

D&D
**ADVENTURERS
LEAGUE**

CCC-RPSG-01

OOZE THERE?



A 4-HOUR ADVENTURE FOR CHARACTERS OF 1ST TO 4TH LEVEL
BY DARRYL HO & JASON KOH





The logo features the 'D&D' ampersand in red at the top, followed by the words 'ADVENTURERS' and 'LEAGUE' in a large, bold, black font with a red outline. The text is set against a white background with red horizontal lines extending from the sides.

Ooze There?

A 4-Hour Adventure for 1st - 4th Level Characters

by
Darryl Ho and Jason Koh

Adventure Code: CCC-RPSG-01

Optimized for: APL 3

Version: 1.0



As the City of Danger struggles to rebuild, a spate of unexplained disappearances in the Zhent Ghettos threatens to erupt into fresh chaos. The factions are hard pressed to investigate, and it falls upon you to uncover the truth behind this new menace.

Part 1 of The Neverdusk Trilogy.

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Introduction

Welcome to *Ooze There?*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system. This adventure takes place after the events of DDEP02 - Mulmaster Undone and the second season of D&D Adventurers League play, collectively referred to as Elemental Evil and denoted by the DDEX02 codes.

It is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

This story takes place in the Zhent Ghettos in the southern parts of the city, and quickly shift to the submerged sewers and ruins beneath.

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

“And I will show you something different from either
Your shadow at morning striding behind you
Or your shadow at evening rising to meet you
I will show you fear in a handful of dust”

— T.S. Eliot, *The Waste Land*

Adventure Background

Fenaria Neverdusk is the sole surviving member of an adventuring troupe called Tymora’s Smile.

Like many others that rallied to the factions’ banners during the Elemental crisis, Fenaria and her companions sought to forestall the destruction of Mulmaster by confronting the cultists head on. Fighting their way into the sewers, they were beset by creatures of elemental earth and arrived too late to stop the cultists from detonating devastation orbs underneath the city.

The earth churned and heaved as rupturing magic tore through the foundations. The ground split asunder and the ceiling rained down, burying the ill-fated adventuring band beneath tons of rubble and sending Fenaria plunging through a crevice into an underground lake miles beneath the surface.

As she sank, drowning and thrashing, into the frigid, lightless waters, she cursed her plight. She despaired and pleaded for someone to help her.

Something in the darkness stirred.

Something in the darkness answered.

Fenaria’s anguish was like a beacon to the ancient aboleth imprisoned within the depths called Glaugrax. It saw in her the perfect opportunity to rid itself of the shackles that trapped it within the lake, and it reached out with an offer the hapless wizard could hardly refuse.

The pact was made and Fenaria became the first of the alien creature’s warlocks. In exchange, it granted her power and filled her mind with knowledge of the arcane workings she needed to save herself, all the while subtly influencing her will and turning her survivor’s guilt into a seething hatred for Mulmaster and the factions that had sent her group on their doomed errand. It stoked her anger and promised her revenge, if only she could break the bindings that kept it prisoner.

Presently, Fenaria has recruited more members into her coven and they have started abducting city folk, especially refugees from the Zhent Ghetto. The more fortunate ones became the coven’s thralls; the less fortunate sacrifices, their blood spilled in a

laborious ritual to weaken the seals on Glaugrax and to eventually set it free.

While the city itself has turned a largely blind eye to the disappearances, the situation in the Zhent Ghetto has become dire. The Black Network has put out a call to its allies - they want this problem solved, preferably quickly and discreetly.

Adventure Overview

Ooze There? is divided into three parts:

Part 1. The characters are on patrol in the wee hours of the morning when they hear shattering glass and a strangled cry in the night. They rush to the scene, where they witness an ooze attacking one of the townsfolk. If they rescue the man, he tells them that he witnessed a hooded figure herding several commoners into a storm drain by the city walls. The commoners all looked to be in a trance.

Part 2. Following the culprit’s trail, the characters soon discover that the sewers are infested by slimes and other creatures of elemental ooze. They brave a perilous crossing and descend a side passage masked by illusion magic.

Part 3. The passage leads into an underground ruin, where the characters stumble across several mangled bodies wearing city colors. They may find a survivor drenched in corrosive slime and barely clinging on to life, who warns them of a dark ritual happening ahead. The characters are drawn to the sounds of a spell battle and arrive just in time to witness the hooded figure strike down a red clad wizard with vile magic. The figure turns towards the characters and attacks...

Adventure Hooks

This story does not require many specific hooks, and the characters can become involved in several ways.

A favor for “friends” (the factions): With more than a hundred missing in the span of two tendays, people are beginning to ask questions, and it’s only a matter of time before the situation spirals out of control. The **Zhentarim** are gravely concerned, and Angwyn Maddock, the Viper overseeing the Zhent Ghetto, has reluctantly called in some favors. The characters are assigned by their **faction** leaders to investigate, with Maddock promising them a purse of 200 gp for their troubles if they can get to the bottom of the mystery.

Vested Interests: Adventurers hailing from or residing in Mulmaster might have caught wind of the disappearances. Similarly, spellcasters who have

accepted membership in the Mulmaster-specific faction the Cloaks might be tasked by archmage Rastol Shan to discreetly monitor the situation.

Investigative Services: While most of the coven's victims are those who would be easily missed - it is just as likely that they snatched someone important. Relatives of an influential merchant or noble might have gone missing, and the characters might have been hired to track them down for a reward.

Additional Faction Assignments: The aspirations of the **Lord's Alliance** in Mulmaster are politically motivated. They hope that a strong showing in this matter would help mend any strained ties with the city and to put the faction in better light. It is therefore imperative that anyone capable of witnessing the agent's contributions and valor survive to tell the tale.

The **Harpers** suspect a dark hand behind the scenes, and it would be to the agent's benefit to bring back any evidence of such.

Finally, any **Zhentarim** agent who helps put a stop to the abductions can expect accolades from their faction.



Part 1. A Sticky Situation

Estimated Duration: 45 minutes

The entirety of this adventure takes place in the Zhent Ghettos and the sewers during the night time hours.

Should the characters wish to enter Mulmaster proper (whether to purchase supplies, spellcasting services, and the like) they may do so, but there is no guidance for those events.

DMs are encouraged to exercise their own discretion but also play up the sense of urgency – every moment they dally means a higher chance that the trail will grow cold.

