, Varella considers their offer. If one of the characters succeeds on a DC 15 Charisma (Persuasion or Intimidation) check, she agrees to turn Loviatar's

power in their favor if they can cleanse the corruption from the undercroft.

ROLEPLAYING VARELLA ZENDROS

Varella is a female human **blackguard** in her early thirties. She has short-cropped blond hair, bright blue eyes, and tanned skin. She has several thin scars on her face, and multiple thick, criss-crossing scars on the backs of her hands that disappear under the vambraces of her black plate armor.

Varella is businesslike and militaristic. She speaks in short, direct sentences and is constantly reassessing her situation. She is willing to extend hospitality to the characters, but she watches them very carefully.

Quote: “As the Maiden commands, so shall we feel her sting.”

Development. If the characters succeed in securing Varella’s promise of aid, proceed to **Track A: Buried Alive**. In the event they fail to persuade her, the priest who greeted them at the door approaches the characters after they take their leave from Varella. The priest suggests that their leader has become crippled by indecision because of recent events, and many of the faithful disagree with her refusal to act against the invaders.

If the characters are willing to depose Varella and her supporters among the priests, the remaining devotees of Loviatar will do all they can to help the characters in their task. In this case, proceed to **Track B: Loyalty Adjustment**.

Treasure. In either event, the priest provides the party with two *potions of healing*.

TRACK A. BURIED ALIVE

The characters have entered into an agreement with Varella, and set out to cleanse the corruption in the crypts beneath the temple. Several of the Loviatan **guards** retrieve tools to help clear the collapsed stairs enough to allow the characters access to the undercroft. The work takes 2 hours without magical aid.

GENERAL FEATURES

The undercroft and crypts have the following features:

Light. There is no light in the undercroft beyond what the characters bring with them.

Smells and Sounds. Faint rumbling and grinding of stone sounds through the halls and rises from the ground. The air smells of dust and mold. In the crypt (A2), the heavy stink of decay.

A1. THE UNDERCROFT

Once the characters can squeeze through the opening in the rubble down the stairs, they find themselves in the undercroft. Read the following:

Black stonework continues down the stairs to a small secondary chapel beneath the main temple. Stone benches rest in front of statues of saints in the throes of agony along the side walls, and a tunnel leads into the dark opposite the stairs.

Lurking in the darkness of the undercroft is the tortured soul of the high priest Daylen Korviss (his body is in **area A2**). When he became trapped in the collapse, the corruption of Elemental Evil began to whisper into his mind, filling it with tainted secrets until it shattered. Korviss tore at his own flesh in his madness, and perished.

His spirit lingers on, wrapped in madness in the form of an undead **allip**. The spirits of five dead priests who were buried in the crypt have risen as **spectres**. The undead hide in the dark and attempt to surprise the characters. Consider the following:

Allip. The allip opens combat with its Howling Babble, attempting to stun as many foes as possible. If its enemies stand within reach of one another, it attempts to force them to attack their allies with Whispers of Madness.

Spectres. The spectres swarm over their opponents, prioritizing any characters stunned by the allip’s babble.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove four **spectres**
- **Weak:** Remove three **spectres**
- **Strong:** Remove all the **spectres**, add one **wraith**
- **Very Strong:** Remove three **spectres**, add one **wraith**

A2. THE CRYPT

Proceeding into the crypt, the characters find the seat of the Elemental Evil corruption plaguing the temple, as well as the remains of high priest Daylen Korviss. Read the following:

Niches along the walls hold stone coffins, and a small black altar carved with the scourge symbol of Loviatar rests in the center of the crypt. An alcove in the far wall holds a basalt statue of an armored warrior. In a far corner lies a crumpled, naked body. The stench of the corpse fills the room.

The warrior statue is in fact an **earth elemental myrmidon**. It waits in the alcove until the characters approach, and might even achieve surprise if it's Charisma (Deception) check overcomes the character's passive Perception (remember that in dim light the characters suffer disadvantage on Perception, -5 to their passive score). A **xorn** lurks within the earth, waiting to strike when the myrmidon attacks.

Earth Elemental Myrmidon. The myrmidon's first attack is a Thunderous Strike, on a surprised opponent if possible.

Xorn. The xorn tears through the stone floor and joins the battle when it hears sounds of combat. The corrupted earth energies allow it to burrow through the stone as if it were soft earth. It focuses its attacks on any character carrying the most gemstones, which it finds delicious and wishes to devour.

Elemental Rift. At the **end of the first round**, the elemental rift manifests. The earth elementals are attuned to the chaotic energies of elemental evil earth, and are unaffected by the rift's effects. The rift opens in the rough center of the room, swallowing the small altar and grinding it to powder.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **xorn**
- **Weak:** Reduce the attack bonus and save DC of the **elemental rift** by 2.
- **Strong:** Add one **gargoyle**
- **Very Strong:** Add one **earth elemental myrmidon**

Treasure. The corpse in the far corner is the remains of Daylen Korviss. The stricken priest tore his clothes and armor from himself as he tore at his own flesh. Now the only thing the decaying body wears is the barbed iron **amulet of health**. The body bears an obvious resemblance to the visage of the allip.

Development. Upon defeating the elementals, the characters have fulfilled their part of the bargain and can return to Varella in triumph. **Proceed to C. The Maiden's Painful Blessing.**

TRACK B. LOYALTY ADJUSTMENT

The characters have failed to secure Varella's cooperation against the Thayan invaders, so now they have to depose her in order to gain the Loviatan's aid.

