

THE RIFTS OF MADNESS

Part Six of the Yûlash Series

The vast power released by the destruction of a powerful gate connected to the Far Realm created rifts in the fabric of the planes. Even worse, a foul taint has begun permeating into the planes. Are you brave enough to face what is lurking beyond the Rifts of Madness?

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



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INTRODUCTION

Welcome to *The Rifts of Madness*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Yûlash* series.

This adventure is designed for **three to seven 11th–16th level characters** and is optimized for **five characters with an average party level (APL) of 15**. Characters outside this level range cannot participate in this adventure.

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 note cards, 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

Greed has taken the whole universe, and nobody is worried about their soul.

—Little Richard

ADVENTURE BACKGROUND

Yùlash is in disarray, the evil forces from outside the city have, for the time being, been pushed back in the wake of the illithilich's assault on the plateau. A forward base has now been setup within the tunnels below the city, with elite forces that protect the areas around the camp still encountering consistent fighting each day, Zulkir Dar'lon Ma and First Lord Yestral have taken up leadership of the disjointed red plumes, thayans, and mercenaries that have helped free the city.

Yestral and the Zulkir have stumbled upon several bizarre tears in the air that appear to connect Faerûn with other planes. A kaorti shapechanger disguised as a Red Wizard of Thay revealed that the shapechangers have been using these rifts to invade all the planes of the cosmos. The only way to close them is to remove anything connected to the Far Realm that lies on the other side.

With this information, the leaders of the outpost have sent patrols to close as many rifts as possible. The leaders of the factions have asked the party to take up arms and help stop the Far Realm taint from spreading beyond their plane of existence.

LOCATION AND NPC SUMMARY

This module takes place in the destroyed town of Yùlash, and on several different planes of the multiverse. The following NPCs and locations feature prominently in this adventure:

Vuhm Yestral (Vyoom YES-tral). The First Lord of Hillsfar has taken great interest in helping the city of Yùlash. With his Red Plume soldiers, he has been intent on removing all evil threats from the area surround the town.

Commandant Alexander Tyros (AL-ex-an-der Tee-rose). Former member of the Black Fists, Alex found some renown in Phlan, helping rid the city of the Maimed Virulence. He despised the corruption within the Black Fists and sailed across the sea to Hillsfar where he quickly advanced through the ranks of the Red Plumes, aiding them with their assault on Maerimydra.

Sinos (SI-nose). Sinos has lived a life of luxury since he became the page of Pasha Sahhar. Sinos is fairly sheltered and loves hearing stories of heroism

Sahhar (Sah-HAAR). One of the Pashas of the City of Brass, Sahhar is in charge of trade and the forges in the city. This position has made the Sahhar extremely rich which he loves to flaunt. Sahhar loves to be entertained and treats all guests with respect as long as they do the same to him.

Banlan Omadithas (BAN-lan OMA-di-thaz). Banlan was one of the original high elves known as the Quin. The Quin were the first group known to mankind to travel to the Far Realm. Here, the Quin's minds became corrupted and they turned into the evil Kaorti. Some of the Quin who didn't change at first found a way to remove the corruption but in so doing, created the Kaorti shapechangers. Banlan is the last of the Quin to resist the pull of the Far Realm corruption and he is weakening.

ADVENTURE OVERVIEW

The adventure is broken down into 3 parts:

Introduction. The Corruption Must End—15 Minutes. The party meets with First Lord Yestral and Zulkir Ma. They find out about the rifts and learn how to close them.

Part 1. Closing the Rifts—165 Minutes. The party travels to different planes via the planar rifts. Different rifts provide different kinds of encounters for the party experiences. Not all of the encounters will be used in a four hour module.

Part 2. The Quin—60 Minutes. The party crosses over into a demiplane floating within the Far Realm itself. Here they meet one of the Quin—a group of mages who originally found and traveled to the Far Realm. The party learn how the kaorti shapechangers were created and see first-hand how the Far Realm can corrupt the mind.

