

ADVENTURERS LEAGUE

ANCIENT RIVALS



**A 2-hour to 4-hour Border Kingdoms
adventure for characters of 11th - 16th level**

CCC-GHC-BK2-08

Adventure Tier: 3

Optimized For: APL 13

Version: 1.2



ANCIENT RIVALS

A chilling darkness continues to creep across the Border Kingdoms. House Gilmann, a wealthy merchant house from Emrys, has discovered the members of one of its caravans are possessed by evil spirits. Can you discover the source of the possessions in time to save them?

A Four-Hour Adventure for Characters of 11th – 16th Level



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ADVENTURE PRIMER

WELCOME TO ANCIENT RIVALS, A D&D Adventurers League™ adventure, that is part of the official D&D Adventurers League™ organized play system and the *Convention Created Content* program.

The adventure is set in the Border Kingdoms, a tumultuous region of the Forgotten Realms on the southern shore of the Lake of Steam. During the adventure, the characters must seek the cause of ghostly possessions.

*"MINE Enemy is growing old –
I have at last revenge.
The Palate of the Hate departs;
If any would avenge, –"*

— Emily Dickinson

BACKGROUND

Centuries ago, a band of five nefarious adventurers, known as the **PENTACLE OF BLOOD**, sought to take advantage of the chaotic and tumultuous nature of the Border Kingdoms. Driven by lust for coin, the group hired themselves out as mercenaries to the highest bidder. Oft times, with the exchange of gems or treasure, the band would begin a battle fighting for one lord, and finish the war victoriously fighting for the other side.

Two of the five, however, sought more than wealth. One, a fallen human paladin named **AVALLAR**, sought power and control, wishing to carve out his own kingdom. The other, an elven necromancer called **FYNDULAAS**, sought powerful magics that could bring him eternal life through undeath. So crazed was Avallar in advancing his cause, his companions became distraught at the vile and heinous acts the disgraced paladin committed in his pursuit. They began plotting his downfall.

While delving the depths of an ancient, eons old crypt, the group attacked Avallar. The fallen paladin slew three of his comrades, before Fyndulaas and the party's henchmen rendered Avallar unconscious, stripped him bare, and walled him up alive within the tomb. After sealing the crypt with ancient magics from an archaic tome found within the crypt, Fyndulaas was overcome by the malignant force of Acererak's teachings that were scribed in the foul grimoire. Fyndulaas slew his companions' henchmen, escaping into the night.

Over time, Fyndulaas found the lichdom he sought, not knowing that Avallar escaped his living tomb in the form of a powerful death knight. Now, that ancient rivalry stirs in Owlhold of the Border Kingdoms. The death knight seeks his revenge, with the aid of unwitting adventurers...

EPISODES

The adventure's story is spread across three story episodes that take approximately four hours to play. These episodes are introduced by a Call to Action episode.

CALL TO ACTION

If you're planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play during several sessions, you'll want to revisit the **Call to Action** each time you play. The **Call to Action** can be found in Episode 1, as follows:

- **Episode 1: A Pressing Matter.** A caravan owned by House Gilmann has been possessed by some nefarious force near Jester's Hollow along the Bowshot. Lottie Gilmann hires the characters to investigate. This is the **Call to Action**.
- **Episode 2: Mazes and Monsters.** The characters head into the Owlhold to visit the tower of Ongolym Nlerreth, an ancient crazed lich, who is believed to be behind the possession of the caravan. They will discover he is not the culprit, but will be pointed in the right direction.
- **Episode 3: The City of the Dead.** The characters venture forth into an ancient underground necropolis, to confront the villain of the adventure, battling the scoundrel's minions along the way.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure will take approximately four hours to play.

HOW WILL YOU PLAY?

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

EPISODE 1: A PRESSING MATTER (CALL TO ACTION)

Estimated Duration: 20 minutes

The characters find themselves at the estate of Lottie Gilmann, the matriarch of a wealthy merchant house, located to the southeast of the town of Emrys.

SCENE A. LOTTIE'S PARLOR

If any of the characters took part in *CCC-GHC-BK1-02 The Tithes That Bind*, Lottie will recognize them and thank them curtly for saving her granddaughter Shaelrynn during the events of that adventure. Regardless, the current party has accepted a mission to venture into the Owlhold, which is located northeast of Emrys.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The parlor is 45 feet by 50 feet, and extravagantly decorated in fine Cormyrian style. Fine works of art adorn the walls and cabinets. An expensive tea set sits alongside plates of cheese, meats, and fresh fruits on the center table.

Lighting. The curtains on the room's many windows have been opened, filling the area with bright light.

CREATURES/NPCs

LOTTIE GILMANN (no stat block), a human female in her seventies, sits gracefully in one of the high-backed chairs, explaining the mission to the party. Lottie is well versed in all things political. She is astute and prudent in her dealings, and can be very ferocious when the need arises. Everything she does has a hidden meaning or context.

Objectives/Goals. Lottie is concerned with nothing other than her family and its wealth. When something threatens her or her family's position, she is ruthless and dedicated. She wants the party to find who or what is behind the possessions of the caravan belonging to House Gilmann and put an end to the possessions.

What Does She Know? Lottie knows that her caravan left the port city of Derlusk about a tenday ago. Her caravan master sent regular reports via a *sending* spell every morning. The reports came at their expected time each of the first six days. On the seventh day, the caravan master, a dwarven cleric of Waukeen named **VARHLASSA REDINFRUR**, communicated her last two messages.

The morning report indicated that the expedition had arrived safely in Jester's Hollow, a small

settlement located along the Bowshot in Owlhold. A second sending, out of the ordinary, was sent later that evening. Varhlassa indicated that some of the members of the caravan were behaving strangely. Varhlassa said she was going to seek out **JARVATHRA PLOORST**, a local fortune teller and reported healer, to aid her in discovering the cause.

Lottie has had further contact with Jarvathra, in which the fortune teller explained that the caravan seemed to fall ill upon arrival, and at first, it was suspected that food or drink was responsible. It soon proved that was not the case, as the caravan members began to chatter incoherently, lashing out violently at villagers for no apparent reason.

The traders were restrained by local rangers, while a resident priestess of Chauntea discovered that the caravan members were possessed by some sort of spirits. Her magics were unable to free the convoy of the malignant forces, and the travelers soon fell into a torpor of sorts.

Jarvathra turned to her abilities as a fortune teller to divine the cause of the possessions, reading her vague leaves and consulting her Talis deck. She believes that an archlich named **ONGOLYM NLERRETH** is responsible.

According to the information Lottie has received from Jarvathra, Ongolym's tower is located in a deep crevasse in the Owlhold. Lottie wants the party to head to the tower, gain entrance and confront the archlich.

TREASURE AND REWARDS

If the party needs mounts, Lottie will provide riding horses, saddles, bits and bridles and saddle bags for each character (which they may keep, if the horses survive, at the conclusion of the adventure).

CALL TO ACTION

Lottie sends the party to Owlhold, which is the Call to Action. Proceed to **Episode 2: Mazes and Monsters**.

EPISODE 2: MAZES AND MONSTERS

Estimated Duration: 120 minutes

The fortune telling of Jarvathra Ploorst and the instructions of Lottie Gilmann lead the party to an ancient tower.

SCENE A. ARCHLICH'S TOWER

The tower is located at the bottom of a deep crag in the wilds of Owlhold. Entering the tower is easy, though speaking with its owner proves difficult.

PREREQUISITES

The party must have completed the **Call to Action** to participate in this episode.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The bottom of the crag is 100 feet below the surface of the surrounding wilderness and is littered with broken, sharp rocks and piles of bones. Fallen, rotten trees and other dead flora clutter areas that rocks and bones do not. See the "**Into the Depths**" sidebar for descending into the crag.

Once at the bottom of the crag, the party can easily make its way to the tower's entrance, which is a massive 20-foot-high door made of an unknown metal. It has no visible lock or handle. No magics or feats of strength or trickery will open it. Simply knocking causes the door to swing open, allowing entrance to the tower. Once entered, the door on the inside disappears.

Lighting. Eerie motes of light flicker here and there from unknown sources. Regardless of the time of day and weather above, the crag seems to be in a permanent state of twilight. Therefore, it is filled with dim light.