B1. THE SUFFERING GUARDIAN

The characters approach the door to the temple's sanctuary where Varella resides. When they do, read the following:

Two spiked iron sconces flank the iron-banded door to the sanctuary where your quarry awaits. As you approach, the orange torch flames burst up almost to the ceiling, their light turning a deep purple. In a flare of hellfire and a cloud of stinking brimstone, a creature rises up from the depths of the Nine Hells.

A female fiend draped in barbed chains sinuously draws up to her full height, a clanking veil of chains obscuring her features. "Die now, betrayers" she hisses.

Protective blessings conjure forth a bound **chain devil** called Xalladryx. The devil spares no further words beyond her brief castigation, and attacks.

Chain Devil. The devil begins by animating four chains in the antechamber, and does her best to slay the intruders who come to strike down Loviatar's faithful.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the animated chains
- **Weak:** Remove the chain devil's Magic Resistance trait
- **Strong:** Increase the chain devil's AC to 18
- **Very Strong:** Increase the chain devil's AC to 18, add an additional 7 (2d6) necrotic damage to its chain attack.

B2. A CHANGE IN LEADERSHIP

Having dispatched the guardian fiend, the characters enter the sanctuary and face Varella Zendros. Read the following:

In the sanctuary, the acting leader of High House of Hurting glares in rage. Her loyal priests stand nearby, each one standing the center of a swirling storm of dark spirits.

"So this is how you repay the Maiden's hospitality?" she growls, hefting her glaive. "Very well. You shall know suffering like no others in the embrace of Loviatar!"

The **blackguard** leads her **priests** into battle, seeking to slay, or ideally incapacitate and capture the characters so she can torture them to death slowly.

Blackguard. Varella invokes her Dreadful Aspect, standing back behind her priests and their *spirit guardians*. On her next turn she dives into melee, using her *smite* spells to butcher her foes.

Priests. The priests cast *spirit guardians* before the battle, assuming they hear the characters fighting the chain devil outside (adjust the description if they have no warning for some reason, and they cast their spells as their first action in that case). They maneuver their spells over the characters, imposing difficult terrain on them and cast *spiritual weapon* at the first opportunity. They then heal Varella when she is wounded, and light up her targets with *guiding bolt*.

Elemental Rift. At the **end of the first round**, the elemental rift manifests. Varella and her priests are partially protected by Loviatar. They have advantage on saving throws against the rift, resistance against its damage, and its attacks against them have disadvantage. The rift opens in the rough center of the room.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove one **priest**, and remove the *spirit guardians* spell
- **Weak:** Remove one **priest**
- **Strong:** Increase the attack bonus and save DCs of the **elemental rift** by 1
- **Very Strong:** The **blackguard** and **priests** are immune to the elemental rift

Development. Upon defeating Varella, the ranking priest thanks them for their assistance, and promises the temple's aid against the Thayans.

Proceed to C. The Maiden's Painful Blessing.

If Varella defeats the party, they awake some hours later manacled to uncomfortable iron beds studded with nails. One of the priests hurriedly releases their bonds, and urges them to flee before Varella or her loyal followers return. Surviving characters have 1 hit point, and their equipment is nearby. As long as they don't tarry, they can escape the temple, and move on to **Part 3**.

C. THE MAIDEN'S PAINFUL BLESSING

Upon completing both encounters of their chosen track, the characters secure the divine aid of the Loviatan priests. They can witness as the priests engage in a ritual involving intoned prayer, and ritual self-flagellation with barbed whips. Read the Following:

The prayers of the priests echo throughout the sanctuary, and you can almost feel the sting of their terrible whips on your own flesh. A tingle runs across your skin, as divine energy infuses you.

With the divine intervention of Loviatar, the characters can now manifest the Maiden of Pain's power against the Thayan undead.

The priests allow the characters to take a short rest in the High House of Hurting if they need to recover from their trials.

BLESSING OF LOVIATAR

The characters gain the Blessing of Loviatar. For the remainder of the adventure, the blessed character has advantage on saving throws made against spells and effects created by undead creatures. Additionally, when the blessed character is attacked by an undead, it can use its reaction to impose disadvantage on the attack roll, before the roll is made.

Whenever it uses the benefits of this blessing, the character feels phantom whips, blades, needles, or barbs tearing at them.

INTERACTIVE ELEMENT

Report if your table succeeded in gaining the Blessing of Loviatar to the Admin table. This will have a significant impact on the Tier 4 tables.

PART 3. RALLY TO THE SEA

Estimated Duration: 45 minutes.

Part 3 begins when the party sets out from the temple of Loviatar to clear a path from the Zhent Ghetto to the docks. Depending on how they completed **Part 2**, there might be special rules in play.

A. THE DEAD-EYED DWARF

The final obstacle to successfully evacuating the citizenry is the Thayan general overseeing this section of the city. The forces here follow the orders of Nuraval Bonewhisper, a dwarf **necromancer** Red Wizard of Thay.

The characters drive forward toward the harbor, clearing small pockets of weaker undead such as **skeletons** and **zombies**. These aren't a formidable enough force to meaningfully threaten experienced adventurers, but it's slow-going. Read the following:

The trek from the High House of Hurting toward the docks is slow, bloody work. You drive ever forward, throwing yourselves into battle against the Thayan forces you encounter. Human and hobgoblin soldiers, and lesser undead fall before your might.

