



TO FIND A WAY OUT

Disaster has struck, and you and your fellow party members have found yourself caught in a huge building, descending deeper into the depths of the structure as you try to find a way out. Laid in your path are deadly obstacles and mysterious clues as to why you came to be here in the first place. Part Two of the Gary Con 2017 adventure arc.

A 2-hour adventure for 5th-10th level characters

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Introduction

Welcome to “*To Find a Way Out*,” a D&D Expeditions adventure, part of the official D&D Adventurers League organized play system and the Gary Con 2017 adventure arc. This adventure is designed for three to seven 5th-10th level characters, and is optimized for six 7th-level characters. Characters outside this level range cannot participate in this adventure. The adventure is set in the Moonsea region of the Forgotten Realms.

The D&D Adventurers League

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

If you’re running this adventure as a part of a store event or at certain conventions, you’ll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don’t have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they’re allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character’s level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

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

www.dndadventurersleague.org

Preparing the Adventure

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

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player’s Handbook*.
- Read through the adventure, taking notes of anything you’d like to highlight or remind yourself while running the adventure, such as a way you’d like to portray an NPC or a tactic you’d like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you’d like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

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

Players that have characters outside the adventure’s level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

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

session. Each player is responsible for maintaining an accurate logsheet.

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

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

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of seven 5th to 10th level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

Determining Party Strength

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

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

Running the Adventure

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

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

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

- You are empowered to adjust the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the D&D Adventurers League Player's Guide for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

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

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a

maximum of three per day total, unless otherwise noted.

SPELLCASTING SERVICES

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

Acolyte Background

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

Character Disease, Death, and Recovery

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

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects after an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*). If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

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

saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

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

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

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

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

Adventure Background

After the fall of Phlan, Mulmaster attracted many refugees of varied background and skill. This diverse diaspora took many forms, among them the Zhent slums on the outskirts of the city proper. As the months passed, this collection of temporary dwellings slowly evolved and began to bring forth more permanent structures.

Taverns, eateries hawking meat pies of questionable origin, warehouses, and even quarters large enough for multiple families were built. Shrewd merchants and guildsmen began looking at the Zhent slums as cheap real estate surrounded by even cheaper labor, and they acquired the land rights eagerly.

One such man constructed a large and most unusual structure on the outermost edge of the slum. It is a circular ziggurat of stone standing some 5 stories tall. That which lies within the confines is unknown as the ziggurat's construction was shrouded in secrecy.

Rumors about the unusual building abounded throughout the city since the foundation was laid, and they grew in the telling with every level added to the

structure. Now that the external work has been completed, the enigma of the building has continued to confound the populace.

That is, until the characters, and several members of the city's elite, received invitations to a dinner party taking place at the top of the building.

The party seemed like a splendid affair with delectable food, free flowing spirits in unparalleled opulence until suddenly the lights went out pitching the entire room into utter darkness. When the characters awoke, they found the sole survivors remaining on the upper level. Most of the others died horribly from some unknown poison. After searching through the area, the characters began their odyssey out of this enormous stone madhouse.

Adventure Hook

For more background and information on Mulmaster and its political and regional landscape, try referencing the DDEX2 Series of Adventurer's League modules, or the official site at <http://dndadventurersleague.org/tag/mulmaster/>.

Players have been invited to the party, so they may have found themselves receiving an invitation on behalf of their faction, or receiving an invitation because they've built a reputation in town as problem solvers.

This is part two of a three-part adventure arc, so it's understood that the events of Adventure Background have already occurred.

Prior to this adventure beginning, if players are running each adventure one right after each other, they're given the opportunity for a long rest.

Part 1:

The Kid Is Not My Son

A note to the DM: When providing atmosphere for this room and the following rooms in this module, make sure to point out that the construction is unfinished: Unpainted walls, rough stonework in places, exposed frames, the smell of new construction. Moving parts to traps clank or rooms squeal with metal-on-metal sound as they've yet to be properly sound proofed or lubricated.

Refreshed from your respite, as much as you can call it that given the horrors you have experienced thus far, you once again bravely trek down the steep stairwell into the unknown. As you approach the bottom of the stairs, you discover a most unusual room awaiting you. The floor appears to be fashioned as an elaborate puzzle. Blocks set into the floor float like tiles, moving of their own volition. Some moving front to back while others go side to side. Their movements create multiple gaps in the floor as they slide around. From your vantage on the landing you can't see what lies below.