INTO THE DEPTHS

Descending into the crag cannot be done by most magical means. This can be discerned with a successful DC 15 Intelligence (Arcana) check, as will *detect magic*. Spells like *fly*, *wind walk* and such will not function in the crag, nor will spells that slow descent, like *feather fall* or *levitation*. Magic items that convey these abilities do not work either. Trying to use teleportation magics to reach the bottom result in the travelers reappearing in their original location. Characters with a natural fly speed can descend as normal. Party members with spells, items or abilities that allow them to change form can use the fly speed of their new form, as Ongolym's wards do not interfere with such magics. Mounts with a fly speed can fly to the bottom, but riders must succeed on a difficult DC 15 Wisdom (Animal Handling) check to force the mount into the crag. A failed roll means the mount refuses to enter the depths, unless the mount is immune to the frightened condition.

Otherwise, party members may descend to the bottom by making three successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) checks. Using rope automatically grants advantage on these checks. Characters who succeed on a check by 5 or more may aid their companions, giving another character an automatic success. Failed rolls result in the character taking 12 (3d6) magical slashing damage from sliding down the jagged wall, after which they can regain their hold.

Characters with a natural climbing speed or who use a *climber's kit* can make the descent without making any checks.

SCENE B. ONGOLYM'S MAZE

The interior of the tower is a demiplane. See **Appendix 3: Map — Ongolym's Maze** for the layout of the maze and its locations.

MAGIC IN THE MAZE

As the maze was created by Ongolym, an **archlich**, he only allows certain magics to function properly inside. Spells or abilities that change the shape of the maze (such as *stone shape*) do not function, nor do those that bypass the maze (such as *passwall*). Teleportation magics and abilities only work if the caster has seen the location previously, but cannot be used to exit the maze. *Dimension door* works, but the location must be seen or previously visited to work properly, and also cannot be used to exit the maze. Spells that allow distant viewing, such as *arcane eye* or *clairvoyance* do not function. *Augury*, *commune* and *divination* return false readings. *Banishment* does not work on Ongolym's flying golems. All other spells and abilities function normally.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The floors, rooms and walls of the maze seem to be made of a smooth stone of extra-planar origin. The hallways are 5 feet wide and 10 feet high. Each room has the dimensions shown on the map, but the ceilings are 40 feet high.

Lighting. The only light present is what the characters bring with them. Otherwise, the interior is completely dark.

ROOM 1. PORTAL CHAMBER

This is the central chamber of the maze. Four stout pillars frame an intricately carved fountain that is flowing with crystal clear water. The water is extremely pure and completely safe to drink. The fountain is very ornate, inscribed with mystical runes that seem to shimmer and pulse when touched or examined closely. A successful DC 15 Intelligence (Arcana) or Wisdom (Insight) check reveals there is a message hidden amongst the runes. The message is in Draconic. It reads as follows:

"A game is afoot and about to begin
Inquire and search for questions herein
A puzzle to solve, pieces to acquire
Answer them wrong, you might be retired.
Persistence is key, be not led astray.
Let those strong in mind come win the day!"

On the east and west walls of the chamber are the statues of two powerful figures; one a winged fiend (west) and the other a winged celestial (east). Upon examination, they are intricately carved, but in their current state, immutable. A successful DC 15 Intelligence (Arcana) check reveals this information. Along the north wall lies a large, obviously inactive portal with a large stone table in front of it. Lying on the table is a large grid pattern. Upon the grid are three wizard hats. They can be examined and touched, but cannot be moved from the grid. NOTE: If the party are unable to discover the hidden message on the fountain, or are unable to read it, feel free to place the poem on a sheet of parchment beside the grid on the table. Give the players **Appendix 6: Hat Puzzle (Player Handout 1)**.

COMPLETING THE PUZZLE

The party will need to venture through the maze to the different rooms (labeled **2** on the map) where they will find a riddle on a table (see **Appendix 9: The Riddles**). Answering the riddle correctly will magically reveal wizard hats that the characters collect to bring back to the portal chamber to complete the puzzle. Failure to answer the riddle

correctly will result in the appearance of two **flying golems** that will attack the party. Defeating the golems will also cause wizard hats to appear on the table. See the "**Running the Maze**" sidebar for additional information. Cut out the hats from **Appendix 7: Hat Puzzle (Cut-Outs)** to give to the players when they are acquired.

RUNNING THE MAZE

Depending on time constraints and your party's make up, you have many options in this section. To complete the puzzle, the party needs to gather the 12 wizard hats that are missing from the puzzle. Ideally, you can award them three hats per riddle room. If time is a factor, you could raise the reward to four hats per room and only require the characters to visit three of the riddle rooms. In extreme cases, you can allow the party an award of six hats per room by visiting only two of the riddle rooms. See **Appendix 7: The Riddles** for more information about the riddles and their solutions.

CREATURES/NPCs

Both the statues and four pillars in the room are **flying golems**, which remain inert unless the party answers all the required riddles correctly. The four golems disguised as pillars will **ONLY** animate and attack if the party returns with all twelve hats and have **NOT** faced a flying golem in any of the other rooms, depending on party strength (see "**Adjusting the Scene**" below).

Objectives/Goals. The golems are constructs and do not think. They have no motivations or objectives of their own.

What Do They Know? Again, being constructs, the golems have no information to pass on to the party.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene. These are not cumulative.

- **Very Weak:** Only one **flying golem** animates.
- **Weak:** Once the first **golem** is at half its starting hit points, the second **golem** animates.
- **Strong:** Add one **flying golem**, as one of the pillars animates.
- **Very Strong:** Add two **flying golems**, as two of the pillars animate.

ROOM 2. RIDDLE ROOMS

The areas on the map marked **2** are completely identical in every way except dimension, which can be seen on the map.

A plain, wooden table contains a single piece of parchment upon which is written a riddle. If the party answers the riddle correctly, a number of wizard hats will appear on the table for them to collect. If they answer incorrectly, a number of constructs will appear and attack them.

CREATURES/NPCs

If the party answers a riddle incorrectly, two **flying golems** will appear and attack. Defeating the constructs will spawn the appropriate number of wizard hats on the table (see the "Running the Maze" sidebar for more information).

Objectives/Goals. The golem is a construct and does not think. It has no motivations or objectives of its own.

What Does He Know? Again, being a construct, the golem has no information to pass on to the party.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene. These are not cumulative.

- **Very Weak:** The **golems** begins combat with only 120 hit points.
- **Weak:** The **golems** only makes four attacks instead of five.
- **Strong:** The **golems** starts with 180 hit points.
- **Very Strong:** The **golems** starts with its hit point maximum of 210 hit points

TRAPS IN THE MAZE

Marked on the map are areas **A**, **B** and **C**, each of which contains a trap.

TRAP A — SWINGING BLADES

Simple Trap (levels 11-16, dangerous threat)

This trap uses slashing blades that sweep out horizontally from the walls at multiple levels, threatening everything in an area of 25 feet (10 feet behind the pressure plate, the area of the plate and the 10 feet in front of the plate).

Trigger. When someone steps on the pressure plate (marked **A** on the map), the trap activates.

Effect. Each creature in the trap's area of effect must make a DC 15 Dexterity saving throw, taking 30 (10d6) non-magical slashing damage on a failed save or half as much damage on a successful one.

Countermeasures. The pressure plate is concealed and flush with the floor. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check while examining the area reveals the location of the pressure plate. However, removing it is a bit harder, requiring a successful DC 18 Dexterity check using *thieves' tools* to disable the trap.

TRAP B — BLAST OF FROST

Simple Trap (levels 11-16, dangerous threat)

This trap uses an icy cold blast that fills the corridor and threatens everything in an area of 25 feet (10 feet behind the pressure plate, the area of the plate and the 10 feet in front of the plate).

Trigger. When someone steps on the pressure plate (marked **B** on the map), the trap activates, opening holes in the ceiling and blasting out non-magical cold gas.

Effect. Each creature in the trap's area of effect must make a DC 15 Constitution saving throw, taking 30 (10d6) cold damage on a failed save or half as much damage on a successful one.

Countermeasures. The pressure plate is concealed and flush with the floor. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check while examining the area reveals the location of the pressure plate. However, removing it is a bit harder, requiring a DC 18 Dexterity check using *thieves' tools* to disable the trap

TRAP C — POISON SPRAY

Simple Trap (levels 11-16, dangerous threat)

This trap uses a spray of poison from the walls that fills the corridor and threatens everything in an area of 25 feet (10 feet behind the pressure plate, the area of the plate and the 10 feet in front of the plate).