ADVENTURE HOOKS

Finish This. If the party has played in the previous Yùlash modules, this is a chance to put an end to the kaorti shapechangers and the rest of the Far Realm taint that has corrupted the lands. First Lord Yestral wishes you meet with him at Deep Storm Point beneath Yùlash.

Ally of Thay. If a character has the Ally of Thay story reward, they are contacted by Dar'lon Ma and asked to help with the rebuilding of Yùlash. He wishes for you to meet Drathar No'el at Deep Storm Point beneath Yùlash.

Enmity of Thay. If a character has the Enmity of Thay story award, they are contacted by Dar'lon Ma and asked to help with the rebuilding of Yùlash. He says that he is giving you one last chance to prove your dedication to the Thayans. You must meet with Drathar No'el at Deep Storm Point in Yùlash.

Goodly Work. You have heard the Red Plumes have been hiring mercenaries to help establish a new city on the Yùlash Plateau. First Lord Yestral is looking to meet with men and women of honor at the Deep Storm Point beneath Yùlash.

INTRODUCTION.

THE CORRUPTION MUST END

Estimated Duration: 15 minutes

For various reasons, each character has decided (or been told) to meet with First Lord Vuhm Yestral or Drathar No'el. The adventure commences once the party arrives at Deep Storm Point.

The utter destruction unleashed upon Yûlash by the illithilich and its minions is hard to comprehend. Dozens of sinkholes cover the plateau's top, and fires still smolder across the city. Amidst the destruction, a sign of hope appears through the smoke as you see both Red Plume soldiers and Red Wizards of Thay working together to snuff the flames and heal the injured.

You make your way towards the sinkhole your factions told you about, and follow a ramshackle staircase down where it leads to a dank tunnel. The tunnel opens up into the forward base established by the coalition—Deep Storm Point.

GENERAL FEATURES

Yûlash has the following general features:

Terrain. The ground is covered with rubble making it difficult to move through.

Weather. The sky is overcast with a faint sea breeze on the air.

Light. The overcast sky and the smoke-filled air create an eerie twilight over the city.

Smells and Sounds. The smell of charred skin and burnt hair permeates the ocean scent that is being blown in from the Moonsea.

As the party makes their way to Deep Storm Point, they overhear First Lord Yestral talking to a Red Wizard by the name of Drathar No'el. The party overhears the following:

- The explosion of the Far Realm portal in the mind flayer hive under Yûlash has created rifts in the fabric of space that allows travel to different planes.
- The shapechangers we have been trying to eliminate have used these rifts to infiltrate the other planes.
- These rifts can only be closed by removing all of the Far Realm taint that has made it into the other plane.
- In the days since Zulkir T'zavik Sa'neer was revealed to be a shapechanger, a platoon of Red Plumes led by First Commandant Alexander Tyros has already closed two rifts, but haven't returned from the third they went into.

- They overhear Drathar No'el say: "I wonder, First Lord, should we not be trying to stabilize these rifts? Planar travel is such difficult magic. Perhaps this is a gift for us. The rifts may bring people to Yûlash. We could sell it as a Yûlash being a 'Planar Hub'".

As you walk into the chamber, the two leaders turn to you with huge smiles. "Welcome my friends, I am glad you could make it on such short notice," Yestral says to you. "Yes, as you can see, our resources are stretched pretty thin. Hopefully you can all help as things have become pretty dire," Drathar No'el chimes in.

First Lord Yestral can tell the party the following:

- If they haven't played the previous Yûlash mods, he tells them that there used to be a mind flayer hive under the city. A rogue elder brain opened a gate to the Far Realm. He was using citizens of Yûlash and replacing them with bizarre shapechangers from the Far Realm. When the portal was destroyed, it killed most of the mind flayers in the hive. The destruction above was caused by a vengeful illithilich who used to belong to the hive.
- Since then we have been trying to eradicate the shapechangers, but it is proving more challenging than we thought it would be.
- In the wake of the destruction of the Far Realm gate, the psionic and arcane energy created rifts in space which these shapechangers have used to spread.
- "I want you to go through the rifts and remove the shapechanger taint from the planes. Doing so will close the rifts entirely. I will pay you each 1,000 gp if you are successful in removing them all."