The only visible exit across this puzzle like room is an opening opposite of where you stand. You must be meant to cross these sliding blocks, without stumbling to your certain doom below, to win through to the other side.

Helpfully, a block on your site of the room is lit up with a soft white glow. Perhaps this is the first step in this insane puzzle.

If a character has the map from GARY1, Part 1, Room 3, they'll gain advantage on any checks to find the route across the tiles. Had the puzzle been finished in time for the characters to visit it, the map would have been a great help to the party. As it is, it just gives the bearer advantage on checks, as it has some fancy diagrams regarding how to step onto the tiles.

When the entire party steps on one of the 10' square tiles, it lights up. Lit tiles remain stationary. Likewise, if the entire party steps onto one of the lit 10' square tiles, *the light turns off*, and it begins moving.

Every time a tile is successfully lit, the remaining tiles that are still moving begin moving faster, increasing the changes that a character stepping on that tile will lose his or her footing. This is represented in the table, below. As above, if there is a reduction in the number of lit tiles, there is a

corresponding reduction in speed in the remaining unlit tiles.

As the tiles are moving randomly about the room, the map for this room is only somewhat accurate. The actual route from beginning to end is random, in the puzzle's current state, decided on completely by the aptitude of the characters attempting to step on tiles.

Progression through the tiles:

1. Party steps on tile (or on first tile). If entire party is present on the tile, it lights up and stops moving.
2. Party chooses next tile: Forward or right or left. First character(s) to step on the tile roll a Dexterity save (DC determined below) to see if they keep their footing.
3. Failure means the character has fallen prone on the new tile. Failure by more than 5 points means they've not only lost their footing and fallen, but that they've fallen below the puzzle.
4. Any character roped to other party members would need to fail by 10 points (or roll a natural 1) to fall to the floor below the puzzle. This bonus doesn't apply if the character falling is a full size larger than the anchor (i.e. half-orc fighter in armor falls and is tied to Halfling).
5. If all party members make it to the new tile, see #1, above.

There are 10 rows that the party needs to cross. You may increase or decrease that number depending on running time of the module and how long it's taking them to make decisions.

DC needed to step on new tile: 10
Add +1 to the DC for every lit tile.

If you do your math, you'll note that after 10 rows, the characters will encounter a row that's extremely difficult to step on (if they haven't figured out how to put out the lit tiles). In fact, if they've lit up additional squares on their way over, they've really made it that much harder for themselves.

At this point in your reading, you should have figured out that a party could basically walk across this room in a straight line and not have to deal with any problems. That's correct. In its fully functional form, this puzzle would have presented a challenge that would have been deadly to a party attempting such a path. However, the room will present a challenge, and may even be more difficult, to your average *overly cautious* party. Please pause here for the authors to share a low chuckle.

Noting visible prohibits the characters from using Levitate or Fly (or some other method of transport) to get across this puzzle. Except, that is, for the 4 **Cloakers** positioned in small niches in the ceiling at the corners of the puzzle. The cloakers are trained not attack anyone progressing through the puzzle normally (i.e. without magical aid) but will attack anyone that levitates, flies, teleports, misty steps, etc., to get to the other side.

Characters who fall to the floor below will take 2d6 falling damage from the 20' fall into darkness. Characters who are roped to other party members can avoid this damage. Down below they'll be subject to a mated pair of **Spirit Nagas** that call that domain their home.

The spirit nagas will not pursue anyone that manages to escape back to the puzzle, above, but will immediately attack anyone that trespasses. The cavern underneath the puzzle is totally dark, with only a dappled magical light from any lit squares dimly lighting the area.

The spirit nagas have already started to collect a small amount of treasure from hapless travelers that have wandered into this room. Among the detritus strewn about the floor under the tiles can be found a scroll case with a Scroll of Mass Cure Wounds stored inside (the case is stamped with the symbol of The Complex, and it appears to be utilitarian in design), and 3 vials of poison (a viscous green liquid that smells vaguely like mint; the liquid looks sticky enough to be able to spread over smooth surfaces).