Trigger. When someone steps on the pressure plate (marked **C** on the map), the trap activates, opening holes in the walls and blasting out a mist of non-magical poison.

Effect. Each creature in the trap's area of effect must make a DC 15 Constitution saving, taking 30 (10d6) poison damage on a failed save or half as much damage on a successful one.

Countermeasures. The pressure plate is concealed and flush with the floor. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check while examining the area reveals the location of the pressure plate. However, removing it is a bit harder, requiring a DC 18 Dexterity check using *thieves' tools* to disable the trap.

TRAP STRENGTH

Though the traps are all simple in design, they can be very dangerous to those unable to spot them. If you are worried that the traps might be too devastating to the characters, feel free to reduce the damage dealt by each trap to 24 (8d6) or 18 (6d6), depending on the strength of the party.

ACTIVATING THE PORTAL

Having explored the maze and acquired the puzzle pieces through whatever means necessary, the party can activate the portal in Room 1 by completing the puzzle and speak with **ONGOLYM NLERRETH**.

The solution for the puzzle can be found in **Appendix 8: Hat Puzzle Solution**. When the puzzle is solved, the portal will activate. It acts more like a

two-way communication device than an actual portal to a specific location.

When active, the loud booming voice of **ONGOLYM NLERRETH** will congratulate the party on successfully navigating the maze and solving the riddles and puzzles. If the party had to fight golems in the riddle rooms to achieve the puzzle pieces, it matters not to Ongolym. He knows all mortals will resort to violence when their wits fail.

QUESTIONING ONGOLYM

Ongolym is not located in the maze and has no form with which the characters may physically interact. He will offer to humor the party and allow them to converse with him for a while via the portal. Through roleplay, Ongolym can provide the party with the following information:

- He had nothing to do with the possessing spirits that invaded Jester's Hollow. A successful DC 15 Wisdom (Insight) check reveals that he is telling the truth.
- Ongolym is an archlich. Characters who make a successful DC 15 Intelligence (Arcana) or (History) check will know that an archlich is good aligned creature that has passed into undeath to fulfill a great oath or purpose.
- If pressed on his oath, the archlich will decline to answer. It is none of the party's business.
- Ongolym relates that the spirits who invaded the Hollow were sent by **FYNDULAAS**, who has laid for dormant for more than a century. Once a powerful lich, he long ago began neglecting his phylactery and passed into a new state of undeath, becoming a demilich.
- Ongolym believes that the possessions are an attempt by Fyndulaas to begin refilling his phylactery to become a lich once more. He must be performing an ancient ritual that, if stopped in

time, can save the souls of the unfortunate caravan members.

- The last known haunt of Fyndulaas was an ancient necropolis called Nanthrahk-Achad. He will give them a map, but warns that a holy relic is needed to enter the city of the dead. Any holy symbol dedicated to a good-aligned deity should do the trick. Ongolym then reveals the location of Nanthrahk-Achad to the party.

DEVELOPMENT

Once the group is finished conversing with Ongolym, he will reward them for completing his maze — and giving him a bit of entertainment. He activates an enchantment on the fountain in the chamber, allowing the party to drink the water within. Doing so completely restores any spent hit dice, any expended spell slots and heals a character to maximum hit points. Any abilities or traits that refresh after a long or short rest are also restored. After these benefits are applied, the water returns to normal.

On the table containing the wizard hat puzzle grid appears a staff, a couple vials of liquid and a collection of clockwork trinkets. The staff is a *staff of healing*, while the vials are a *potion of cloud giant strength* and a *potion of superior healing*. One of the trinkets is a *clockwork amulet*.

Continue on to **Episode 3: The City of the Dead**.

TREASURE AND REWARDS

The characters encounter the following magic items in this episode:

- **Consumables:** *potion of cloud giant strength*, *potion of superior healing*
- **Magic Items:** *staff of healing*, *clockwork amulet* (see **Appendix 10: Magic Items**)

PLAYING THE PILLARS

COMBAT

As stated in the sections above, the party can avoid almost all the combat with the flying golems by answering the riddles correctly. In doing so, they will face combat in the Portal chamber if no other combats were encountered.

EXPLORATION

While exploring the maze, the party might come to many dead ends. Located at each dead end is a decaying urn containing a rotting parchment on which is a single answer to one riddle. Whether that riddle is one they will encounter is up to you. See **Appendix 9: The Riddles** for more information.

SOCIAL

Speaking with Ongolym is the only source of social interaction in this episode. Depending on time constraints, allow the party to interact with him as they please. He is very open to flattery, but not as concise with his answers if greeted with hostility or arrogance. You can even forgo giving them the benefits of the fountain if they displease him.

EPISODE 3: THE CITY OF THE DEAD

Estimated Duration: 90 minutes

In this episode, the characters enter the Underdark and make their way to the necropolis Nanthrahk-Achad to confront Fyndulaas.

SCENE A. THE SEAL

The party must bypass a powerful seal to enter the city of the dead, then find a portal that will transport them to the crypt of Fyndulass. The tunnels from the cave entrance are completely vacant of life and the trek to the seal is uneventful.

PREREQUISITES

The party must have completed **Episode 2** to participate in this episode.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The tunnel to the seal is a natural water-carved tunnel, 10 feet high and 5 feet wide with bits of rubble here and there. The tunnel opens up to 20 feet wide and 20 feet high when they reach the seal. The seal is a huge 20-foot circular black seal with scenes of the macabre and symbols representing death.

Lighting. The tunnels to the seal, as well as the small open area around it are in complete darkness.

OPENING THE SEAL

The seal would normally be opened using a key, but Fyndulaas destroyed it long ago. Instead, a holy symbol can be inserted into the locking mechanism to break the seal. This, unfortunately, will destroy the holy symbol.

SCENE B. NANTHRAHK-ACHAD

Nanthrahk-Achad was once used by the gnomes of Oelerhode (a kingdom that disappeared more than 1,000 years ago) as a resting place for the remains of their most revered tinkerers and wizards. It was sacked long ago by the orcs that razed the kingdom. Fyndulaas claimed the necropolis more than a century ago, after he achieved lichdom.

If time is not a factor, the party can search the necropolis for the portal leading to Fyndulaas's crypt, encountering the creatures detailed in this section. If time is limited, the party can 'happen' to find the portal immediately, either through magical means or ability checks at your discretion (see the "**Magic in Nanthrahk-Achad**" sidebar for more information about magic in the necropolis).

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. Nanthrahk-Achad is in a massive natural cavern located deep beneath the surface of Owlhold. At its highest, the cavern spans some 200 feet above, decreasing to about 50 feet along the edges of the cavern. The cavern itself is extreme in size, spanning some 500 feet at its widest, and more than 1,000 feet in length. Colossal stone pillars at various locations support some of the gnome-cleared sections, some still standing serenely while others are chipped and crumbling with age.

The cavern is littered with mausoleums and vaults, some still intact, but most crumbling ruins of rock and stone. Bones of various creatures, as well as natural debris, clutter the ground throughout the city of the dead.

Lighting. The necropolis is cloaked in complete darkness.

CREATURES/NPCs

As the characters search Nanthrahk-Achad, they will encounter a roving pack of Fyndulaas's undead minions. One **wraith**, three **ghosts**, one **banshee** and three **will-o'-wisps** will attack the intruders while they are exploring. See **Appendix 4: Map — Necropolis Encounters**.

Objectives/Goals. All of the undead were created by Fyndulaas, and their only objective is to slay the living.

What Do They Know? The majority of the undead are mindless and know nothing. Those undead with intelligence will reveal nothing to the party.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene. These are not cumulative.

- **Very Weak:** Remove two **will-o'-wisps** and two **banshees**.
- **Weak:** Remove one **will-o'-wisp** and one **banshee**.
- **Strong:** Replace one **ghost** with one **wraith**.
- **Very Strong:** Replace two **ghosts** with two **wraiths**.

SCENE C. PORTAL OF BONES

In order for the party to access Fyndulaas's crypt, they must activate a skeletal archway constructed from the bones of Fyndulaas's former adventuring party. This ghastly archway is located in the heart of Nanthrahk-Achad, standing on its own in an empty, ruined plaza.

Runes etched into the bones of the demilich's former companions contain the process for opening the portal. A successful DC 15 Wisdom (Perception)

or Intelligence (Investigation) check discovers the runes, as does a *detect magic* spell.