General Features

The general features of the Zhent Ghettos this time of the night are as follows:

Terrain. The ground is packed dirt, with occasional stretches paved in crusty cobblestone. Ramshackle buildings and makeshift shelters line the streets, making the place feel at once haphazard, mazelike and claustrophobic. Rainwater flows down rickety gutters and puddles in uneven potholes, slicking the ground with mud and making those areas difficult terrain. A creature that moves through or ends its turn in a space adjacent to a puddle must make a Dexterity save (DC 10) or fall prone.

Weather. An incessant drizzle has made the night more miserable than it already is, and vision beyond 30 feet is lightly obscured. While outdoors, Wisdom (Perception) checks that rely on sight are made with disadvantage.

Light. The main thoroughfares are dimly lit at best, touched by faint moonlight trickling through the cloud cover and the glow of grimy lanterns hanging at uneven intervals from dingy storefronts. It's completely dark in the side streets and alleyways, and any illumination comes purely from the party's light sources, if any.

Sounds. The streets are quiet, eerily so. The disappearances have had the Ghettos on edge, and only the most daring or desperate still walk the streets at night. There are no guardsmen or patrols here. If anything happens, the characters are on their own.

The Bakery

It's just shortly after midnight and the characters are in the middle of their patrol when the sound of breaking glass and clanging metal catches their attention.

They quickly pinpoint the source of the commotion - a small bakery tucked into the side of an alleyway.

The door flies open and a man stumbles out of the bakery into the rain. He is clad in dirty nightclothes stained by patches of a vile, gray film, and a corroded frying pan dripping with the same gel-like substance is clutched close to his chest.

"Help!", he shouts as he scrabbles over the mud slicked tiles towards you. "Help me please!"

He jumps as a loud crash resounds from within the bakery and his eyes widen in panic as an amorphous gray mass of writhing tendrils and wriggling pseudopods spills out of the doorway and into the street.

The disheveled man is Pendar (marked 'P' on Map 1), a common baker who was in the wrong place at the wrong time. He has managed to stay one step ahead of the **gray ooze** (marked 'O₁' on Map 1) so far, but it's finally catching up and he's intent on putting as much distance (and the characters) between him and the creature as possible.

When combat begins, position the characters near or around Pendar. Unbeknownst to the characters, two more **gray oozes** (marked 'O₂' and 'O₃' on Map 1) slither close behind. They spill out of a side window, cutting off the characters' escape.

Adjusting the Encounter

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

- **Very Weak or Weak:** Remove one **gray ooze**.
- **Strong:** Replace one **gray ooze** with an **ochre jelly**.
- **Very Strong:** Add one **ochre jelly**.

Tactics

Due to their amorphous nature, the oozes are not affected by the muddy ground. The oozes will move to attack the nearest targets they can sense, downing them before moving on to a new victim. They otherwise have no grasp of tactics or self-preservation, and fight to the death.

Development

When combat is concluded, Pendar thanks the characters profusely and invites them into the bakery to catch a breather.

The interior of the place is in shambles, and a DC 12 Intelligence (Investigation) or Wisdom (Survival) check easily reveals the slime trails tracking from the rear door towards the entrance.

Characters with a passive Perception of 14 or who succeed on a Wisdom (Perception) check (DC 14)

will also notice a tawny **owl** perched atop a high shelf that seems to be shadowing their every move.

The creature is a familiar, and may be identified as such by the characters with a DC 20 Intelligence (Arcana) check. A character capable of casting the Find Familiar spell may make this check with advantage.

If the characters approach the owl or are hostile, it bobs its head, blinks, and attempts to fly out the nearest window.

The Owl Knows

Fenaria has been observing the characters through the owl's eyes, silently taking their measure to determine if they would pose a threat to her plans.

It is very likely that the characters will attempt to attack the owl. Should they wish to do so, have them roll for initiative. The owl acts on initiative count 15 and does its best to flee. It does not provoke opportunity attacks if it moves past the characters thanks to its flyby trait, but it has no protection from characters with ranged attacks and spells.

If the owl is dealt at least 1 point of damage, it dissipates in a scatter of purplish motes.

Should the characters question Pendar, he shares with them the following:

- Several people on this street vanished in the past tenday and everyone's on edge. They'd go to bed at night and they'd sometimes wake up to find a door or window open and a loved one missing. In one such case, an entire family disappeared overnight.
- He was returning from the outhouse when he witnessed a suspicious figure swathed in shapeless brown robes herding several villagers towards a nearby storm drain.
- The villagers shambled and moved erratically, as if drugged or in a stupor.
- Being the coward that he is, he decided to sneak away before he was noticed but, in his haste, tripped over a pothole and fell splashing into a puddle. He didn't wait to find out if the figure had been alerted to his presence. He got up and ran.
- He thought he was safe back in the bakery, but soon noticed gray oozes seeping through the crack underneath the door and in between the slats of the windows. He barely managed to avoid the oozes as he bolted for the street.

Roleplaying Pendar

This fidgety, middle-aged baker has managed to survive in the Zhent Ghettos by keeping his head down and his nose out of trouble. He's cowardly, given to platitudes and more than

a little self-serving, especially if his hide or his bottom line are on the line.

Quote: "Hey you! You're adventurers, right? Don't just stand there, do something!"

Advancing the Story

Pendar offers to show the characters where he encountered the robed figure and leads them to a storm drain near a partially collapsed section of the city wall.

Especially astute characters might spot the **owl** (if it evaded them in the bakery) nestled in the boughs of a nearby tree, watching them silently.

Characters with a passive Perception of 15 or higher notice it instantly, while the other characters must make a Wisdom (Perception) check (DC 15) to do so. If a character is actively keeping watch or looking out for signs of trouble, allow this check to be made with advantage.

Once again, should any character attempt to approach the owl or if they are hostile, it attempts to fly away, this time over the wall and into the city.

Advance to Part 2: Rolling in the Deep

Part 2. Rolling in the Deep

Estimated Duration: 60 minutes for combat encounters, 15 minutes for non-combat encounters.

Read or paraphrase the following as the characters arrive.

Recessed into the wall is a partially collapsed culvert framed by bars of twisted, jagged metal. It is choked with garbage, debris and refuse, and rivulets of fetid water pool and eddy at the entrance, giving off a noisome stink that assails your nostrils and makes your eyes water.

A procession of muddy footprints track their way past the ruined grate, into the darkness.

Mulmaster's sewers suffered extensive damage during the attack by the Elemental Cults. Whole sections were completely destroyed in the earthquake's aftermath, and fresh tunnels leading into places long sealed shut or abandoned now crisscross the network.

General Features

Unless otherwise noted, the sewers have several common characteristics:

Ceilings. Covered in mold, dirt, grease and grime, the ceilings rise 10 feet above the ground.

Light. The sewers are unlit and pitch dark.