The exit from this room leads to a small passage down to a 20'x20' room that is the setting for Part 2.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** Swap Cloakers for Trappers, Swap Spirit Nagas for Bone Nagas
- **Weak Party:** Reduce number of Cloakers to 2, Reduce number of Spirit Nagas to 1
- **Strong Party:** Increase number of Spirit Nagas to 4
- **Very Strong Party:** Swap Spirit Nagas for Guardian Nagas

Part 2: The Baron

The smell of new construction is palpable as you exit the maze. The scent of wood, plaster and paint float on the air. Partial walls, loose stones, boards, fasteners and the tools and materiel associated with construction litter the otherwise-open floorplan level. But that's not all you smell, underlying it all is the smell of freshly spilled blood and the charnel odor of entrails cut open. The scent is coming from one of the smaller rooms already nearly completed.

A 20' x 20' room is partially constructed in the middle of the cavernous level. The door to this room has been forcibly beaten in. Inside the room are the bodies of 20 freshly killed Yuan-Ti Purebloods (Note: they appear human), dressed in livery. They appear to have been servants and construction workers for The Complex (which they, in fact, were).

An investigation of the bodies reveals that one of the bodies has light wounds only and is still breathing (Note: have Nazar groan softly if the characters are going to leave without investigating the bodies). A Cure Wounds or successful DC15 Medicine check will bring this individual around to consciousness.

He identifies himself as Nazar, a wine servant who was recently hired to work the party upstairs. Under questioning, he has the following information to give to the characters:

- He must have regained consciousness prior to the characters. He was the one that lit the torches in the Great Hall before heading down stairs.
- He was given codes to speak in front of hidden magical doors to circumnavigate the main stairwells and their traps by the major domo of the Complex.
- He doesn't know the name of the leader here, only that his fellow employees called him The Master. He was hired by the major domo. He was, as of late, a resident of the Zhent Slums.
- When he entered this level of The Complex, on his way out of the building, he was hustled into this room for protection while some guards fought what they called "invaders" outside of the room. Unfortunately, these invaders were very well armed masked men that got inside and slaughtered everyone. He was knocked unconscious early on and buried under someone else's body which is apparently how he managed to survive the dreadful encounter.
- He doesn't have codes for any of the magic doors below this level, nor does he know where the service entrances would be. He doesn't think

they're done working on the building below this level.

- With what little knowledge he has of the building, he'd be happy to help the characters make their way out, if they're willing to protect him as well.

This is the Baron. The Baron's stats are at the end of this module, but there shouldn't be fighting. The Baron is in a bind, here: The Complex has been invaded, he knows by whom, and he actively spared the party at the beginning of GARY1 in hopes that they may be a tool that he could use if circumstances got too dire. The Baron is well versed in pretense and he will feign fear of the characters and beg for them to please save him. He has 35 gold pieces (all 35 gold pieces!) buried in the floor of his cottage that he will give to them....

The Baron is a **Yuan-Ti Anathema**. His human form is his true form, and not an illusion or polymorph, so spells like Detect Magic won't reveal his alternate form.

If the party is way too suspicious of him, and they end up fighting him, he'll engage until he's dropped below 50hp or until it looks like he's going to be cornered, and he'll escape (It's important that he be allowed to return in GARY3, so his escape should be successful). Regardless of if there's a fight or not, he won't drop his human visage during GARY2 at all.

Outside of the 20'x20' "room of death", the party will be able to find several corpses. Nazar will point out the bodies of the guards that hustled them into the room for protection, and he'll be able to point out the bodies of the invaders as well.

If the bodies of the invaders are examined, they'll find the masked and wrapped bodies are human men and women who have been covered in tattoos. A Detect Magic or a successful DC20 Arcana check will reveal that the symbols described by the tattoos are Giantish, resembling runes and glyphs of an ancient origin.

A short half-flight of stairs leads from this room down to the area that begins Part 3.

Part 3: Wakka Wakka Wakka

Your group successfully navigated the moving blocks and descended another stairway downward closer to the exit to this hellish place. The stairwell circles to what you think is west and then turns back to the north before terminating at the landing. Directly in front of you is a well-lit hallway leading 20' feet away from the base of the stairs. You can see passages branching off to the left and right approximately every 5 feet along the hallway.