Drathar No'el offers the party the following:

- A *spell scroll of plane shift* in case they get trapped on the other side of a rift while investigating.
- A stone which has been attuned to the Far Realm energy. It should stop glowing green when the last of the Far Realm taint is removed from a plane. Once that happens, the party will have between two and three minutes to get to the rift before it closes.

If there are no further questions, Drathar No'el leads them to a chamber that has six different rifts in it. The players may close the rifts in whichever order they wish, but leave the Quin encounter for last!

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

If there are any members of the Order of the Gauntlet in the group, First Lord Yestral requests that they try to find the missing Red Plumes. If they can, find out what happened to them, and better yet, bring them home, the Order of the Gauntlet will be greatly appreciative.

FACTION ASSIGNMENT: HARPERS

If there are any members of the Harpers in the group, Drathar No'el requests that they try to find a way to stabilize the rifts. Doing so might help in making Yûlash a draw to traders. Maybe if they find some Far Realm artifact and hide it near the rift, it may work?

PART 1. CLOSING THE RIFTS

Estimated Duration: 2 hours 45 minutes

Drathar No'el and the First Lord escort you through several tunnels until you end up in a large chamber. Within this room lies six planar rifts. Looking into the rifts gives you a sense of vertigo as the image of what lies beyond blends together with the stone walls behind them. Yestral looks at you and says, "Safe travel my friends. Unfortunately I'm not sure what planes lie beyond, but the Red Plumes went in there," he points at a rift that is up on a small ledge, "two days ago and haven't reported back."

Allow the party to choose whatever rift they'd like and you can make any rift be any encounter. You know your table so choose the planes that they will most enjoy. A party may not get through all six rifts in four hours and that is fine. Once you have spent three hours in the rifts, have the party stumble upon the Quin demiplane and the final battle will begin.

If the party has a member of the Order of the Gauntlet or the Harpers, or if the party wishes to save the Red Plumes, make sure to include rift 2, "The City of Brass."

RIFT 1. THE DEMONWEB PITS

GENERAL FEATURES

The Demonweb Pits are a barren, deadly place.

Terrain. Blasted barren landscape full of crevices and rock piles.

Weather. A steady dry wind blows across the landscape. Seemingly hotter than it should be, extended exposure to the winds can cause exhaustion.

Light. A red sun in the distance lights the land in a dim red light.

Smells and Sounds. There are no distinct smells, and the only sounds are those of the wind.

A blasted landscape stretches out before the party in every direction. Cracks form into massive crevices and piles of rocks create amorphous shadows in the dim red light. A hot, dry wind with a metallic odor whips across the landscape causing massive dust devils to spring up at random intervals.

Allow the characters to get a survey of the land. A successful DC 15 Intelligence (Arcana) check reveals this to be the Demonweb Pits, supposed home of Lolth herself. Succeeding at a DC 14 Wisdom (Survival) check reveals a worn path heading toward a wide crevice, to the right of the rift. The path has footprints leading to the crevice and they look recent—within the last two or three days.

If a character wishes to investigate the timing of the dust devils they may, but it is fairly random

and hard to predict. A successful DC 22 Wisdom (Nature) check allows the character to warn the party when a dust devil will appear, granting them advantage on any dust devil traps that spring up.

If the players decide to go to the fissure, halfway there they are hit by a sudden sandstorm and a massive dust devil erupts around them.

DUST DEVIL

Simple trap (level 11–16, dangerous threat)

The wind picks up causing the gem-like sand on the ground to erupt in a 150 foot tall spinning column, slashing all inside.

Trigger. Walking to the crevice and every 5 minutes they spend (real time) deciding how they will descend to the bottom of the crevice.

Effect. The party must make a DC 18 Dexterity saving throw, taking 36 (8d8) slashing damage on a failed save, or half as much on a successful one. If a character fails the save by 5 or more, they also gain a level of exhaustion.

Countermeasures. A successful DC 22 Wisdom (Nature) check allows the party to gain advantage on the saving throw for this trap.