Movement. The sewers were haphazardly constructed and poorly maintained, the already treacherous footing made worse by the recent devastation. Wading through the knee-high, filth-ridden water is challenging and characters move at half speed.

Smells. A rank odor permeates the sewers, hampering Wisdom (Perception) checks that rely on smell. Such rolls are made with disadvantage.

A Hole in the Wall

The characters are free to explore the sewers as they wish. After some fifteen minutes, they come to a metal grille with a gaping, man-sized rent in the center.

An Intelligence (Investigation) check (DC 11) reveals that metal around the tear are pitted and worn, as if corroded by acid or a similar substance, while a Wisdom (Perception) check (DC 13) reveals several telltale footprints, all recent, leading into the tunnel beyond.

The tunnel eventually ends at the lip of a sharp decline and a rope ladder that has seen fair use.

The ladder can be easily navigated with a Strength (Athletics) check (DC 10) and it leads into another tunnel 20 feet below. A character that fails the check must make a Dexterity save (DC 10) or risk falling, taking 2d6 (7) damage in the process.

Area A: Double Crossing

The ladder descends into a chamber of worked stone intersected by a rapidly flowing sewer channel filled with waste and debris.

Wooden planks that have been hastily cobbled together span the crossing, and the tunnel narrows into a circular pipe some 10 feet across set into the wall a distance ahead.

An Intelligence (Investigation) or Wisdom (Survival) check (both DC 10) reveal that the bridges can only be crossed one character at a time.

Development

One of the rickety bridges is real, while the other is in fact a **mimic** set by Fenaria's coven to guard this place from intruders.

The mimic is indistinguishable from its counterpart, and it is assumed that whichever bridge the players choose, it will always be the one that is the mimic.

When the final character is halfway across, the mimic abandons its ruse and transforms, dumping the character into the sewer channel with a terrible splash. The character must make a Dexterity saving throw (DC 13) or fall prone in the muck-filled waters. If the character passes, it falls into the sewer channel, but is not prone.

Mucking Around

The sewer channel is only 5 feet deep, but a character that tumbles in or willingly enters must make a Constitution saving throw (DC 11) or be **poisoned** for 1 minute. The characters also risk contracting **sewer plague** (see next page).

Tactics

The mimic is a canny opponent, preferring to draw its victims into the sewage where they risk succumbing to poison and disease.

If it is reduced to 10 hit points or less, it will attempt to dive into the bottom of the channel and use its polymorph ability to turn into a piece of detritus, disguising itself and evading destruction until the characters leave the area.

Adjusting the Encounter

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

- **Very Weak or Weak:** Reduce the mimic's maximum hit points by 15.
- **Strong:** Increase the mimic's maximum hit points by 25.
- **Very Strong:** Both bridges are **mimics**, and the players are forced to contend with both at the same time.

Area B: The Funnel

The interior of this copper pipe has been scoured clean of grime and sewage, exposing patches of a greenish patina.

Feeding into the pipe are several vents from which an intermittent squelching and rattling emanates.

Development

About two-thirds into the circular tunnel and just around the bend is a **gelatinous cube** (marked 'G' on Map 2). It has filled the entire space within the pipe and is almost invisible to the naked eye. Characters must make a Wisdom (Perception) check (DC 15) to avoid blundering into the gelatinous cube and may be surprised.

Adjusting the Encounter

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

- **Very Weak or Weak:** Halve the gelatinous cube's maximum hit points.
- **Strong or Very Strong:** An **ochre jelly** slithers out of a vent behind the party, cutting off their retreat.

Tactics

The gelatinous cube moves inexorably towards the characters, intent on engulfing as many of them each turn as possible. It will continue to pursue them (including out of the pipe and into Area A) until it devours them, is slain, or if the party moves out of the range of its blindsight ability.

Area C: Behind the Veil

The pipe curves sharply east, opening into another rectangular chamber much like the first.

Another ramshackle bridge of hastily laid out planks spans a sewer channel here. Beyond, the walls terminate in a dead end.

Development

The bridge here is completely ordinary.

Characters who examine the walls with a DC 15 Wisdom (Perception) check will notice a slight chill emanating from a section of the western wall (marked 'C' on Map 2).

An Intelligence (Investigation) or Intelligence (Arcana) check (both at DC 17) will also reveal that the wall is in fact a cunning illusion that obscures a crack in the wall and a stairway of worked, slime caked stone.

The stairway spirals upwards for about 30 feet before terminating in a cave-in. It wends downwards in the opposite, before opening into an ancient cellar.