Opening the portal requires a sacrifice of blood. This blood can come from an animal companion or the characters themselves. Familiars are spirits, so they cannot be the source of the blood, nor can summoned creatures that do not bleed (spirits, elementals, constructs, etc). Seven hit dice of blood must be spilled in sacrifice to open the portal. If provided by the characters, they simply expend the hit dice as if they were spent on a short rest. Once the portal is opened, the party can enter, being transported to Fyndulaas's lair.

Characters passing through the portal, however, are subject to a *dispel magic* spell. A character examining the portal after it is active can discern this with a successful DC 15 Intelligence (Arcana) check. A *detect magic* spell reveals this as well. This effect cannot be dispelled or countered, as it only triggers and targets the creature passing through the portal. Spells such as *antimagic field* disrupt the trigger, but also causes the portal to close, requiring another sacrifice of blood, as above. When the party is ready to proceed, continue to Scene D.

SCENE D. LAIR OF FYNDULAAS

Fyndulaas's crypt is located deep in the earth underneath Nanthrahk-Achad. It can only be reached via the Portal of Bones.

The sepulcher is decorated in the fashion of ancient Cormanthan crypts, which is known with a successful DC 15 Intelligence (History) check. Elven characters have advantage on this check. Though he was expelled from House Starym for practicing necromancy, Fyndulaas still used the family's house symbol in the tomb's decor. See the "**Lair of Fyndulaas**" sidebar at the end of this section for more information.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The lair consists of three chambers, two of which lie behind secret doors. These doors can be found with a successful DC 15 Wisdom (Perception) or Intelligence (Investigation) check. See **Appendix 5: Map — Lair of Fyndulaas** for the room dimensions. The ceilings are 10 feet up, save for Room 3, in which the ceiling is 30 feet high.

Lighting. The first two chambers are completely dark, while the third room is dimly lit by flowing lava.

ROOM 1. VAULT OF THE LOST

At the entrance is a large stone slab, once used for sacrifices when Fyndulaas was still a lich. Scrawled

across it are runes of unknown origin, but it does radiate conjuration magic if *detect magic* is used. The slab can be used to exit once Fyndulaas is destroyed. The word to activate the slab is in his spellbook. Three unlit braziers frame it. Behind that are five intricately carved sarcophagi. The remains inside have long ago crumbled to dust. On the north wall is a large, pristine black marble statue of a skeletal figure clad in robes with a gold crown and rubies as eyes. A successful DC 15 Intelligence (Religion) check reveals the figure to be Velsharoon, the god of necromancy, who supposedly perished in 1425 D.R. at the hands of the Simbul. In the northeast corner is a secret door that leads to Room 2. The Vault of Resting. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) reveals the door.

CREATURES/NPCs

Waiting for the party are three **sword wraith commanders**.

Objectives/Goals. The sword wraiths are bound to Fyndulaas as servitors and have no goals of their own,

What Do They Know? They know that Fyndulaas is trying to restore his lich form. They will not willingly part with this information. Instead, as they fight, they say things in horrifying voices like "He comes!" "He grows!" "The Master awakens!"

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene. These are not cumulative.

- **Very Weak:** Replace two **sword wraith commanders** with three **sword wraith warriors**.
- **Weak:** Replace one **sword wraith commander** with two **sword wraith warriors**.
- **Strong:** Add one **sword wraith warrior**.
- **Very Strong:** Add two **sword wraith warriors**.

ROOM 2. VAULT OF RESTING

This chamber contains an ornate metal casket engraved with arcane sigils and symbols associated with the undead and necromancy. Three unlit braziers are here, as is a small altar. The metal casket is open, but nothing is inside. A successful DC 15 Wisdom (Perception) check reveals chanting on the other side of the west wall. A secret door on that wall leads to **Room 3. Vault of Power**. A successful DC 15 Wisdom (Perception) or Intelligence (Investigation) reveals the door.

CREATURES/NPCs

When a character approaches the west wall, a **banshee** forms from one of the unlit braziers. On the first round of combat, it will emit its wail to alert Fyndulaas.

Objectives/Goals. The banshee is a servitor of the demilich and has no goal of its own.

What Does It Know? The banshee knows nothing of Fyndulaas's plans, and is only there to stand watch.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene. These are not cumulative.

- **Very Weak:** Replace the **banshee** with two **specters**.
- **Weak:** Replace the **banshee** with three **specters**.
- **Strong:** Add a **banshee**.
- **Very Strong:** Add two **banshees**.

ROOM 3. VAULT OF POWER

The focal point of this cavernous chamber is a large magic circle set into the center of the floor. Small blobs of lava belch from holes scattered about the room. Along the southwest walls are various storage containers that are magically protected from intense heat and fire.

CREATURES/NPCs

FYNDULAAS is here working on a ritual to restore his physical body so that he may once again become a lich. Though a devout disciple of Acererak, Fyndulaas does not have the trap soul ability. He has been dormant for too long.

Objectives/Goals. Fyndulaas is now aware that Avallar has come back from the grave, and he is trying to restore his physical form to better combat his ancient rival. He seeks souls to feed his phylactery.

What Does He Know? Fyndulaas is responsible for the possession of the Gilmann caravan, and he is seeking the souls to become a lich once more.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene. These are not cumulative.

- **Very Weak:** Fyndulaas takes no lair actions.
- **Weak:** Fyndulaas takes no lair actions.
- **Strong:** Fyndulaas's has summoned a **fire elemental** from the lava.
- **Very Strong:** Fyndulaas's **howl** recharges on a roll of **4-6**. He has also summoned a **fire elemental** from the lava.

TREASURE AND REWARDS

Fyndulaas does not have any treasure in his lair. It is all stored in a demiplane that only he can reach. However, he does have one of his spellbooks. One of the characters may take it as treasure. See **Appendix 11: Fyndulaas's Spellbook** for more information on what the spellbook contains.

LAIR OF FYNDULAAS

In his crypt, Fyndulaas has access to lair actions, and his crypt has unique traits:

Lair Actions

On initiative count 20 (losing initiative ties), Fyndulaas takes a lair action to cause one of the following effects. He cannot use the same effect two rounds in a row.

- The lair trembles violently for a moment. Each creature on the floor of the lair must succeed on a DC 16 Dexterity saving throw or be knocked prone.
- Fyndulaas targets one creature he can see within 60 feet of him. An antimagic field fills the space of the target, moving with it until initiative count 20 on the next round.
- Fyndulaas targets any number of creatures he can see within 30 feet of him. No target can regain hit points until initiative count 20 on the next round.

Lair Traits

Upon arrival through the Portal of Bones, Fyndulaas's Lair has the following effects:

- The first time a non-evil creature enters the lair's area, the creature takes 16 (3d10) necrotic damage.
- Monsters in the lair have advantage on saving throws against being charmed or frightened and against features that turn undead.
- The lair is warded against the magical travel of creatures Fyndulaas hasn't authorized. Such creatures can't teleport into or out of the lair's area or use planar travel to enter or leave it. Effects that allow teleportation or planar travel work within the lair as long as they aren't used to leave or enter the lair's area.

If Fyndulaas is destroyed, these effects fade after ten days.

PLAYING THE PILLARS

COMBAT

Combat is unavoidable in Fyndulaas's lair, but might be avoidable in the rest of the necropolis if the party is stealthy. The undead seek to destroy the living and stop at nothing to achieve this. Feel free to use the adjustments suggested, or create your own.

EXPLORATION

If time permits, feel free to allow the characters to explore Nanthrahk-Achad. No full map is available for this large complex (yet), but feel free to create your own.

SOCIAL

There is little time for social interaction within this episode, but Fyndulaas could easily speak with the characters, relaying some of the information from the adventure background as a way of biding time to complete his ritual (which, of course he won't).

CONCLUSION

After activating the slab and exiting the lair and the necropolis, the party returns to Jester's Hollow to find that Varhlassa and her retinue are awake, alive and well. The rest of the inhabitants of Jester's Hollow throw a large feast in honor of the adventurers.

Unbeknownst to the party, they have accomplished what Avallar wanted, which was bringing an end to his ancient rival.

ADVENTURE REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

GOLD

Award each character gold for each hour of the session. Adventures typically features cues for this, but you can add it where you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 10: Character Rewards**.

- *Staff of healing*
- *Clockwork amulet*

CONSUMABLE MAGIC ITEM(S)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 10: Character Rewards**.