At last, tired and bruised, you smell the fresh breeze carrying the scent of the sea. Ahead, you see a contingent of shambling corpses drawing near, with undead shades drifting through the rubble and trees lining the road. Behind them, a grinning dwarf dressed in red robes and a strange crimson glass breastplate greets you.

"So you're the ones causing me so much trouble," he grates in a thickly-accented voice. "No matter." Intricate black tattoos adorn the dwarf's shaved head. "Know that I am Nuraval Bonewhisper, and you shall make fine recruits." He pauses a beat. "After you're dead."

The final battle awaits. Nuraval is a **necromancer** (with maximum hit points) commanding a **wraith**, and ten **zombies**. Consider the following:

Necromancer. Nuraval has already cast *false life*, and opens combat with a *circle of death*. Following that, he unleashes a *cloudkill* as his minions engage, and delivers touch spells through his black owl familiar.

Wraith. If Nuraval casts *cloudkill*, the wraith stays within the cloud when not directly engaged, forcing attackers to brave the poison to reach it.

Zombies. The zombies are pure cannon fodder. They try to gang up on as many characters as possible and get in their way, staying between the characters and Nuraval.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **wraith** and the necromancer's 6th level spell
- **Weak:** Remove the **wraith**
- **Strong:** Remove five **zombies**, add five **ghouls**
- **Very Strong:** Remove five **zombies**, add five **ghouls**, and all undead creatures have advantage on attack rolls and saving throws

Treasure. Once defeated, the characters can retrieve Nuraval's **+1 breastplate**, and his spellbook.

He also wears mithral and ruby bracers worth 750 gp. Two zombies nearby don't attack, because they're carrying a chest containing Nuraval's other looted wealth. The chest contains gold ingots worth 650 gp.

CONCLUSION

Once the necromancer lies dead, the remaining undead in this section of the city become uncoordinated and begin to wander away, leaving them either vulnerable to kill teams or simple out of harm's way. The characters have successfully cleared the way for fleeing refugees to reach the ships and sail to safety!

Wait for the administrator to read the event's conclusion. The outcome of the Red War depends on the cumulative success (or failures) of all the participating tables at the event.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (Min/Max XP: 3,750/6,250 EA.)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Thayan mage	2,300
Hobgoblin captain	700
Ogre zombie	800
Hobgoblin warlord	2,300
Ghoul	200
Ghast	450
Allip	1,800
Spectre	200
Xorn	1,800
Earth elemental myrmidon	2,800
Earth elemental rift	3,850
Gargoyle	450
Blackguard	3,900
Acolyte	50
Guard	25
Priest	900
Chain devil	3,900
Necromancer	5,000
Wraith	1,800
Zombie	500

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Sealing the earth elemental rift	250

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Reward gemstones	2,000
Jewels and coin	600
Platinum coins	1000

Gold ingots	650
Mithral/ruby bracers	750

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

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

AMULET OF HEALTH

Wondrous Item, rare (requires attunement)

A heavy iron amulet bears the inscribed holy symbol of Loviatar, the Maiden of Pain. Suspended from an iron chain with short-barbed links, the amulet is uncomfortable and constantly scratches the wearer's neck. This item can be found in **Player Handout 1**.

+1 BREASTPLATE

Armor, rare

This surprisingly light breastplate is made of smoky red glass as strong as steel. Barely translucent, when light strikes it the smoky inclusions in the glass seems to shift and flow. The breastplate weighs 10 lbs. This item can be found in **Player Handout 2**.

POTION OF HEALING

Potion, common

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

POTION OF HEROISM

Potion, rare

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

MISCELLANEOUS REWARDS

For completing this adventure, each character receives rewards as described in the *Adventurers League Dungeon Master's Guide*

DM REWARDS

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Jasper Reedfellow. A world-weary male halfling **spy**. Once a senior agent of the Hawks, Mulmaster's secret police, Jasper now follows the lead of his former superior, stabbing Master Ar'soon, and joined the Lord's Alliance. Jasper contacts the characters and recruits them to help deal with the undead invasion.

Ivor Harlock. Human male **priest** of Loviatar, and the first of the Maiden's faithful the characters meet. He confides in the party that his superior Varella might need to be removed for the good of all, if they fail to persuade her to help the people of Mulmaster.

Varella Zendros. This female human **blackguard** is the acting commander of the High House of Pain following the high priest's disappearance in the temple undercroft. She is currently hoarding the Loviatarans' power and protecting the temple from the undead horde.

Nuraval Bonewhisper. A cruel male dwarf **necromancer** and Red Wizard of Thay. Nuraval commands the undead moving on the Zhent Ghetto, and is the ultimate obstacle between the characters and clearing safe passage to the docks.

DM APPENDIX: ELEMENTAL RIFTS

Thanks to the events of DDEP2 Mulmaster Undone, there are a significant number of elemental rifts open throughout the trade city of Mulmaster. These rifts were, for the most part, under control; although the Red Wizards of Thay were unable to close them entirely, they were able to keep them from expanding and from spewing their deadly energies out. Now that the Red Wizards have abandoned this theoretically magnanimous course of action, the rifts have grown unstable and now pose a serious threat to the adventurers and residents!