The passages lead off in different directions almost seemingly at random. The walls in between the corridors have mirrors mounted on them which serves to amplify the light. The mirror at the end of the hall leans against the wall, a canvas and leather bag with tools in it sits discarded nearby.

Your immediate environs appear devoid of any threat and quiet, except for a distant hissing sound echoing faintly from somewhere.

The tools are discarded implements of the servants who were previously putting this maze together. As all the mirrors are affixed to stone walls, the tools won't hasten the party's travels through the maze. The players can, however, use them to mark the mirrors and establish that they've been a specific direction through the maze.

Nazar knows nothing of this maze, and it frightens him. He'll continue to expound on the fact that, from what he knows, nothing on this level of The Complex is completed. In the best case, whatever traps exist are not set. In the worst case, they're operational, but even more deadly because they're not completed. He thinks this room may be the latter.

There are 2 types of resident of this maze:

- **6 Ghosts:** These ghosts can be found in any passage or corridor. They're aware of the party's presence and location as soon as the party enters the maze. They'll seek to terrorize the party with images in mirrors, stalking the party from behind, or attempting to possess party members. They'll attempt to remain invisible unless cornered, busy terrorizing the party, or revealed by other means (see below).
- **2 Giant Snakes of the Maze:** These snakes are only small enough to barely squeeze down the passageways, so they tend to keep to the larger thoroughfares of the maze. They're constantly in motion, and will attempt to use their Swallow attack on anyone that attacks them from the front. They measure 30' in length when fully extended, so the

party can attack them from behind and be relatively safe. The snake cannot back up, and if it determines it can't get to the party, it'll attempt to continue forward in hopes of looping around again. Treat the giant snakes like semi-aware freight trains with very large mouths.

At 4 points in the maze (noted on the map), there is a small dead end with a pedestal. Resting on the pedestal is a blue potion.

Anyone drinking this potion will cause the ghosts in the maze to be powerless to stop themselves from moving to a position directly in the path of the Gigantic Snakes. They'll be **visible and unable to attack or move for 4 rounds of combat**. The Gigantic Snakes will attempt to Swallow the ghosts. If the Snakes are successful, the Ghosts will only be able to remove themselves from the Gigantic Snakes if they've survived those 4 rounds of combat.

During these four rounds of combat, the Ghosts will wail and gnash and make noises and generally complain. Even if the characters aren't immediately adjacent to the combat, they'll be able to tell that something is happening.

If the Snakes are already dead at the hands of the party, the Ghosts are still moved to the thoroughfares of the maze, and are helpless for 4 rounds. If the Ghosts are already dead, there is no effect to drinking any of the potions.

The potions can be moved and saved by the party, but have no effect after the party has successfully exited the maze.

The exit from the maze is hidden by an extremely powerful illusion that won't drop or become evident until either both snakes or all the Ghosts are dead. The exit will immediately become apparent to the party once these conditions have been met.

Inside the corpses of the giant snakes, a DC10 Investigation (Intelligence) check will reveal a Wand of Magic Missiles (5 charges) among a large collection of bones and corroded gear.

Adjusting the Encounter

Here are the recommendations for adjusting these combat encounters. They are not cumulative.

- **Very Weak Party:** Replace the 6 Ghosts with 8 Specters, Reduce number of snakes to 1
- **Weak Party:** Reduce number of Ghosts to 4
- **Strong Party:** Replace 6 Ghosts with 6 Wraiths
- **Very Strong Party:** Replace 6 Ghosts with 8 Wraiths

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP Per Foe
Cloaker	3900
Spirit Naga	3900
Ghost	1100
Giant Snake	7200

The **minimum** total award for each character participating in this adventure is **6,300 experience** points.

The **maximum** total award for each character participating in this adventure is **7,000 experience** points.

Treasure

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

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

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

Treasure Awards

Item Name	GP Value
Spirit Naga Treasure	500
Giant Snake Treasure	600

SCROLL OF MASS CURE WOUNDS

Scroll, uncommon

A description of this item can be found in the *Dungeon Master's Guide*.

VIAL OF POISON

Potion, common

A description of this item can be found in the *Dungeon Master's Guide*.

Renown

All faction members **earn one renown point** for participating in this adventure.

Downtime

Each character receives 5 downtime days after this adventure.

DM Rewards

You receive 450 XP, 225 gp and 5 downtime days for running this session.