- *Potion of superior healing.*
- *Potion of cloud giant strength.*

DUNGEON MASTER REWARDS

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

You may also complete DM Quests for running this adventure. See the *Adventurers League Dungeon Master's Guide* for more information.

APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Fyndulaas Starym (fin-DOO-laas STAR-rim).**

Born in the elven kingdom of Cormanthor, Fyndulaas began his studies of magic in the ancient city of Myth Drannor. When it was discovered Fyndulaas was practicing the dark art of necromancy, he was disowned by the Starym family and expelled from the city. He then started his search for immortality by becoming an adventurer, eventually becoming a lich and then a demilich.

Personality: I have spent so long in the pursuit of undeath, I have no respect for life.

Ideal: I will do whatever it takes to maintain my power.

Bond: I seek reclaim my lichdom.

Flaw: When it comes to forbidden ancient knowledge, I will stop at nothing to obtain it.

- **Lottie Gilmann (LAH-tee GILL-mun).** The shrewd, intelligent matriarch of House Gilmann, one of the wealthiest families in Talduth Vale, Lottie is a formidable ally, and an even more ruthless foe. She came up from poverty in Cormyr and does everything she can to protect her house and holdings in the Border Kingdoms. She knows that Daerdrard Orglast (the son of Pryarr Orglast, a Grand Merchant Duke of Emrys) has his sights set on gaining power in and outside the Vale. She is a high-ranking member of the Lord's Alliance in the Border Kingdoms.

Personality: I care for nothing other than my family and maintaining my house's wealth and position.

Ideal: Wealth and power are a privilege that requires much vigilance to keep.

Bond: My family, and its position, are all that matters.

Flaw: I sometimes overlook propriety in the pursuit of power.

- **Ongolym Nlerreth (ON-golem n-LAIR-eth).**

Ongolym is a disintegrating archlich driven mad by the Spellplague. He commands unique and mighty spells, flying golems and a Netherese airship. As an archlich, Ongolym is innately good, but his growing insanity sometimes causes him to forget his ingrained beliefs.

Personality: I'm convinced that people are always trying to steal my secrets.

Ideal: Emotions must not cloud our logical thinking.

Bond: I have an ancient text that holds terrible secrets that must not fall into the wrong hands.

Flaw: I am easily distracted by the promise of information.

- **Nanthrahk-Achad (nan-THRACK uh-SHAWD).**

An ancient necropolis located in the Underdark beneath the Owlhold. It is currently the lair of Fyndulaas and his undead minions.

- **Owlhold.** Owlhold is a rolling, many-ridged land of hedges, vines, hanging moss and ever-present shade. The air is damp, and nameless lanes twist and turn leading the traveler astray.

APPENDIX 2: CREATURE STATISTICS

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

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

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

Saving Throws Wis +2, Cha +5

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of creatures up to 5 miles away that aren't undead or constructs. She knows the general direction they're in but not their exact locations.

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

ACTIONS

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

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

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

DEMILICH (FYNDULAAS STARYM)

Tiny undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 80 (20d4)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +11, Wis +9, Cha +11

Damage Resistances bludgeoning, piercing and slashing from magic weapons

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 120 ft., passive Perception 13

Languages Common, Draconic, Elvish, Netherese

Challenge 18 (20,000 XP)

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

Legendary Resistance (3/Day). If Fyndulaas fails a saving throw, he can choose to succeed instead.

Turn Immunity. Fyndulaas is immune to effects that turn undead.

ACTIONS

Howl (Recharge 5-6). Fyndulaas emits a bloodcurdling howl. Each creature within 30 feet of Fyndulaas that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Life Drain. Fyndulaas targets up to three creatures that he can see within 10 feet of him. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and Fyndulaas regains hit points equal to the total damage dealt to all targets.

LEGENDARY ACTIONS

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

Flight. Fyndulaas flies up to half his flying speed.

Cloud of Dust. Fyndulaas magically swirls his dusty

remains. Each creature within 10 feet of him, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of Fyndulaas's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of Fyndulaas's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of Fyndulaas must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the greater restoration spell or similar magic.

Vile Curse (Costs 3 Actions). Fyndulaas targets one creature he can see within 30 feet of him. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

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

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 nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., 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 FOUR-ARMED GARGOYLE (FLYING GOLEM)

Large construct, neutral

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+5)	6 (-2)	11 (+0)	9 (-1)

Saving Throws Wis +4

Skills Perception +4

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 14

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

Challenge 10 (5,900 XP)

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

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

ACTIONS

Multiattack. The golem makes five slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

ACTIONS

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

SWORD WRAITH COMMANDER

Medium undead, lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Perception +4

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith hand any other sword wraiths within 30 feet of it have advantage on Saving Throws against effects that turn undead.

ACTIONS

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4+1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors

last until they drop to 0 Hit Points, and they take their turns immediately after the commander's turn on the same initiative count.

SWORD WRAITH WARRIOR

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Resistances necrotic; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

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

Damage Immunities lightning, poison

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

Senses darkvision 120 ft., passive Perception 12

Languages the languages it knew in life

Challenge 2 (450 XP)

Consume Life. As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 Hit Points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) Hit Points.

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp 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.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell.)

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

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

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

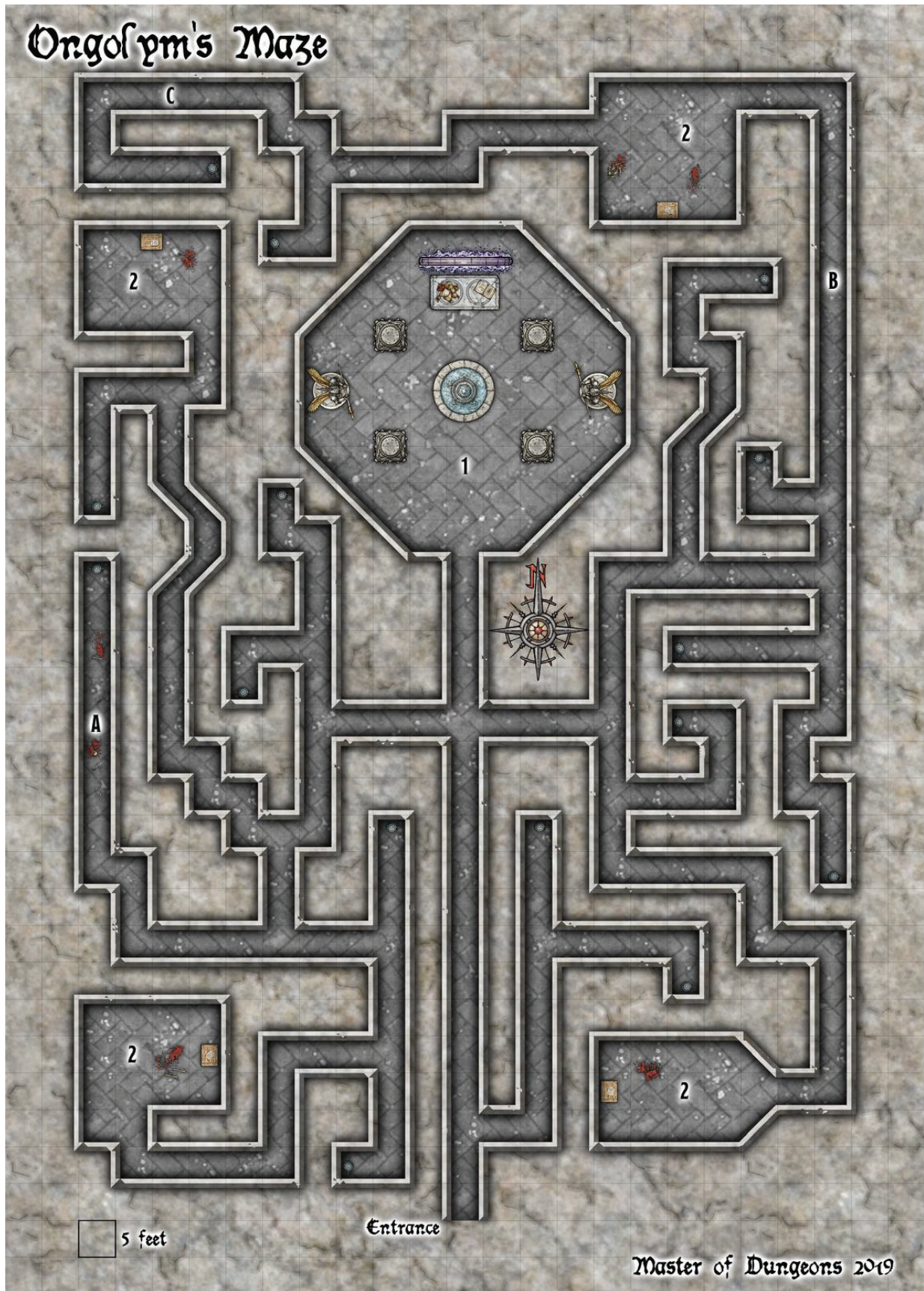
Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