The crevice is 50 feet wide and 200 feet deep, with no way down. At the bottom of the ravine and nestled at the edge of the crevice, is a stone structure that looks like a carved spider. The legs of the spider are carved into arches that lead into the building. Within the structure there is a faint, flickering glow causing shadows to move along the ground around the structure.

Allow the party to devise a plan to get down to the bottom of the crevice, but every 5 minutes (real time) they spend discussing their options, another dust devil trap will occur.

Within the building, the party can hear voices, though they are unable to understand them unless they can speak Deep Speech. Those who understand, hear a voice say, "Perhaps the rods must be laid across the altar. I am not sure what these letters mean though!"

An invisible **barlgura** stands guard outside the building and a **marilith** and 2 **nalfeshnees** stand over an altar in the building. As soon as the party gets within 30 feet of the structure, the barlgura warns the other demons and you may roll initiative.

The demons in this encounter are really kaorti shapechangers—when they are slain, they turn into puddles of black ichor. As an action, any shapechanger may absorb a puddle to heal up to 50% of their maximum hit points, if they are below 50%. The puddles can be destroyed if they are dealt any damage from a spell or attack.

SETTING UP THE ENCOUNTER

Very Weak

- **Glabrezu (2):** AC 17, 157 hp, Init +2
- **Marilith:** AC 18/23, 189 hp, Init +5
- **Barlgura:** AC 15, 68 hp, Init+2

Weak

- **Glabrezu:** AC 17, 157 hp, Init +2
- **Marilith:** AC 18/23, 189 hp, Init +5
- **Barlgura:** AC 15, 68 hp, Init +2
- **Nalfeshnee:** AC 18, 184 hp, Init +0

Average

- **Marilith:** AC 18/23, 189 hp, Init +5
- **Barlgura:** AC 15, 68 hp, Init +2
- **Nalfeshnee (2):** AC 18, 184 hp, Init +0

Strong

- **Marilith:** AC 18/23, 189 hp, Init +5
- **Barlgura :** AC 15, 68 hp, Init +2
- **Nalfeshnee (3):** AC 18, 184 hp, Init +0

Very Strong

- **Marilith (2):** AC 18/23, 189 hp, Init +5
- **Barlgura :** AC 15, 68 hp, Init +2
- **Nalfeshnee (2):** AC 18, 184 hp, Init +0

Once the enemies are defeated, the party may wish to investigate the structure—though it should be made apparent that they don't have a lot of time before the rift closes. Luckily, the rift is fairly close to the chasm they are in and if they get out of the chasm, they will make it there in less than 30 seconds.

The altar in the room is carved into the shape of a young steeder. Upon its abdomen is a table that has fourteen letters chiseled into it and three large rods in a slot on the side—see **Player Handout 1**. The letters that are chiseled in are: “L O L T H I S N O W H E R E”

In between each letter, there are slots for the rods to be laid in lengthwise. If the characters place them to show that LOLTH IS NOW HERE, a chamber opens up beneath the spider and inside, the characters find a *potion of superior healing*, and a *spell scroll of mass healing word*.

However, if they set it to show LOLTH IS NO WHERE, the characters feel the entire chasm rumble, causing rocks and boulders to fall as the ravine walls start to crumble. The characters are fairly safe inside the building, though boulders trap them inside.

At this point, roll initiative. The party has 10 rounds to get back to the rift before it closes.

Characters need to complete 10 successful DC 18 Strength (Athletics) checks to move the boulders. The boulders can be attacked by spells or weapons (damage threshold 25, immune to slashing damage). Any attack that exceeds the damage

threshold of the boulders counts as a successful Strength check.

On round 2, at initiative 20, a **goristro** bursts out of the back wall of the chamber, making a gore attack against the closest target. The party may choose to run away from the goristro if they wish. Characters should recognize that this greater demon could take a long time to defeat, and they only have 9 more rounds to get to the rift.

The goristro will pursue any characters running through the ravine or climbing the rubble.