Appendix: Monster/NPC Statistics

Cloaker

Large aberration, chaotic neutral

Armor Class: 14 (natural armor)

Hit Points: 78

Speed: 10ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills: Stealth +5

Senses: darkvision 60ft., passive Perception 11

Languages: Deep Speech, Undercommon

Challenge: 8 (3,900 XP)

Actions

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight

Actions

Multiattack. The cloaker makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. Melee Weapon Attack: +6 to hit, reach 10ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear. Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight. A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears

Spirit Naga

Large Monstrosity, Chaotic Evil

Armor Class: 15

Hit Points: 75

Speed: 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws: Dex +6, Con +5, Wis +5, Cha +6

Damage Immunities: poison

Condition Immunities: charmed, poisoned

Senses: darkvision 60ft., passive Perception 12

Languages: Abyssal, Common

Challenge: 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): mage hand, minor illusion, ray of frost
1st level (4 slots): charm person, detect magic, sleep
2nd level (3 slots): detect thoughts, hold person

3rd level (3 slots): lightning bolt, water breathing
4th level (3 slots): blight, dimension door
5th level (2 slots): dominate person

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature. Hit: 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

Ghost

Medium undead, any alignment

Armor Class: 11

Hit Points: 45

Speed: 0ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances: acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities: cold, necrotic, poison

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

Senses: darkvision 60ft., passive Perception 11

Languages: any languages it knew in life

Challenge: 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost 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

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

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13

Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Giant Snake of the Mirror Maze

Huge monstrosity, unaligned

Armor Class: 17

Hit Points: 195

Speed: 30ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60ft., passive Perception 10

Languages: ----

Challenge: 11 (7200 XP)

Actions

Bite. *Melee Weapon Attack:* + 11 to hit, reach 10ft., one target. Hit: 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the giant snake can't bite another target.

Swallow. The giant snake makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the giant snake, and it takes 21 (6d6) acid damage at the start of each of the giant snake's turns. If the giant snake takes 30 damage or more on a single turn from a creature inside it, the giant snake must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the giant snake. If the giant snake dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

The Baron (Yuan-Ti Anathema)

Huge monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class: 16 (natural armor)

Hit Points: 189

Speed: 40ft., climb 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+1)	20 (+5)

Skills: Perception +7, Stealth +5

Damage Resistances: acid, fire lightning

Damage Immunities: poison

Condition Immunities: poisoned

Senses: blindsight 30ft., darkvision 60ft., passive Perception 17

Languages: Abyssal, Common, Draconic

Challenge: 12 (8,400 XP)

Actions

Innate Spellcasting (Anathema Form Only): The anathema's innate spellcasting ability is Charisma (spell save DC17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day each: *darkness*, *entangle*, *fear*, *haste*, *suggestion*, *polymorph*

1/day: *divine word*

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

Ophidiophobia Aura. Any creature of the anathema's choice, other than a snake or a yuan-ti, that starts its turn within 30 feet of the anathema and can see or hear it must succeed on a DC 17 Wisdom saving throw or become frightened of snakes and yuan-ti. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful of the effect ends for it, the target is immune to this aura for the next 24 hours.

Shapechanger. The anathema can use its action to polymorph into a **Huge giant constrictor snake**, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. *Note that The Baron began life as a Human, and therefore his Human form is his "true" form. The Baron can only polymorph into the Anathema form, or his Human form. Stats for Attack Actions in Human form are not given as The Baron will never attack in Human form.*

Six Heads. The anathema has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knock unconscious.

Actions

Multiattack (anathema form only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack

Claw (anathema form only). *Melee Weapon Attack:* +10 to hit, reach. 10ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach. 15ft., one Large or smaller creature. *Hit:* 16 (3d6+6) bludgeoning damage plus 7 (2d6) acid damage, and the target is grappled (escape DC16). Until this grapple ends, the target is restrained and takes 16 (3d6+6) bludgeoning damage plus 7 (2d6) acid damage at the start of each of its turns, and the anathema can't constrict another target.

Flurry of Bites. *Melee Weapon Attack:* +10 to hit, reach 10ft., one creature. *Hit:* 27 (6d6+6) piercing damage plus 14 (4d6) poison damage.