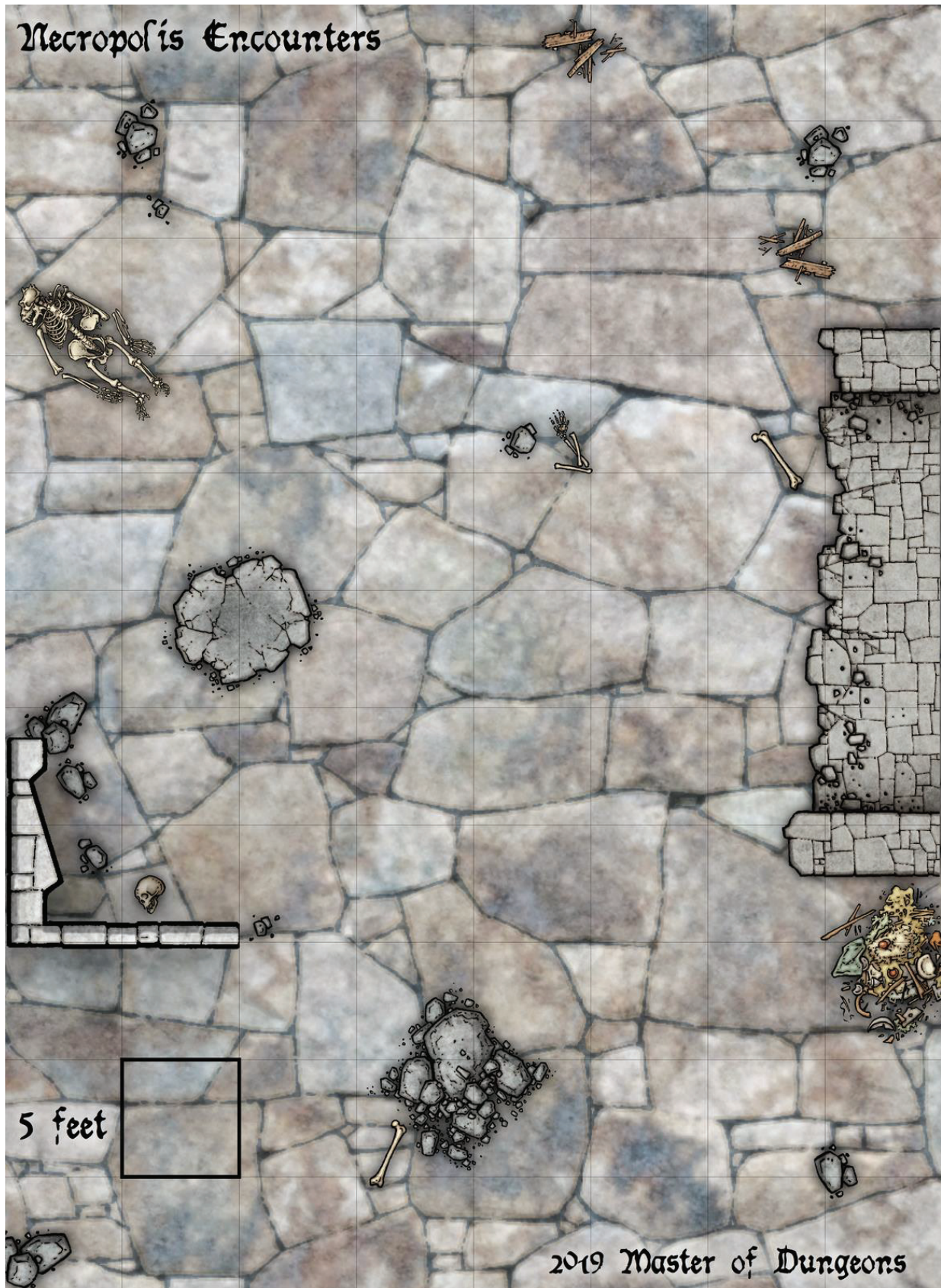
Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