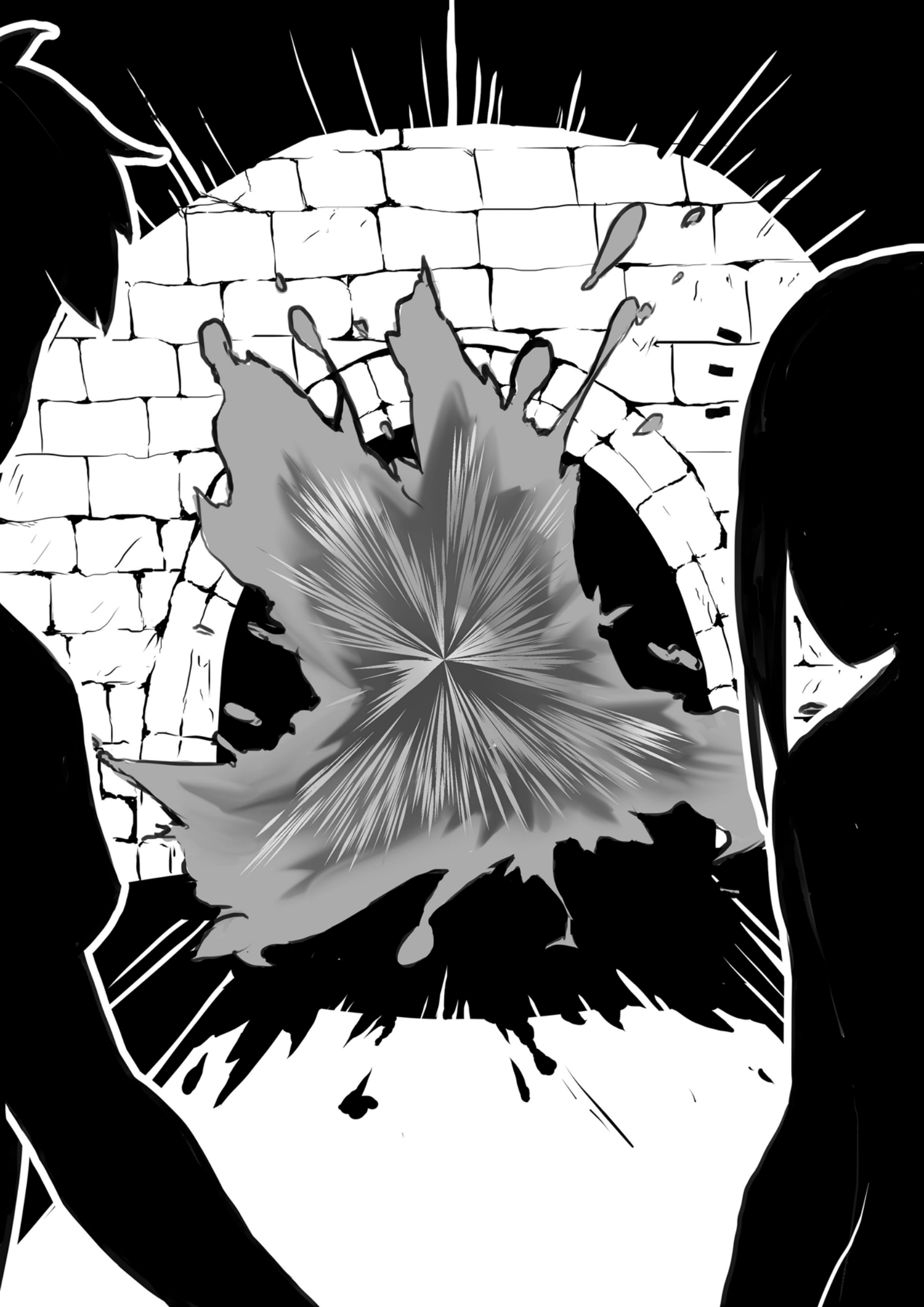
Advance to Part 3: The Forgotten Fane

Sewer Plague

When a humanoid creature is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.

It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.



Part 3. The Forgotten Fane

Estimated Duration: 60 minutes for combat encounters, 30 minutes for non-combat encounters.

Centuries ago, Glaugrax arrived in the watery depths beneath the City of Danger by swimming up the River Lis from the aboleth city of Xxiphu within the Sea of Fallen Stars.

The nefarious creature corrupted several clans of deep dwelling races including kuo-toa, troglodytes and the hideously deformed fomorians in its bid for the surface world, but was ultimately foiled by a cadre of powerful archmages and confined to its lair by an elaborate sealing ritual.

Several circles of power were created to maintain the seals, scribed on the floors of buildings that were old when the city was new. Access to these places were walled off, knowledge about them struck from the city records and expunged.

These secret places might have remained hidden still, if not for the recent happenings in Mulmaster. The area the players find themselves in now is one such space.

Read or paraphrase the following as the characters arrive.

Your footsteps ring uncomfortably loud across the cracked stone tiles of this rectangular chamber.

Empty shelves line the walls, and the remnants of wooden crates and burlap sacks are strewn about, suggesting that this might have been a cellar or store room once.

The air is musty, old, thickly oppressive and everything is covered in a thick layer of dust – it is clear that no one has used this place in a long, long time. The only thing disturbing the stillness is a trail of slime and multiple footprints that lead towards a broken doorway in a corner of the room.

General Features

The general features of The Forgotten Fane are as follows:

Ceilings. 10 feet high walls arch towards a ceiling from which dangle rusted chains at even intervals. The chains might have held lamps or lanterns once.

Light. The area is pitch dark.

Smells. The air here is thick and musty, but characters still manage to breathe easier compared to their time in the sewers.

Sounds. The acoustics of the fane seem to amplify any noise the characters make. Dexterity (Stealth) checks here are made with disadvantage. At the same time, Wisdom (Perception) checks that rely on sound are made with advantage.

Area A: A Grisly Find

The first thing the players notice when they enter this maze of tunnels is the half-eaten torso of a man dressed in the colors of the City Watch, separated from the melted remains of his lower half by a grisly streak of blood and entrails.

The guard's tabard is tattered and ruined, his armor corroded and worthless, and numerous bite marks pock every exposed inch of his skin. His face is frozen in a rictus of pain and fear, and it is evident his death had not come quick.

A Wisdom (Medicine) check (DC 13) reveals that the body has barely cooled and the guard's death was recent, likely within the last half an hour. A Wisdom (Perception or Survival) check (DC 10) also reveals scratches, scrapes and bite marks on the surface of the stone floor itself, and portions of the floor seem to have been melted and poorly fused back together.

In a pouch on the guard's body is a stoppered brandy flask filled with tepid, amber liquid - a **potion of healing**, though it would clearly have been of little use in his situation.

Area B: The Broken Barricades

A surveying team sent by the city to investigate and map fresh tunnels in the disaster's aftermath chanced upon this ruin about twenty minutes ago. Unfortunately, they also chanced upon Fenaria, and were chased by the mage's slimy servitors into this rectangular chamber.

The surveyors attempted to pile several crates, barrels and planks together to form makeshift barricades, but rather than keeping the **gibbering moulder** that was hunting them out, it became a death trap that penned them within.

If the characters enter the room, read or paraphrase the following.

The bodies of several men lie splayed across the cold stone floor, their bodies covered by gaping rents and tears coated by a bubbling, blackish mucus.

Patches of cloth, leather and fabric are all that remains of their armor, and if they had weapons before, those are nowhere to be seen now. A sucking sound emanates from the ground near one of the bodies as it seems to collapse upon itself, and the air begins to fill with a creepy, hissing litany of wordless whispers as a putrid orange mass of sightless eyes, gaping maws and gnashing teeth flows out of the rapidly liquefying husk and inexorably towards you.

Adjusting the Encounter

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

- **Very Weak or Weak:** The surveyors managed to land a few telling blows before they were ultimately slain. Reduce the hit points of the **gibbering moulder** by 25.
- **Strong:** Add one **gray ooze**.
- **Very Strong:** Add two **gray oozes**.

Tactics

The gibbering moulder was in the process of feeding when it was interrupted by the players. It has determined that they are prey and slinks forth to attack.

Treasure

Assuming the characters defeat the gibbering moulder, they may examine the bodies within the chamber. Three of them are guardsmen from the City Watch, while the fourth is a dwarf clad in leathers who has in his possession a map of the sewers, cartographer's tools, and a broken spyglass (that may be sold for 500 gp).

Development

As the characters approach the fifth and final body – that of a flaxen-haired lad clad in slime-drenched leathers, they realize that he's been badly burned by acid, but is still barely alive.