When the party makes an escape route out by destroying or moving the rocks, it is possible to scale the wall of the crevice which is now a bunch of boulders. Climbing the 200-foot cliff requires 4 successful DC 16 Strength (Athletic) checks. The goristro may not make charge attacks while on the boulder fall.

If the party chooses to ignore the spider altar, they make it out of the rift with minutes to spare.

TREASURE

Successfully solving the puzzle reveals a chamber with a *potion of superior healing* and a *spell scroll of mass healing word*.

RIFT 2. CITY OF BRASS

(ORDER OF THE GAUNTLET AND HARPER ASSIGNMENTS)

GENERAL FEATURES

The City of Brass floats in the chaos of the Elemental Plane of Fire. The Red Pillar Halls overlook a massive forge manned by azers and fire giants.

Terrain. Worked basalt stones that have been polished to a shine.

Weather. It is extremely hot in the City of Brass causing characters to sweat more than normal.

Light. Bright light emanates throughout the city.

Smells and Sounds. The smell of metal and sweat are strong in this part of the city.

The party climbs up to the small ledge indicated by First Lord Yestral, and step through the rift. Richly colored tapestries hang around the walls, and black basalt floors lead to a massive set of golden doors, easily twenty feet tall. In the middle of the room is an ornately carved table made out of a purple wood. A golden hand bell rests upon its surface. Open windows look out over a massive forge where azers and fire giants work relentlessly. A massive brass colored dome arches over and completely envelopes the city.

A successful DC 17 Intelligence (Arcana) check reveals that the party is in the City of Brass—an efreeti city that floats on the Elemental Plane of Fire.

The doors in front of the party weigh too much for them to open easily and appear to be sized for a giant to walk through. If the party decides to pick up the bell and jingle it, loud clunking noises come from the doors and eventually one of them opens. A small fire mephit wearing a turban and thick gold chains walks into the room. He tells the party the following:

“Welcome friends of Pasha Sahhar, My name is Sinos. I do hope your travel went well. I am sure my master will be excited to hear of your adventures. We have had so many travelers recently and the master loves to hear stories of adventures!”

If the party wishes to ask Sinos questions, they may do so. Some common questions and answers are:

- What other travelers have come through the rift?
 - The first person to come through was an azer smith. The second group were more soldiers with fancy feathers coming out of their heads.
- Who is your master?
 - The master is Pasha Sahhar, the minister of trade here in the City of Brass.
 - My master also oversees the forges here.
- Have you seen any bizarre occurrences?
 - I mean, that rift thing is pretty bizarre.
 - The second group that came through asked the same question.
- Where is the second group that came through?
 - They were asked to help the master with something and they failed, so he forced them to work in the forges to pay off their debt.
- Can we meet your master?
 - Of course! I will take you to him!
 - But only if you put your weapons in this bag.
 - Sinos opens up a *bag of holding*. He refuses to take anyone to see his master without putting their weapons (even staves and wands) in. If a party refuses to give up their weapons, Sinos tells them he will let them hold onto the bag as a sign of good faith.

THE PASHA'S THRONE ROOM

The massive room is covered in golden embossed frescoes and bizarre vegetation hangs from sconces dangling from the ceiling. Six fire genasi wearing full plate armor guard the exits out of the room. Two scantily clad human men stand over an obese efreeti, fanning him with giant feathers. The efreeti sits up to the best of his ability and says, “Welcome, my new guests. I am Pasha Sahhar, son of Nehir, minister of trade in the City of Brass. I welcome you to my humble home.”

The two men fanning the Pasha are Red Plume soldiers whose eyes light up when they see the party enter the room.

Pasha Sahhar is not interested in confrontation and wishes to tell stories and be entertained. He knows that his standing guard will protect him but will prefer for them to not have to. Pasha Sahhar is an efreeti and his royal guard are 12 fire genasi champions. Also, the Pasha's throne room is under the constant effect of an *antimagic field* which emanates from the plants hanging in the sconces.

Pasha Sahhar asks the party “So what brings you here, the same thing as the last group? Looking for some ‘corruption’? Some ‘shapechangers?’”