RIFT SAVE DCs AND ATTACK BONUSES

Tier	Save DC	Attack Bonus
1	11	+5
2	13	+8
3	15	+12
4	17	+15

DAMAGE SEVERITY BY LEVEL (SINGLE TARGET)

Tier	Moderate	Dangerous	Deadly
1	5 (1d10)	11 (2d10)	22 (4d10)
2	11 (2d10)	22 (4d10)	55 (10d10)
3	22 (4d10)	55 (10d10)	99 (18d10)
4	55 (10d10)	99 (18d10)	132 (24d10)

DAMAGE SEVERITY BY LEVEL (MULTIPLE TARGETS)

Tier	Moderate	Dangerous	Deadly
1	3 (1d6)	7 (2d6)	14 (4d6)
2	7 (2d6)	14 (4d6)	35 (10d6)
3	14 (4d6)	35 (10d6)	63 (18d6)
4	35 (10d6)	63 (18d6)	84 (24d6)

RIFT XP AWARDS

Tier	Experience Points
1	650
2	3,850
3	11,100
4	21,500

USING AN ELEMENTAL RIFT IN AN ENCOUNTER

An elemental rift can be substituted for any creature or combination of creatures in a combat encounter – be sure to review the experience value(s) of the creature to that of the rift. There should not be more than two rifts in any individual encounter, as it may become too much to track and take away from the running of the game. Simply choose an element that

makes thematic sense and use the save DCs, attack bonus, and damage severity as listed above.

Rifts are complex traps, as presented in *Xanathar's Guide to Everything*.

AIR RIFT

Complex trap, levels 1-20 dangerous threat

A two-dimensional, angry slash in reality is here. Gale-force winds scream out of it and peals of thunder reverberate around this space.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The air rift includes supernaturally strong winds, peals of deafening thunder, and lightning bolts.

Gale Force Winds (Initiative 20). The rift emits a blast of wind that slams into everything within 50 feet. Creatures must make a Dexterity saving throw. On a failed save, the creature is thrown 20 feet away and is knocked prone; on a successful save, the creature is thrown half as far. If a creature is thrown into a hard surface, it takes **moderate (multiple targets)** bludgeoning damage, or half as much damage on a successful save.

Deafening Thunder (Initiative 10). Each creature within 20 feet of the rift must succeed on a Constitution saving throw or else be deafened for one minute.

Arc Lightning (Initiative 10). Roll a d6. Lightning arcs out and strikes that many random targets within 50 feet of the rift, inflicting **dangerous** lightning damage; a creature struck in this manner takes half damage if they succeed on a Dexterity saving throw. A creature can only be hit once per turn by Arc Lightning.

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Winds Intensify. The DC to resist being thrown and knocked prone increases by +1 for each round that the rift is open.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws caused by the rift increases by +1, and Arc Lightning can target one additional creature.

Constant Elements. This rift is created of equal parts pure elemental power and raw hatred. The air around it seethes with these energies. Gale Force Winds, Deafening Thunder, and Arc Lightning affect each creature that ends its turn in an area affected by these elements.

Gale Force Winds. Any creature that ends its turn within 20 feet of the rift must succeed on a Strength (Athletics) check or be pushed 10 feet away. Ranged attacks that use ammunition

made against a creature that is within 10 feet of an air rift automatically miss.

Deafening Thunder. Once a creature is deafened, they gain a level of exhaustion for each additional Deafening Thunder saving throws that they fail.

Arc Lightning. A creature wearing heavy metal armor or wielding a two-handed metal weapon is automatically targeted by Arc Lightning.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a Moderate DC skill check.

Gale Force Winds (Arcana). A *wall of force* or similar effect will provide temporary respite. After three rounds, the spell or effect fails as if it were subjected to a *disintegrate* spell.

Deafening Thunder (Arcana, Medicine, Insight). A carefully placed *silence* spell will grant advantage on the saving throw, as will stuffing one's ears with wax or some similar substance.

Arc Lightning (Arcana, Nature). Planting a large metal rod or object into the ground within 5 feet of a creature and stationed between the creature and the rift will grant advantage on that character's saving throw against the arc lightning. The rod must be at least as tall as the creature.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires several successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 15) counts as one success. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take **dangerous (multiple targets)** force damage and be knocked prone.

EARTH RIFT

Complex trap, levels 1-20 dangerous threat

A hovering chunk of multi-colored quartz, humming with earthshaking intensity. As it hovers the facets vibrate and shift with eye-watering speed.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The earth detonates metronomic peals of deafening thunder.

Sonic Maelstrom (Initiative 20). The rift emits a shockwave of force that slams into everything within 50 feet. Creatures must make a Constitution saving throw. On a failed save, the creature is thrown 20 feet away and is knocked prone; on a successful save, the creature is thrown half as far. If a creature is thrown into a hard surface, it takes **moderate (multiple targets)** bludgeoning damage, or half as much damage on a successful save.

Deafening Thunder (Initiative 10). Each creature within 20 feet of the rift must succeed on a Constitution saving throw or else be deafened for one minute.

Shard Blast (Initiative 10). Roll a d10. Razor sharp shards of quartz fly out and strike that many random targets within 50 feet of the rift, inflicting **moderate** force damage; a creature struck in this manner takes half damage if they succeed on a Dexterity saving throw. A creature can only be hit once per turn by Shard Blast.

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Maximum Force The DC of Constitution saving throws increases by +1 for each round that the rift is open.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws caused by the rift increases by +1, and Shard Blast targets an additional creature.

Constant Elements. This rift is created of equal parts pure elemental earth and thundering malice. The earth around the rift cracks and shudders under its fury. Each creature that ends its turn in the rift's area of effects suffers from Deafening Thunder and Rippling Earth.