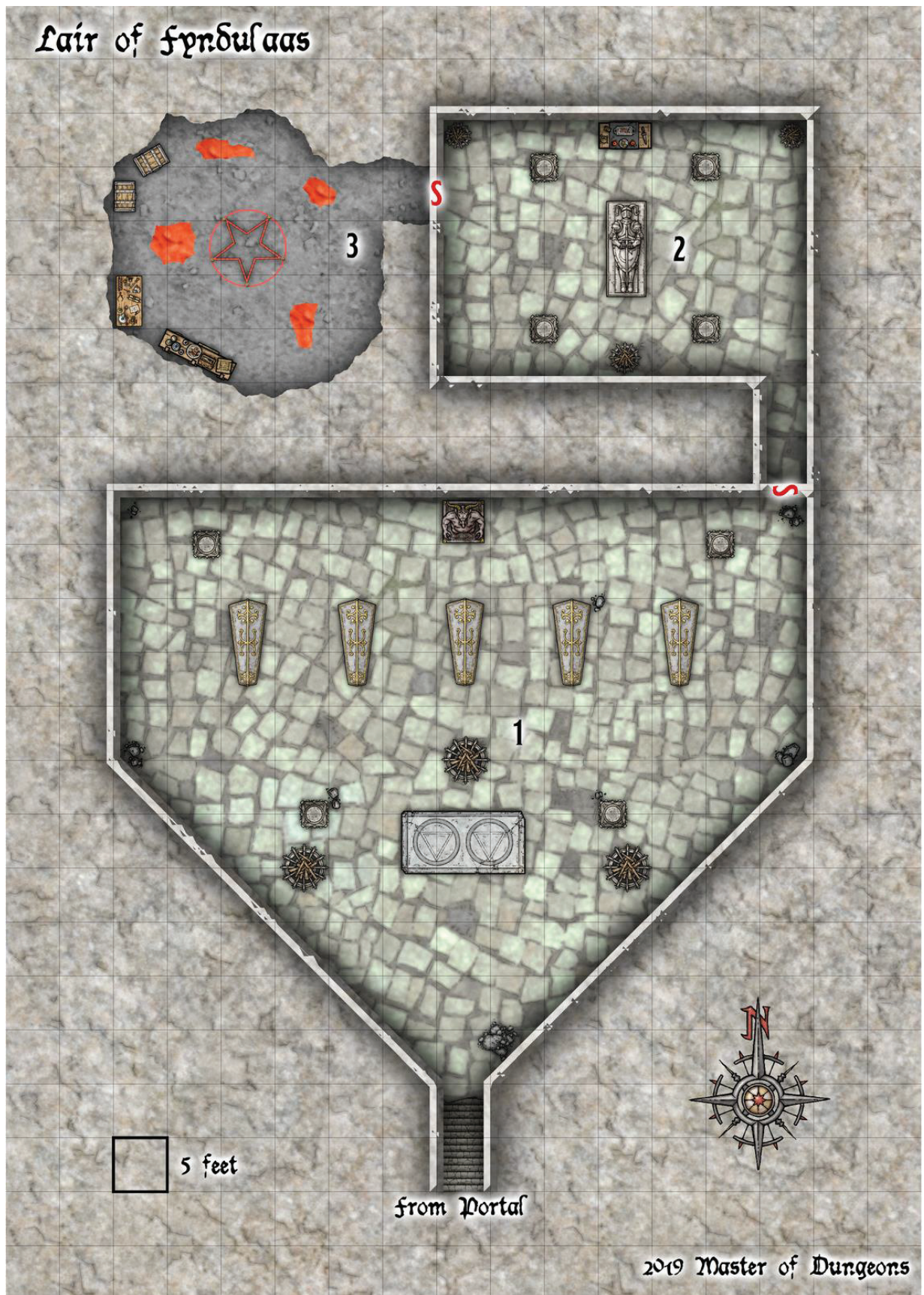
APPENDIX 3: MAP — ONGOLYM'S MAZE



APPENDIX 4: MAP — NECROPOLIS ENCOUNTERS

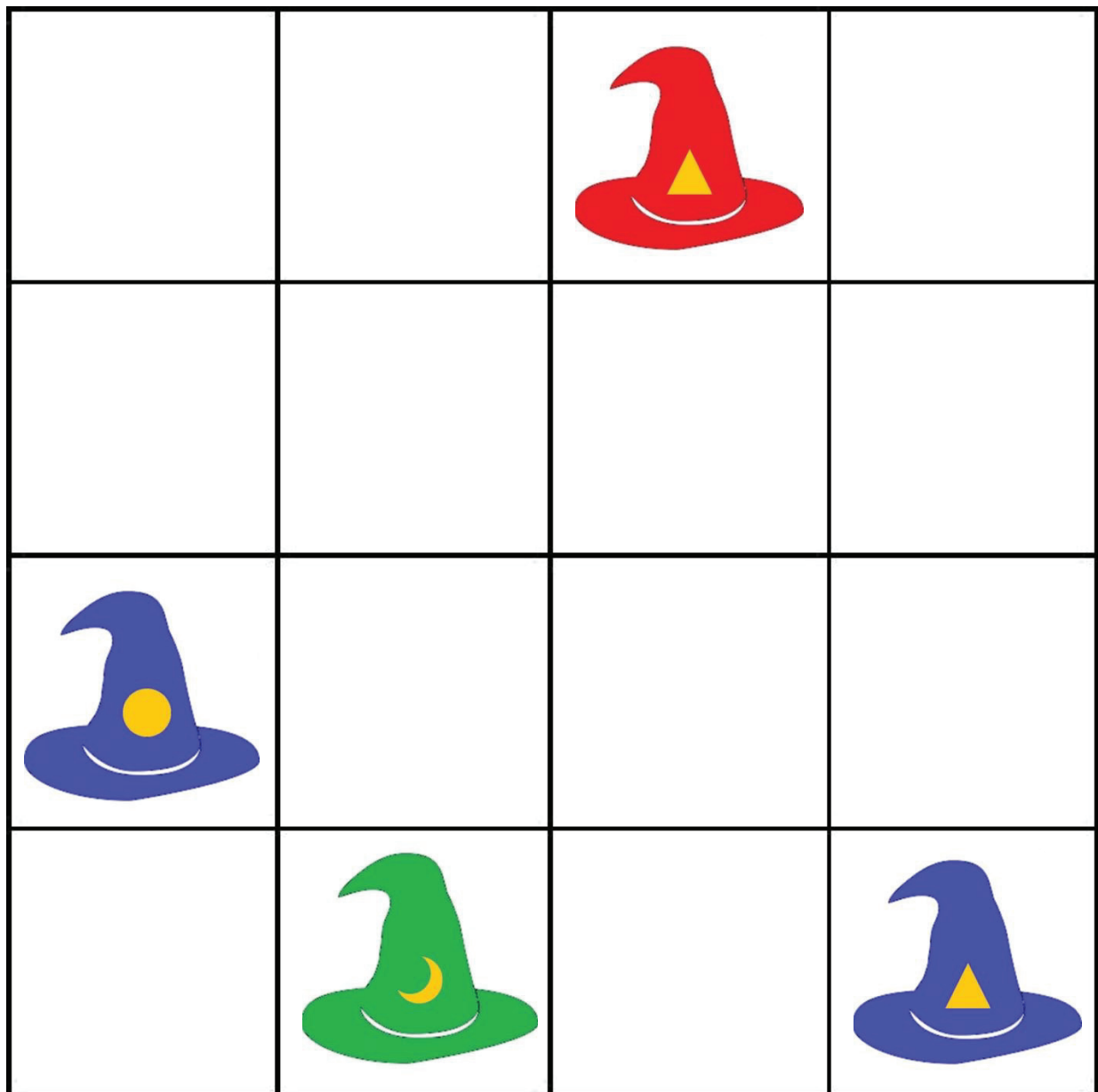


APPENDIX 5: MAP - LAIR OF FYNDULAAS

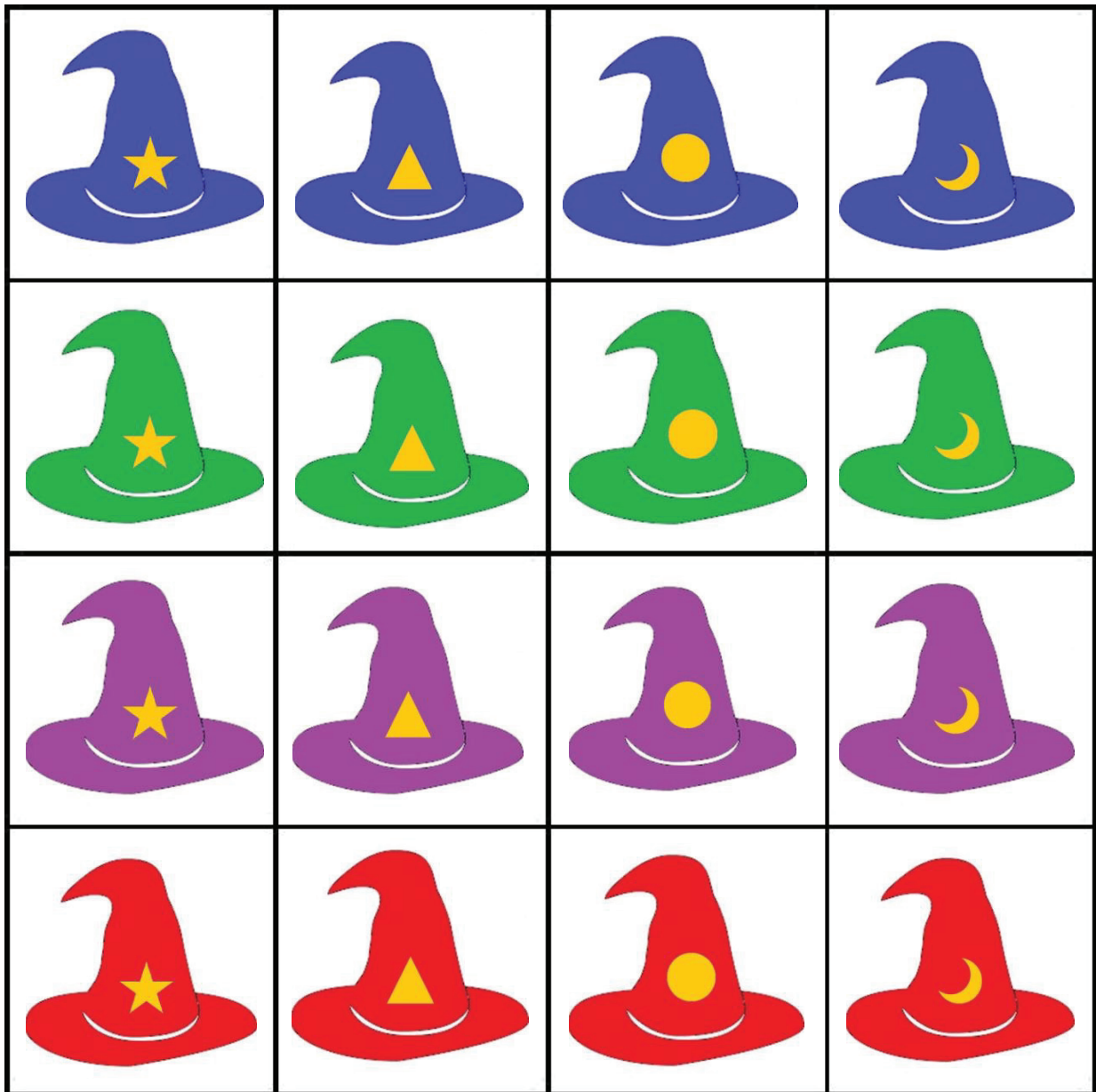


APPENDIX 6: HAT PUZZLE (PLAYER HANDOUT 1)