Allow the party to ask the Pasha questions. Some common questions and answers are:

- Where are the other Red Plume soldiers?
 - They were given a chance to find the same information you seek, but they failed miserably and therefore are working for me until their debt is paid.
- Has anything bizarre happened recently, maybe involving some black slime?
 - Hmmm, black slime eh? The last group didn't mention that. In fact, yes there has been some black slime.
 - The azer smith that came through the rift said he had discovered a way to make our weapons and armor stronger. He infused the metal with a black ooze-like substance.
- Can you take us to the azer?
 - Yes I can, but first I must ask what would you like with him?
- Did the azer come alone?
 - He did; he was carrying a barrel of that sludge and a hammer. He was excited to work for us and promised to make his first batch of weapons for free!
- We need those weapons/the azer/the red plumes!
 - Very well. You want three things, I will give them to you but first, you must grant me three wishes. I know that is a djinni thing but it is so poetic.

If the party asks what the wishes are, he gives them the first wish. Characters can attempt a DC 16 Wisdom (Insight) check to reveal that the Pasha is truly bored and wishes no harm to befall the party.

WISH #1—DINE WITH ME

Pasha Sahhar looks at you with a huge grin on his face and says, “My friends! Today I am throwing a dinner show for the other Pashas! My first wish is for you to dine with me! I am sure the other Pashas will have much to talk about if they see a group of outsiders at my table! The food is going to be delicious!”

If the party accepts, four fire genasi champions grab the corners of Sahhar's palanquin and escort the party to the dining hall. If the party doesn't accept, the Pasha asks them to leave peacefully. If the party refuses to leave and decide to attack, an army of fire genasi champions, fire giants, and azers attack them (see below).

Dining with Pasha Sahhar is an extraordinary experience. Dozens of families eat at long tables as they laugh and tell stories. You are told that the meal will be served in four courses. The first course is placed in front of you. It looks like a gray sludge and you are told it is a broth made from a fungus that is cultivated here at the City of Brass.

If the characters choose to not eat the food, the Pasha feels slighted and disrespected, and refuses to give the party a chance for a trade. He sends them back through the rift unsuccessful.

If the party tries the food, it is the most awful thing they've ever tasted. The party members must succeed on a DC 15 Constitution saving throw. If they fail, they have a difficult time swallowing the food. If they fail by 5 or more, they spit the food back onto their plates. Characters can attempt a DC 15 Dexterity (Sleight of Hand) check to either move their food to someone else's plate or to swipe it onto the floor under the table. If more than half of the party spit their food back out onto the table, the Pasha is again insulted and sends the characters home unless they do something else to gain his trust.

Refusing to Leave. The party is attacked by 10 fire genasi **champions** (add Damage Resistance fire) and 4 **efreeti**. Two rounds after the fight begins, if the party still hasn't left, 10 more fire genasi champions and 3 **fire giants** attack as well. Feel free to keep adding more and more monsters until the party leaves the rift. These combatants do not grant XP.

XP Award. For each character didn't spit out their first course, award them 500 XP.

WISH #2—DANCE FOR ME

After the players have had fun roleplaying through the first course, they make it to the dessert course. After the desserts are delivered, read the following:

A dozen scantily clad male and female fire genasi come running to the center of the room and start an intense dance. Their bodies spin and sway at a rapid pace as they twirl scimitars and flaming batons. "Ahahahaha! Yes!" yells the Pasha "This is fantastic! My friends, my second wish is for you to join in this dance and keep us entertained!"

The characters may first attempt a DC 15 Intelligence (History) check. If they succeed, they understand the moves and can jump right in. If

they fail, they must attempt a DC 15 Dexterity (Acrobatics) check or a DC 15 Wisdom (Insight) check to do a decent job of mimicking the dancers. If the characters fail these checks, they finally learn the moves by practicing them. Keep track of how many players fail to do the dance after the second check. If a party member opts to not do this part of the dance, it counts as a failure.