Deafening Thunder. Once a creature is deafened, they gain a level of exhaustion for each additional Deafening Thunder saving throws that they fail.

Rippling Earth. Each creature within 20 feet of the rift is knocked prone and takes **dangerous** thunder damage, or half as much and is not knocked prone on a successful Constitution saving throw.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a Moderate DC skill check.

Shard Blast (Insight, Acrobatics). Creatures can leap out of the way of the shard as a reaction—falling prone but taking no damage.

Deafening Thunder (Arcana, Medicine, Insight). A carefully placed *silence* spell will grant advantage on the saving throw, as will stuffing one's ears with wax or some similar substance.

Rippling Earth (Acrobatics, Athletics). With well-timed maneuvering a creature can avoid the worst of the earth's violent rumbling granting advantage on the Constitution save required for this element.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires several successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 15) counts as one success. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take **dangerous (multiple targets)** force damage and be knocked prone.

FIRE RIFT

Complex trap, levels 1-20 dangerous threat

An orb of flame the size of a large dog darts unpredictably around the area—pulsing with occasional goutts of fire and oily black smoke.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The fire rift includes waves of hellish fire, clouds of choking black smoke, and unpredictable bursts of speed.

Fiery Dash (Initiative 20). The rift moves 30 feet, moving through spaces occupied by creatures. The first time it enters a creature's space on a turn, that creature takes **moderate (multiple targets)** fire damage and catches fire; until someone takes an action to douse the fire, the creature takes **moderate** fire damage at the start of each of its turns.

Flame Lash (Initiative 10). The rift emits a 30-foot tendril of elemental fire that attacks a single creature. On a hit, the target takes **dangerous (single target)** fire damage.

Choking Smoke (Initiative 10). A 20-foot radius cloud of toxic smoke forms spot within 120 feet of the rift. Creatures within the smoke are heavily obscured and must succeed on a Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cloud disappears on this initiative count on the following round.

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Angry Flames! The DC of fire-based effects increases by +1 for each round that the rift is open.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws caused by the rift increases by +1, and Flame Gout targets an additional creature.

Constant Elements. This rift is created of equal parts pure elemental power and raw hatred. The fire around it seethes with these energies. Hellish heat and choking smoke affect each creature that ends its turn in an area affected by these elements.

Hellish Heat. The first time a creature approaches closer than 10 feet of the rift or starts its turn within 10 feet of the rift must succeed on a Constitution saving throw or take **moderate**

(multiple targets) fire damage and gain a level of exhaustion.

Choking Smoke. Each creature that starts its turn within 20 feet of the rift it must succeed on a Constitution saving throw or takes **dangerous (multiple targets)** poison damage. A successful save reduces this damage by half.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a Moderate DC skill check.

Fiery Dash (Insight). Characters may use their reaction to leap out of the way of the rift. They take no damage but fall prone.

Choking Smoke (Arcana, Nature). The smoke is blown away with a *gust of wind* or other similar effect. The smoke reforms at the end of the second round after being dispelled in this way.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires several successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 15) counts as one success. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take **dangerous (multiple targets)** force damage and be knocked prone.

WATER RIFT

Complex trap, levels 1-20 dangerous threat

A roiling mass of water brimming with chunks of ice ripples chaotically to and fro in a serpentine fashion.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The water rift includes pulses of numbing cold, jets of icy water, and patches of freezing ground.

Tsunami (Initiative 20). The rift moves 30 feet, moving through spaces occupied by creatures. The first time it enters a creature's space on a turn, that creature takes **moderate (multiple targets)** cold damage and is restrained until someone takes an action to break the coating of ice.

Ice Bolt (Initiative 10). The rift emits a 30-foot bolt of elemental ice at a creature who takes **dangerous (single target)** cold damage. On a successful save, the target takes only half damage.

Drowning (Initiative 10). A 20-foot radius sphere of frigid water forms in a spot within 120 feet of the rift. Creatures within the sphere that lack a swim speed are in difficult terrain, have disadvantage on melee and ranged attacks, and resistance to fire damage. An unconscious creature in the sphere begins to suffocate in a number of rounds equal to its Constitution modifier (minimum of 1 round).

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Chill of Death The DC of cold-based effects increases by +1 for each round that the rift is open.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws caused by the rift increases by +1, and Ice Bolt targets an additional creature.

Constant Elements. This rift is created of equal parts pure elemental power and raw hatred and the area around it seethes with these energies. Stygian cold and a corrosive salt spray affect each creature that ends its turn in an area affected by these elements.

Endless Chill. The first time a creature approaches closer than 10 feet of the rift or starts its turn within 10 feet of the rift must succeed on a Constitution saving throw or take

moderate (multiple targets) cold damage and gain a level of exhaustion.

Sea Spray. Each creature within 20 feet of the rift takes **dangerous** acid damage, or half as much on a successful Constitution saving throw.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a Moderate DC skill check.

Tsunami (Insight, Acrobatics). Characters may use their reaction to leap out of the way of the rift. They take no damage but fall prone.

Drowning (Arcana, Nature). The water sphere can be disincorporated with a *thunderwave* or other similar effect. The sphere reforms at the end of the third round after being dispelled in this way.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires several successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 15) counts as one success. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take **dangerous (multiple targets)** force damage and be knocked prone.