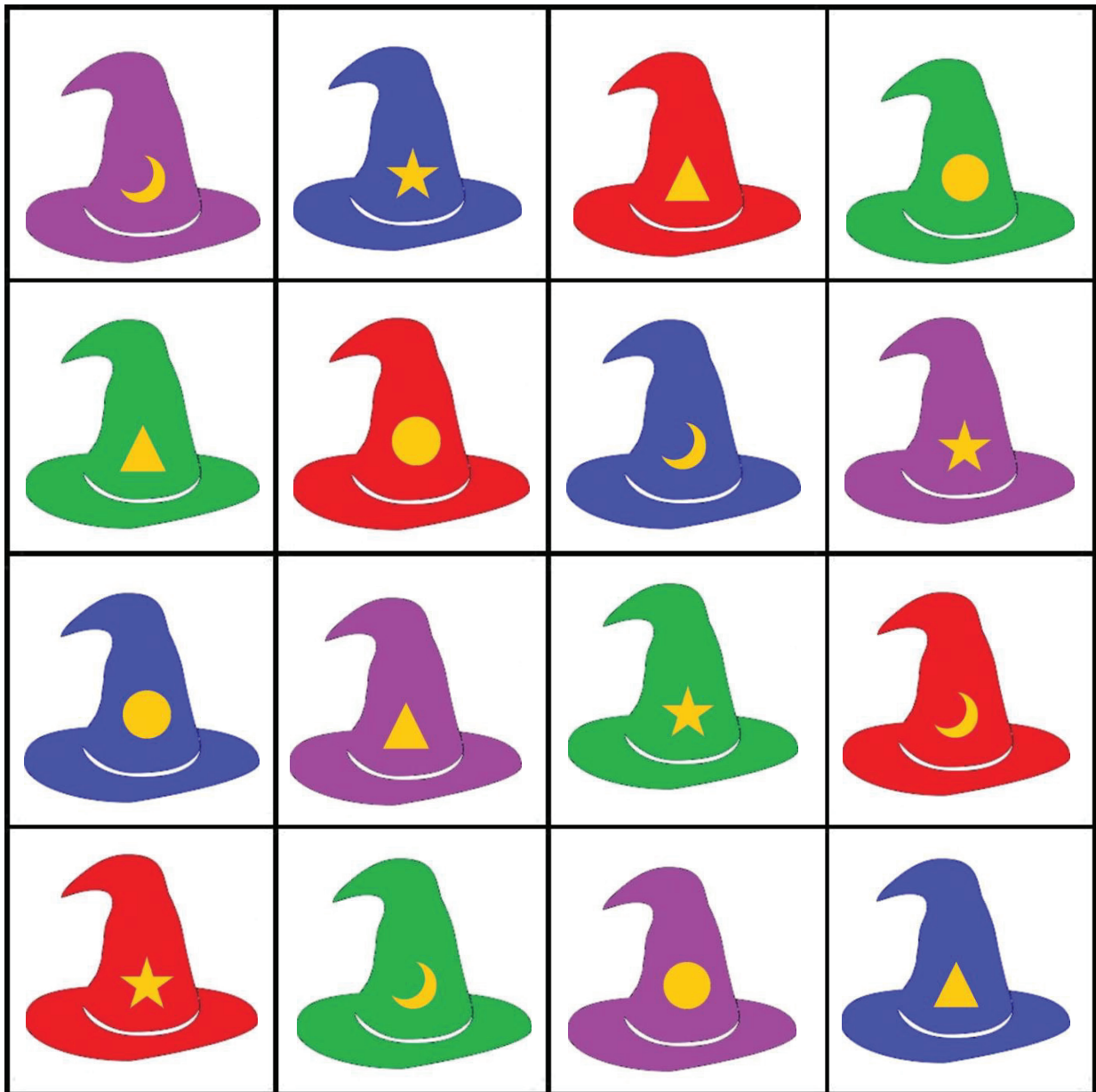
To complete the puzzle, no column or row can have the same color hat, nor a hat with the same symbol in it.



APPENDIX 7: HAT PUZZLE CUT-OUTS



APPENDIX 8: HAT PUZZLE SOLUTION



APPENDIX 9: THE RIDDLES

Here are a list of riddle for use in **Episode 2: Mazes and Monsters**. Feel free to use these, or make up your own. Pick one, or roll a d12. Some riddles are easier, while others are a bit more in depth. Gauge your table's age and interest when picking which riddles to use. Keep in mind that players are very inventive. They may come up with a suitable answer for a riddle other than the one presented. For example, another possible answer to riddle 6 would be "a hurricane." If the answer fits, go with it!

1. "People procure me for feasting, but never am I eaten. What am I?" *dishes/utensils*
2. "What flies when it's born, lies still when alive and runs when it dies?" *snowflake/snow*
3. "Feeding me gives me life, but give me a drink and I will die. What am I?" *fire*
4. "I am always somewhere between the earth and the sky, always far in the distance. If one attempts to come closer, I move further away. What am I?" *the horizon*
5. "I exist only when there is light, but direct light will kill me. What am I?" *a shadow*
6. "What has single eye but cannot see?" *a needle*
7. "Rend my skin and I shall not weep, but doing so will bring tears to your eyes. What am I?" *an onion*
8. "I will disappear whenever you say my name. What am I?" *Silence*
9. "I am something that you keep, but you must first give me to someone else. What am I?" *a promise/oath*
10. "I am the beginning of everything, and the end of everywhere. I am the beginning of eternity, and the end of space and time. What am I?" *the letter E*
11. "What is higher without a head than it is with a head?" *a pillow*
12. "I can be found in water, but I am never wet. What am I?" *a reflection*

APPENDIX 10: CHARACTER REWARDS

If found during the adventure, the characters can keep the following magic items; it's suggested that you print off enough copies of this page to be able to give one to each of your players (crossing off rewards they didn't receive during the session):

MAGIC ITEMS

STAFF OF HEALING

Staff, rare (requires attunement by a bard, cleric or druid)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: cure wounds (1 charge per spell level, up to 4th), lesser restoration (2 charges) or mass cure wounds (5 charges).

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in flash of light, lost forever.

This smoky gray staff is carved from the hardest of duskwood trees. It is intricately carved with white and green lacquered symbols, all dedicated to the goddess Eldath.

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

COMMON MAGIC ITEM

CLOCKWORK AMULET

Wondrous item, common

This copper amulet contains tiny interlocking gears and is powered by magic from Mechanus, a plane of clockwork predictability. A creature that puts an ear to the amulet can hear faint ticking and whirring noises coming from within.

When you make an attack roll while wearing the amulet, you can forgo rolling the d20 to get a 10 on the die. Once used, this property can't be used again until the next dawn.

This item can be found in *Xanathar's Guide to Everything*.

CONSUMABLES

POTION OF SUPERIOR HEALING

Potion, rare

You regain 8d4+8 hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

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

POTION OF CLOUD GIANT STRENGTH

Potion, rare

When you drink this potion, your Strength score changes for 1 hour to that of a cloud giant (Strength 27). The potion has no effect on you if your Strength score is equal to or greater than that score.

This potion's transparent liquid has floating in it sliver of fingernail from a cloud giant.

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

APPENDIX 11: FYNDULAAS'S SPELLBOOK

This mundane item is found in **Episode 3: The City of the Dead**, and may be kept as treasure by one of the party members. It contains the following wizard spells:

1st level: *detect magic, magic missile, shield, thunderwave*

2nd level: *detect thoughts, invisibility, Melf's acid arrow, mirror image*

3rd level: *animate dead, counterspell, dispel magic, fireball*

4th level: *blight, dimension door*

5th level: *cloudkill, scrying*

6th level: *disintegrate, globe of invulnerability*

7th level: *finger of death, plane shift*

8th level: *dominate monster, power word stun*

9th level: *power word kill*

Written in the very back of the book are scribed the true names of three demons that Fyndulaas would oft times summon to do his bidding.

They are:

Gaggazoth, the Cleaver of the Horned King (a **tanarukk**)

Valgurrek the Gluttonous (a **barlgura**)

Thurzroggad, Scythe of the Six Fingered Lord (a **babau**)

APPENDIX 12: DUNGEON MASTER TIPS

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

New to D&D Adventurers League?

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

New to the Border Kingdoms Storyline?

Gamehole Con has been granted the ability to develop CCC (Convention Created Content) adventures for the Border Kingdoms. No other convention or organization outside of Wizards of the Coast has been granted this ability. Their region guide was written by Ed Greenwood and [you can get your copy on dmsguild.com](#). Border Kingdoms adventures can be run just the same as any other Adventurers League-approved content.

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

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

Determining Party Strength

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



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