This young man is Kell Brightson, the cartographer's apprentice, and he will die within 5 minutes without magical aid. A spell, ability or effect that restores at least 1 hit point or a *potion of healing* will bring him back from death's door.

If he is saved, he can reveal the following:

- The surveying team was sent by Mulmaster to assess damage to the sewers and to chart new tunnels that have appeared following the recent crisis.
- They numbered seven – his master Melarn Rockbottom (the dwarf), four guardsmen from the City Watch, a bossy young brat in the garb of a Red Wizard who was “on city business”, and himself.
- The Red Wizard stopped several times to perform a ritual and insisted on travelling further into the sewers than they had been instructed to. The wizard was also the one that found the side passage leading from the main network into this ruin.
- While exploring this place, they stumbled into a chamber dripping with greenish slime and

pulsing, eldritch energies where they witnessed a woman clad in black and green feeding several commoners to a massive, black ooze.

- The woman sent several amorphous creatures after them and they were forced to flee. He remembered the Red Wizard conjuring an icy beam to slow down the slimes, but details of the battle after were a blur.

Kell further mentions that they entered the ruins from a passage to the south, and that the passage leads back to the surface. Saving Kell counts towards completing the faction mission for the Lord's Alliance and should be noted as such.

XP Award

The characters receive 100 xp each for saving Kell.

Area C: The Way Up

As the characters proceed along the corridor, they notice that the slime trail under their feet feels wetter and fresher. It leads into a rectangular chamber littered with smashed furniture and a pair of double doors broken off their hinges, and they spy ancient stairs spiraling up. The faint smell of the sewers wafts from above.

The characters also notice a purple-green light flickering sporadically from a passage to the east, while a DC 13 Wisdom (Perception) check reveals the sound of faint trickling, a liquid gurgle, and a familiar squelching noise echoing along the walls.

After several moments, the characters also detect a loud, hollow roar followed by the sounds of an explosion. A wave of heat and choking black smoke rolls up the tunnel, but the cloud dissipates before it reaches the characters.

Area D: The Ritual Chamber

The characters spill into the apse at the culmination of an arcane duel, where they witness **Fenaria** invoking *black tentacles* to restrain a red-clad wizard.

General Features

The apse has the following general features:

Ceilings. The ceiling rises to a hemispherical dome some 30 feet above the ground.

Walls and Floors. The walls are coated with acidic slime and some portions of the floor are completely submerged in greenish ooze. Contact with the slime deals 1d6 (3) acid damage, with a DC 13 Dexterity saving throw for half damage. A character that falls into the slime or willingly ends



its turn in a slime filled square must make a DC 13 Dexterity saving throw or take 2d6 (7) acid damage, and half as much damage on a successful save.

Hazards. So long as Fenaria maintains concentration on *black tentacles*, anyone that enters the marked squares are subjected to its effects.

Light. The runes on the walls glow dimly green, while sickening purple light spills from the circle in the center, illuminating the room.

When the characters enter, read or paraphrase the following:

The walls of this massive, sunken chamber are graven with esoteric symbols filled with greenish slime that seem to writhe and pulsate as if alive, and a sickly purple glow pours from a massive magic circle in the center, filling the room with vile luminescence.

Standing in the center of the circle is a woman garbed in black and green, her fingers limned in crackling, golden sparks as they crook and dance through the motions of a spell. She intones a word of power and a massive lightning bolt discharges towards the ceiling and its target - a fresh-faced youth clad in the red robes of Thay sitting astride a winged staff of oak and ebony.

The boy snaps his fingers and the electricity dissipates, grounding harmlessly as it impacts a field of ablative magic. More bolts follow, scouring the walls and filling the chamber with the scent of burning ozone even as he bobs, ducks and weaves through the air to avoid the blasts.

A mandala of crimson magelight envelops the Red Wizard's hand as he swoops towards the woman, forming into a shadowy blade edged with bloody runes. He swings at her throat - a sharp, violent, chopping motion, only to have it *clang* off an invisible shield.

The smirk on his face turns to sudden disbelief as ribbons of darkness erupt all around him, enveloping him and pulling him painfully to the ground.

Fenaria recognizes the characters (she was the one who sent the owl to spy on them) and taunts them for meddling in affairs beyond their ken. Fenaria is hostile but will not immediately attack the characters unless they decide to initiate combat.

She instead attempts to engage the characters in conversation, hoping to sway them to her cause even as the Red Wizard struggles and entreats the players to stop her.

The characters will have several moments to speak with Fenaria, and this might give them the opportunity to glean valuable information.

If characters from the Harpers or the Zhentarim convince her to reveal her name, the reason behind the disappearances or the name of the patron she serves, it counts towards completing their respective faction missions and should be noted as such.

Roleplaying Fenaria Neverdusk

Glaugrax's influence has turned Fenaria from a timid scholar who wouldn't hurt a fly into a wicked, spiteful creature hellbent on revenge.

She dresses in the black of mourning and has acquired several items of power to bolster her already considerable magical might - might evidenced by the nimbus of fell flames that flare around her whenever she casts her spells.

Quote: "You will NOT stand in the way of my revenge!"

The First Seal

Fenaria is intent on breaking down the magical workings that power Glaugrax's seal within the Forgotten Fane.

She has labored long and hard over the past two tendays to dissolve the magical bindings within the chamber, using a combination of necromancy and transmutation magic to do so. The townsfolk she has abducted have been sacrificed as components for her counter ritual, and her plan was only several rounds away from fruition when she was so rudely interrupted.

What the players do and how the players react to Fenaria could spell the difference between success and failure.

Tactics

While Fenaria is a formidable mage, she has expended most of her spell slots during the duel.

She only has access to her 1st and 2nd level spells, her Arcane Ward has been whittled down to 17 hit points, and she only has 42 hit points remaining. Still, she is a competent wizard and has both *mage armor* and *mirror image* (2 duplicates) active to deal with surprise attacks, as well as a *contingency* in place that activates *resilient sphere* when certain conditions are met (see Development).

Rather than focusing on the characters, she will remain on the platform (at the position marked 'F' on Map 3), where she maintains concentration on *black tentacles*.

She uses *thunderwave* (cast using a 1st level slot) on the characters if they get within 15 feet, *shield* if they attack her at range, and retaliates with *ray of frost* (for 3d8 damage) or *magic missile* as necessary.

At the end of the first combat round, two **gibbering mouthers** (marked 'M1' and 'M2' on Map 3) flop out of the slime onto the platform and join the fray. Fenaria's **owl** familiar also swoops down

every round to give one of the gibbering mouthers or Fenaria advantage using the Help action.