After those checks are made, the characters are given the choice of tossing flaming scimitars or spinning flaming whips. The characters can choose which they prefer. Either way, the characters must succeed on an attack roll against an AC 12 to appropriately use the weapons. If they fail, they take 4 (1d6) fire damage and drop the weapons. Keep track of how many characters drop their weapons. If a party member opts to not do this part of the dance, it counts as a failure.

The third and final part of the routine is to swallow a longsword or to swallow fire. The characters can choose which they'd like to do.

If they choose to swallow a sword, they must succeed on a DC 16 Strength (Athletics) check. If they fail, the character takes 4 (1d6) slashing damage and must succeed on a DC 16 Constitution saving throw or scream out loud in pain. Keep track of how many characters scream out loud.

If they choose to swallow a fire, they must succeed on a DC 16 Dexterity (Acrobatics) check. If they fail, the character takes 4 (1d6) fire damage and must succeed on a DC 16 Constitution saving throw or scream out loud in pain. Keep track of how many characters scream out loud.

Once the dance is complete, tally up how many failures the party had. If a party member opts to not do this part of the dance, it counts as a failure. If the total number of failures exceeds 1.5 times the party size, the Pasha is unimpressed and asks the party to leave.

Refusing to Leave. The party is attacked by 10 fire genasi **champions** (add Damage Resistance fire) and 4 **efreeti**. Two rounds after the fight begins, if the party still hasn't left, 10 more fire genasi champions and 3 fire giants attack as well. Feel free to keep adding more and more monsters until the party leaves the rift. These combatants do not grant XP.

XP Award. For each character who succeeded at the dance, award them 1,000 XP.

WISH #3—FOIL MY ENEMY'S PLOT

If they are successful, Pasha Sahhar asks the party his third wish.

When he is finished laughing and clapping, Pasha Sahhar looks at you and says, "You are true friends! I so want to give you what you request, but I have one last wish to finalize the trade. See that woman over there?" Sahhar points to a lavishly clothed female efreeti sitting four tables down from you. "That is Darvish, I believe she is trying to overthrow me. She has long wanted control of the forges and to be the minister of trade. She will be here for a better part of the night. I want you to break into her house and find some incriminating evidence."

Finding the way to Darvish's house is easy. When the party arrives, the massive home looks empty as the lights are off and there no guards standing at the front gates. There is a 20-foot black iron fence that circles the house. A large gate sits on a path that leads to the front door. The black iron bars are too close together for characters to squeeze through, but they may be able to climb over with a DC 18 Strength (Athletics) check. The gate is locked but can be opened with a set of thieves' tools and succeeding at a DC 16 Dexterity (Thieves' Tools) ability check.

The metal that the fence and gate are made out of is extremely hot to the touch. Any character that touches it or tries to unlock the gate must suffer the effects of the heated fence trap.

HEATED FENCE

Simple trap (level 11–16, moderate threat)

The fence and gate are extremely hot to the touch as they are embedded in a river of lava that flows underneath the house.

Trigger. Touching the fence or gate or trying to pick the gate's lock.

Effect. The creature touching the fence must make a DC 18 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Countermeasures. Characters with a passive perception of 14 or higher notice heat coming from the black iron fence. Subjecting a portion of the fence to a spell of 3rd level or higher that deals cold damage subdues the trap for 30 seconds.

The front door of the house is locked, as are all of the windows. The windows can't be picked as they are hasped from the inside, but the front door can be picked with a set of thieves' tools and a successful DC 20 Dexterity (Thieves' Tools) ability check.

There is a trap just inside the front hallway, as well as under each window of the house.

ICE BLOCK TRAP

Simple trap (level 11–16, dangerous threat)

Ice surrounds the creature, freezing it in place and causing cold damage.

Trigger. Stepping into the front hallway of the house.

Effect. Freezing air blasts out to a distance of 30 feet. Each creature in the area must make a DC 18 Dexterity saving throw. On a failed save, the creature becomes entombed in a block of ice and takes 28 (8d6) cold damage. On a successful save, the creature takes half as much damage and isn't trapped in the ice. Creatures in a block of ice are restrained and cannot breathe. Creatures outside the blocks can chip away at the ice which has an AC 5, 40 hit points, and a damage threshold of 15. The ice is also resistant to fire damage, and is immune to cold, poison, and psychic damage.