APPENDIX. MONSTER/NPC STATISTICS: PART 1

B1. PATROL

THAYAN MAGE

Medium humanoid, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Insight +4, Perception +4

Senses passive Perception 14

Languages Common, Draconic, Goblin, Infernal

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

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

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

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

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.

FLESH GOLEM

Medium 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 attacks not made with adamantite weapons

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common 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 to 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:* 13 (2d8 + 4) bludgeoning damage.

APPENDIX. MONSTER/NPC STATISTICS: PART 1

B2. CHECKPOINT

HOBGOBLIN WARLORD

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Int +5, Wis +3, Cha +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelin

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it

can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

REACTIONS

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

APPENDIX. MONSTER/NPC STATISTICS: PART 2

A1. THE UNDERCROFT

ALLIP

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

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 15

Languages Common

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip 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.

ACTIONS

Maddening Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes

12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter 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 specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 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.

ACTIONS

Life Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature 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 the 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.

APPENDIX. MONSTER/NPC STATISTICS: PART 2

A2. THE CRYPT

EARTH ELEMENTAL MYRMIDON

Medium elemental, neutral evil

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

Multiattack. The myrmidon makes two maul attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Thunderous Strike (Recharge 6). The myrmidon makes one maul attack. On a hit, the target takes an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

XORN

Medium elemental, neutral evil

Armor Class 19 (natural armor)

Hit Points 73 (7d8 + 42)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	23 (+6)	11 (+3)	10 (+0)	11 (+3)

Skills Perception +6, Stealth +3

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

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

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The xorn can burrow through nonmagical unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

ACTIONS

Multiattack. The xorn makes three claw attacks and one bite attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing 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 (+1)	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.

APPENDIX. MONSTER/NPC STATISTICS: PART 2

B1. THE SUFFERING GUARDIAN

CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving Throws Con +7, Wis +4, Cha +5

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 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 two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An

animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate stat if reduced to 0 hit points or if the devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

APPENDIX. MONSTER/NPC STATISTICS: PART 2

B2. A CHANGE IN LEADERSHIP

BLACKGUARD

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

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

Saving Throws Wis +5, cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages Common

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *sanctuary*

3rd level (3 slots): *blinding smite*, *dispel magic*

ACTIONS

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

PRIEST

Medium humanoid (human), lawful evil

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Infernal

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

APPENDIX. MONSTER/NPC STATISTICS: PART 3

THE DEAD-EYED DWARF

NURAVAL THE NECROMANCER

Medium humanoid (dwarf), neutral evil

Armor Class 16 (+1 breastplate)

Hit Points 99 (11d8 + 11) (107 with *false life*)

Speed 25 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic, poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Dwarvish, Abyssal

Challenge 9 (5,000 XP)

Dwarven Resilience. The necromancer has advantage on saving throws made against disease and poison.

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

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

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

1st level (4 slots): *false life*, * *find familiar*, *ray of sickness*, * *shield*

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 slot): *Bigby's hand*, *cloudkill*

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

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic 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 Common but can't speak

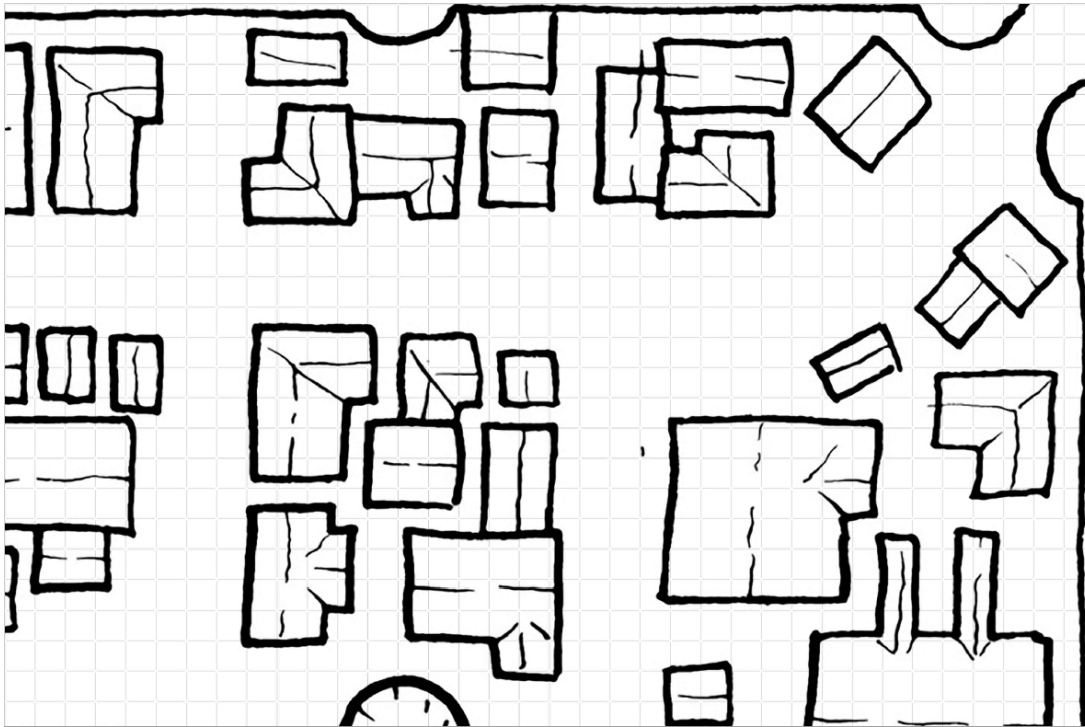
Challenge 1/4 (50 XP)

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.