Adjusting the Encounter

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

- **Very Weak or Weak:** Only one **gibbering moulder** attacks. **Fenaria** only has access to her 1st level spells, and her Arcane Ward has 9 hit points remaining.
- **Strong:** **Fenaria** has access to her 1st and 2nd level spells, has 54 hit points, and her *mirror image* has 3 duplicates.
- **Very Strong:** Replace the **gibbering mouthers** with a **black pudding**. **Fenaria** has access to her 1st, 2nd and 3rd level spells, has 64 hit points, and her *mirror image* has 3 duplicates.

Spicing up Combat

Fenaria is an incredibly pragmatic antagonist, and she has no qualms about including allies in her spells if it's advantageous to do so.

You may play up her viciousness and tactical acumen by casting *shatter* on characters trapped within a **gibbering moulder's** aberrant ground (possibly hurting the creature in the process), or even hurl a *lightning bolt* that catches the characters *and* the **black pudding** at the same time, causing the ooze to split and making it twice the threat.

Development

If the characters do not defeat the gibbering mouthers by the end of the 5th round of combat, the *black tentacles* choke the life out of the Red Wizard.

The slimes in the chamber finish devouring the sealing runes, and the characters hear an echoing, unearthly laughter in their minds as the circle darkens and the purple light dims. Flush with victory and one step closer to her goal of freeing her otherworldly patron, Fenaria dismisses the *black tentacles* and leaves through a *dimension door*.

For their failure, the characters receive the Story Award – **The Broken Seal**.

If the characters manage to defeat their opponents before the end of the 5th round of combat, reduce Fenaria to less than 10 hit points, or if they manage to disrupt her concentration before then, her *contingency* activates, surrounding her in a protective globe of force and halting combat. She concedes the day to the characters and flees hastily through a *dimension door*.

Once freed from the *black tentacles*, the Red Wizard will activate the power of the warding circle. It flares as he touches it and makes an arcane pass, causing flames to scour the chamber.

The flames char the slime dripping from the walls and any gibbering mouthers that remain, while leaving the characters untouched. There is a hideous, disembodied howl of rage, and the sense of unease in the air dissipates.

In this instance, the characters receive the Story Award – **Fenaria's Ire**.

Treasure

If the Red Wizard survived, he introduces himself as Sovad Klim, an apprentice serving Dar'lon Ma, one of the Zulkirs spearheading recovery efforts in Mulmaster.

He reveals that he was investigating arcane disturbances in the sewers, and conveniently omits the fact that he was sent to study the seal, or that he left the surveyors he came here with to their fate.

After examining the circle of power and the sigils on the walls, he departs. Should the characters stop him and press him for a reward, he grudgingly offers to "loan" them his staff, which functions as a **broom of flying**.

If the Red Wizard perished, they instead find a scroll on his person detailing his mission to investigate the ancient magics within the Forgotten Fane, a spell component pouch and a pouch containing 15 gp. They can also retrieve his staff from the center of the arcane circle if they so choose.

Roleplaying Sovad Klim

Sovad Klim is a prodigy and he knows it. This spunky, teenaged mage mastered his first cantrip at the age of 8, and at 15 is already proficient in several spells of the 3rd circle.

He has both drive and ambition – traits valued in a Red Wizard, but somehow lacks the sense of self-preservation common to his peers. He insists that he's destined for greatness and perhaps he is, assuming he lives that long.

Quote: "Hmph. I had it covered. It's not like I needed your help or anything."

Conclusion

If the characters saved Kell from the gibbering moulder, he offers to lead them back to the surface. He is incredibly grateful and promises to repay the favor someday. Otherwise, the characters can retrace their steps through the sewers, and arrive on the surface just as the sun is rising.

Over the next few days, the characters discover that the disappearances in the Zhent Ghettos have abated, and they are approached by a courier who delivers them their promised reward of 200 gp.

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

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
Gray Ooze	100
Ochre Jelly	450
Gibbering Moulder	450
Gelatinous Cube	450
Mimic	450
Black Pudding	1,100
Fenaria Neverdusk	2,500

Non-Combat Awards

Task or Accomplishment	XP Per Character
Saving Kell	100

The **minimum** total award for each character participating in this adventure is 900 **experience points**.

The **maximum** total award for each character participating in this adventure is 1,200 **experience points**.

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
Cartographer's Tools	7
Broken Spyglass	500
Spell Component Pouch	25
Sovad Klim's Bag of Coins	15
Faction Payment	200

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*.

Sovad's Staff of Flying (Broom of Flying)

Wondrous Item, uncommon

This oaken walking staff is capped by a triangle of ebony inscribed with runes in Auran. When activated, ephemeral strands of spiraling energy bristle from one end and a pair of spectral wings unfurl from the other.

This item can be found in **Player Handout 1**.

Potion of Healing

Potion, common

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

Story Awards

During the course of this adventure, the characters may earn the following story awards:

The Broken Seal. You have failed to prevent Fenaria's plans in the Forgotten Fane from coming to fruition and an ancient seal from being destroyed.

Fenaria's Ire. You stopped Fenaria from destroying an ancient seal in the Forgotten Fane and have incurred her wrath.

More information can be found in **Player Handout 2**.

Renown

Each character receives **one renown** at the conclusion of this adventure.

Members of the Harpers or **the Zhentarim** who manage to glean Fenaria's name and/or the name of her patron (Glaugrax) earn **one additional renown point**.

Members of the Lord's Alliance earn **one additional renown point** for saving Kell from the gibbering moulder.

DM Reward

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:

Fenaria (FEH-nah-ria) Neverdusk. An arcanist consumed by vengeance, she heads a coven of warlocks sworn to the service of an ancient aboleth and plots the destruction of Mulmaster for leaving her and her comrades to die during the attack by the Elemental Cults.

Pendar (PEHn-Darr). A fidgety, middle-aged baker eking out a living in the Zhent Ghettos. He was at the wrong place at the wrong time.

Kell (KEHL) Brightson. An apprentice surveyor from the Cartographer's Guild, he was accompanying his master through the sewers when they were attacked by Fenaria's servants.

Sovad (SOH-vahd) Klim. An ambitious young Red Wizard with a spunky attitude and a selfish streak. He tends to bite off more than he can chew, even if he doesn't want to admit it.

Appendix. Monster/NPC Statistics

Gray Ooze

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistances acid, cold, fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 1/2 (100 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

Actions

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Ochre Jelly

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

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

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

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

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Gelatinous Cube

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Black Pudding

Large ooze, unaligned

Armor Class 7

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

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

Damage Immunities acid, cold, lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 4 (1100 XP)

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage. The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

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

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

Gibbering Moulder

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its Speed reduced to 0 until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8+18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Fenaria Neverdusk

Medium humanoid (human), neutral evil

Armor Class 15 (*mage armor*)

Hit Points 84 (8d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages Common, Draconic, Deep Speech, Elvish

Challenge 9 (5.000 XP)*

* Fenaria poses a significantly lesser challenge in her weakened state and is only worth half her XP value.

Spellcasting. Fenaria is a 13th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): blade ward, dancing lights, mending, message, *ray of frost*

1st level (4 slots, 3 slots remaining): mage armor*, magic missile, shield*, thunderwave

2nd level (3 slots, 2 slots remaining): mirror image, misty step, shatter

3rd level (3 slots, 2 slots remaining): counterspell*, lightning bolt

4th level (3 slots, 1 slot remaining): dimension door, black tentacles

5th level (2 slots, 0 slots remaining): cone of cold, wall of force

6th level (1 slot, 0 slots remaining): chain lightning, disintegrate, globe of invulnerability*

7th level (1 slot, 0 slots remaining): finger of death, reverse gravity

**Abjuration spell of 1st level or higher*

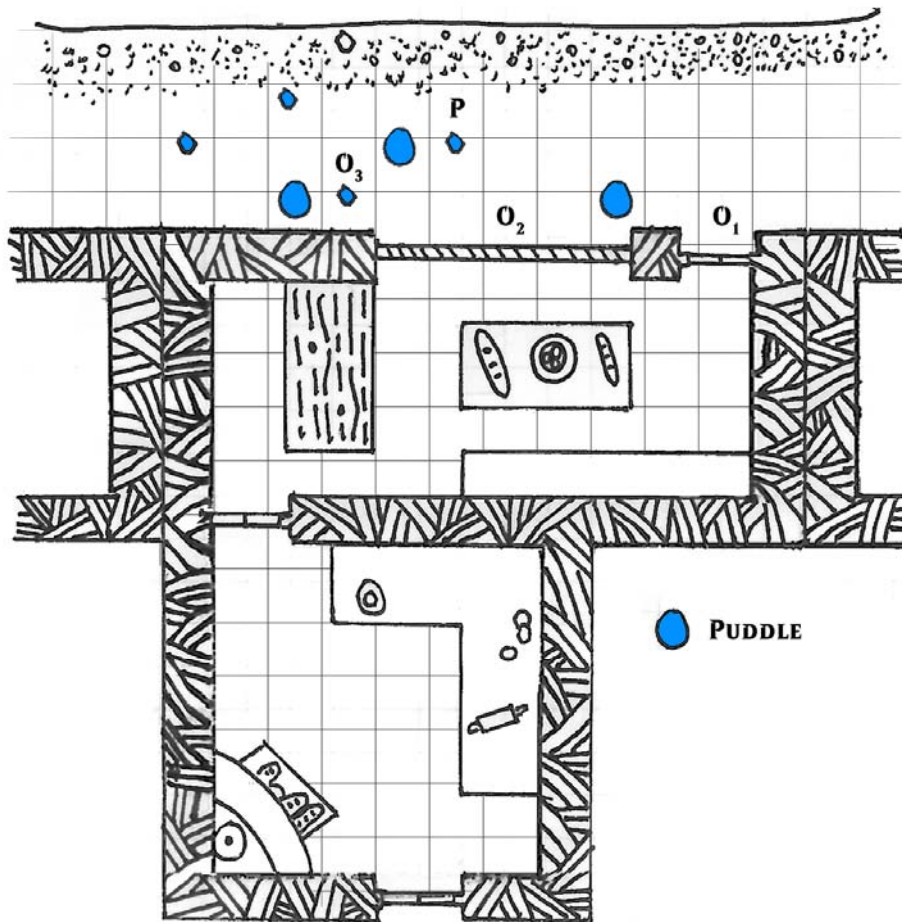
Arcane Ward. Fenaria has a magical ward that has 30 hit points. Whenever she takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, she takes any remaining damage. When Fenaria casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Actions