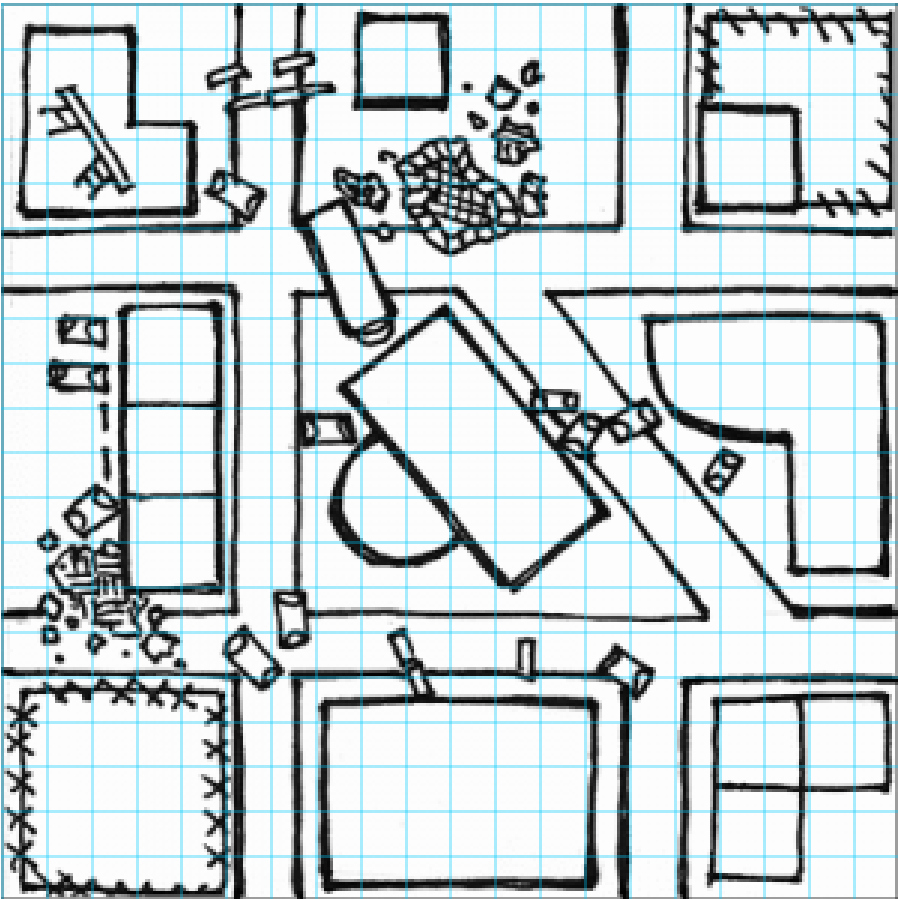
ACTIONS

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

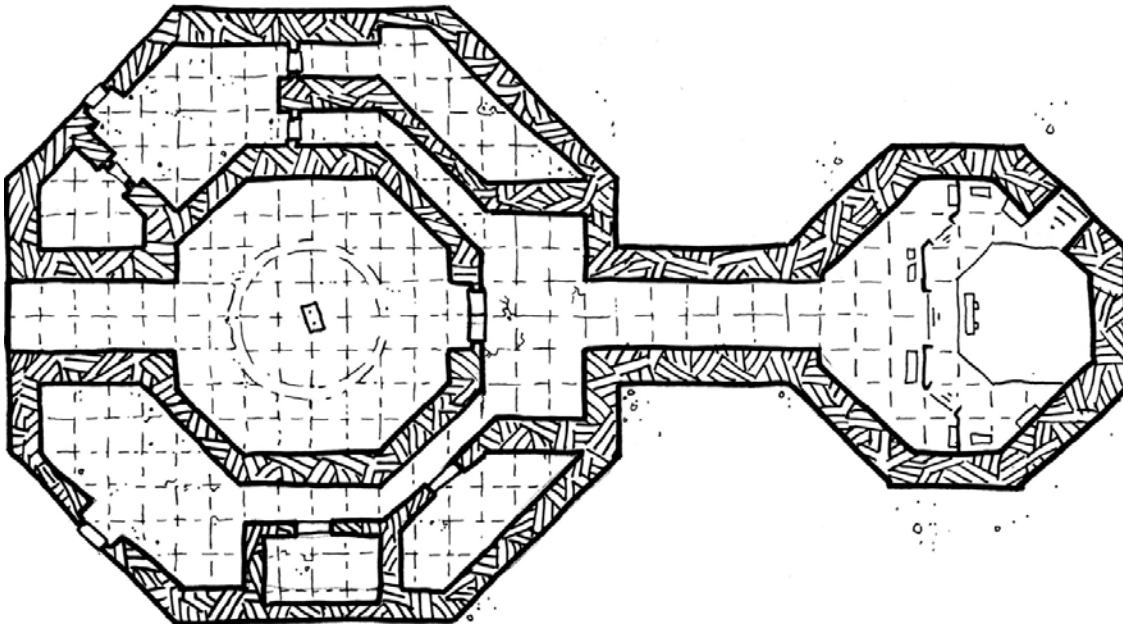
APPENDIX. B1 PATROL MAP



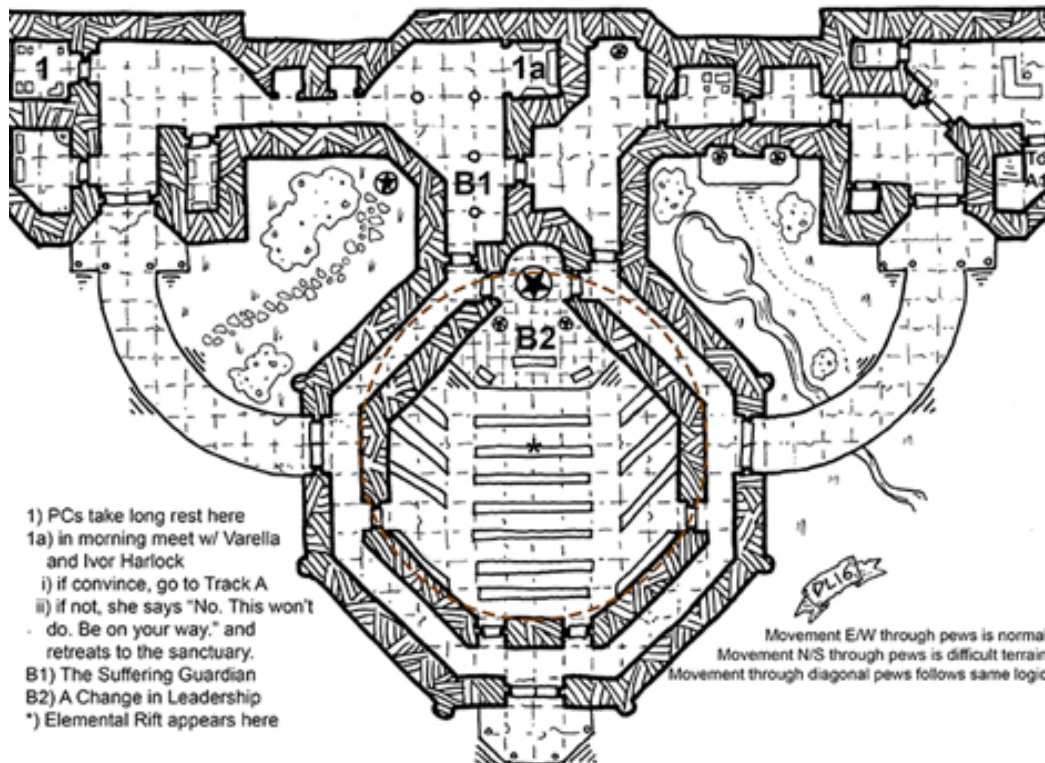
APPENDIX. B2 CHECKPOINT MAP



APPENDIX. A1 UNDERCROFT & CRYPT MAP



APPENDIX. B1 AND B2 MAP



APPENDIX. DEAD-EYED DWARF MAP

APPENDIX. EARTH ELEMENTAL RIFT

The earth elemental rift manifests at the end of the first round of the second encounter of Part 2.

When this occurs, read:

The ground gives a sudden lurch beneath your feet. With a terrible grinding of stone, a churning gash tears open the ground, its edges jagged crystal and broken stone. It grinds and gnashes, spraying shards of rock and fine crystal dust into the air.

ELEMENTAL RIFT (EARTH)

Complex trap, levels 1-20 dangerous threat

A shuddering gash appears in the ground or floor. The edges of the rift are sharp stones and crystal formations that clash and grind.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The earth rift includes ground tremors, clouds of crystal dust, and sudden sprays of sharp rock shards.

Tremors (Initiative 20). The rift slams and grinds violently, sending tremors through the ground out to 30 feet. A creature in the area must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) bludgeoning damage and fall prone.

Shard Spray (Initiative 10). The rift emits a 30-foot jet of jagged stone and crystal that attacks a single creature (+8 to hit). On a hit, the target takes 11 (2d10) piercing damage.

Crystal Dust (Initiative 10). A 20-foot radius cloud of crystal dust forms at a spot within 120 feet of the rift. The area within the dust is heavily obscured and creatures in the area when it appears or who enter the area must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cloud disappears on this initiative count on the following round.

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws

caused by the rift increases by +1, and Shard Spray targets an additional creature.

Constant Element. This rift is created of equal parts pure elemental power and raw hatred. The ground or floors around it seethe with these energies. Deadly Slivers affects a creature that ends its turn within 20 feet of the rift.

Deadly Slivers. The creature takes 7 (2d6) slashing damage, or half as much on a successful DC 13 Dexterity saving throw.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a DC 13 ability check.

Tremors (Perception). A character who fails a saving throw against the Tremors effect can use their reaction to take no damage when they fall prone.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires a number of successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 13) on the rift counts as two successes. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC 13 Constitution saving throw or else take 14 (4d6) force damage and be knocked prone.

PLAYER HANDOUT 1. AMULET OF HEALTH

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

AMULET OF HEALTH

Wondrous Item, rare (requires attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher.

A heavy iron amulet bears the inscribed holy symbol of Loviatar, the Maiden of Pain. Suspended from an iron chain with short-barbed links, the amulet is uncomfortable and constantly scratches the wearer's neck.

PLAYER HANDOUT 2. +1 BREASTPLATE

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

+1 BREASTPLATE

Armor, rare

You have a +1 bonus to AC while wearing this armor.

This surprisingly light breastplate is made of smoky red glass as strong as steel. Barely translucent, when light strikes it the smoky inclusions in the glass seems to shift and flow. The breastplate weighs 10 lbs.