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

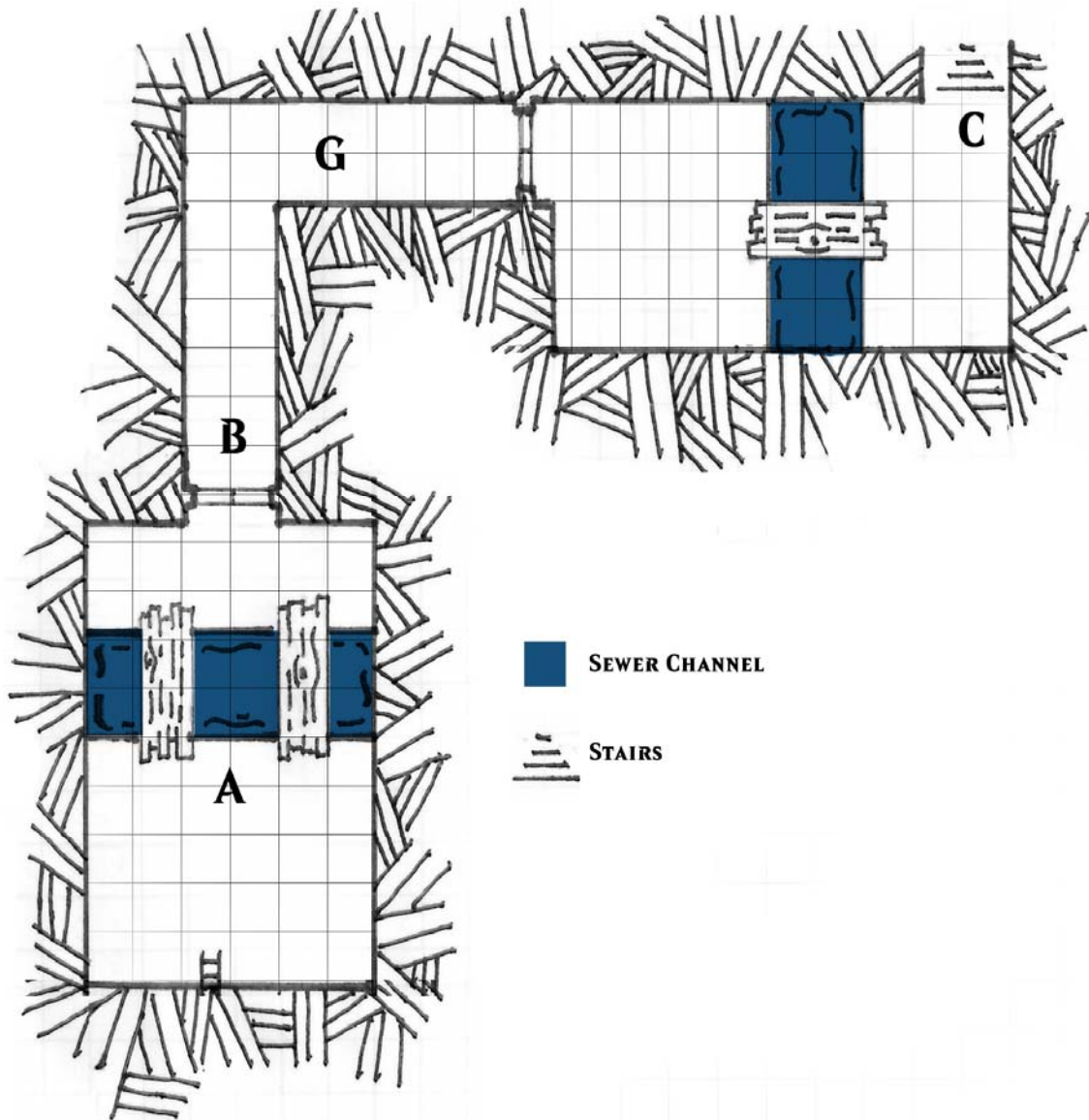
Appendix. Map 1: A Sticky Situation

THE BAKERY (1 SQUARE = 5 FEET)



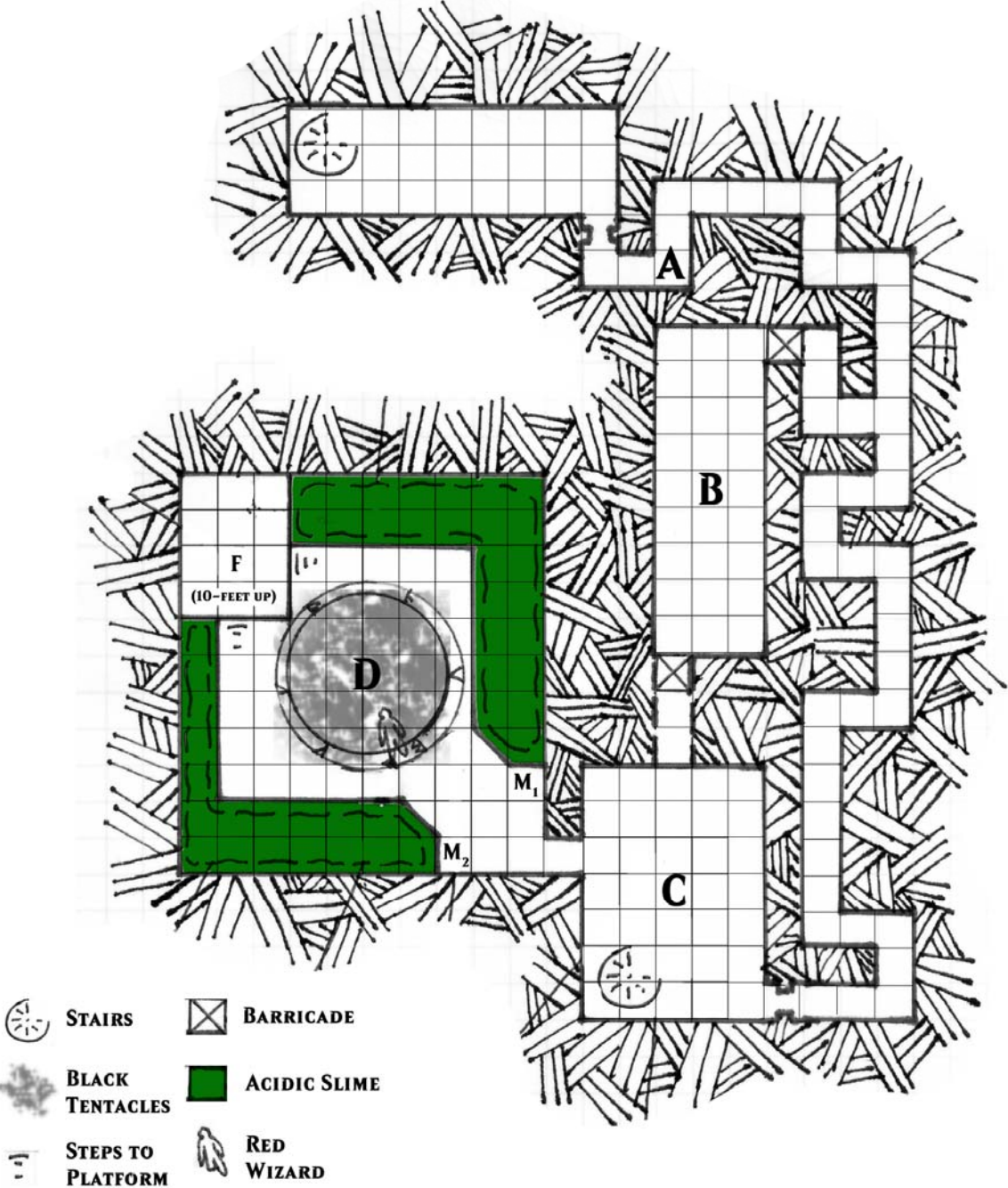
Appendix. Map 2: Rolling in the Deep

PART 2. ROLLING IN THE DEEP (1 SQUARE = 5 FEET)



Appendix. Map 3: The Forgotten Fane

PART 3. THE FORGOTTEN FANE (1 SQUARE = 5 FEET)



Player Handout 1. Magic Item

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

Sovad's Staff of Flying (Broom of Flying)

Wondrous Item, uncommon

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its Command Word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the Command Word, name the location, and are familiar with that place. The broom comes back to you when you speak another Command Word, provided that the broom is still within 1 mile of you.

This oaken walking staff is capped by a triangle of ebony inscribed with runes in Auran. When activated, ephemeral strands of spiraling energy bristle from one end and a pair of spectral wings unfurl from the other. This item can be found in the *Dungeon Master's Guide*.

Player Handout 2. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

The Broken Seal

You have failed to prevent Fenaria's plans in the Forgotten Fane from coming to fruition and an ancient seal from being destroyed.

This award may become relevant if you encounter Fenaria or the Cult of Glaugrax in future.

Fenaria's Ire

You stopped Fenaria from destroying an ancient seal in the Forgotten Fane and have incurred her wrath.

This award may become relevant if you encounter Fenaria or the Cult of Glaugrax in future.