Countermeasures. A successful DC 20 Intelligence (Arcana) check reveals the presence of the trap, as does a *detect magic* spell. The trap is equivalent to a 5th level spell, and may be dispelled with a successful casting of *dispel magic*.

Once the party is clear of the trap, they can explore the house as they see fit. The party can find a letter in the study drafted to someone named Luthuen Everbright with an order to kill Pasha Sahhar.

Treasure. While searching the house, the party can find two large rubies worth 1,500 gp each and a *spell scroll of immolation*.

THE TRADE

If the party succeeds in finding the letter and presents it to Pasha Sahhar, he is very excited.

Pasha Sahhar thanks you for all of your help. A group of eight fully-gear Red Plumes, led by First Commandant Alexander Tyros, escort an azer bound in shackles. They carry three crates filled with weapons. Sahhar looks to you and says, "You are always welcome here as friends. If you are ever looking for a job, I will need some help dealing with Darvish at some point. I'd love to have you back! Safe journeys, fine heroes!" He waves excitedly as you head back through the rift.

As you cross through the rift, Drathar No'el and First Lord Yestral greet you and the Red Plumes. Yestral looks at the azer and asks if it is one of them. When told yes, he pulls out his side knife and slices the azer's throat. The creature then collapses into a puddle of black goo.

When told about the weapons, Drathar No'el becomes excited and just before the rift fades away, he places a scimitar on the ground beneath it. The rift stabilizes. It would appear, this works, at least in the short term!

RIFT 3. THE SHADOWFELL

As you step through the rift, your sense of smell is assaulted by the smell of burning wood. All around you a forest smolders as if constantly burning. Looking back over your shoulder, you see a town with a river of lava running through its center. The lava disappears into a wide river causing steam to rise and block out that side of the city.

When you look back to the forest, you see shadows in the smoke. A loud, resonating laughter cackles from beyond the shadows.

GENERAL FEATURES

The area has the following general features:

Terrain. Packed dirt ground with leafless, smoldering trees every 5–10 feet.

Weather. Cold and damp. The sky is overcast.

Light. The area is dim, without direct sunlight overhead.

Smells and Sounds. The scent of smoke and ash and the sound of crackling fire wood.

Characters who succeed at a DC 17 Intelligence (Arcana) check realize they are in the Shadowfell on the border of a town called Evernight. A successful DC 14 Wisdom (Survival) check reveals footprints leading off into the forest and away from the city. As they are deciding what to then, they hear the following in Deep Speech, assuming they can understand the language: “We can infiltrate the city from the river side first. We will form a pool there and replace the citizens when possible!”

The words are intermixed between cackling laughs. The voice is coming from where the party sees the shadows and footprints.

As they walk in that direction, the trees around the party burst with a torrent of flames.

BURNING TREES

Simple trap (level 11–16, moderate threat)

Gouts of fire erupt from the smoldering trees of the Burning Forest.

Effect. Each creature must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 28 (8d6) fire damage and begins to burn, taking 7 (2d6) fire damage at the start of each of its turns. A creature can end this damage by using its action to extinguish the fire.

With the fire consuming the trees, the enemies are illuminated:

As the torrent of fire lights up the area, you see several corpses shambling your way. Among the corpses there are two with extremely large mouths. Behind the zombies, you see an amorphous black slime standing over

a skull. The slime contorts and writhes itself into the shape of the skull and flies up over the undead army.

Four **greater zombies**, two **bodaks**, and a **demilich** attack the party.

SETTING UP THE ENCOUNTER

Very Weak

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Demilich:** AC 20, 80 hp, Init +5
Doesn't have legendary actions, lair traits, or lair actions

Weak

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Bodak:** AC 15, 58 hp, Init +3
- **Demilich:** AC 20, 80 hp, Init +5
Doesn't have legendary actions, lair traits, or lair actions

Average

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Bodak (2):** AC 15, 58 hp, Init +3
- **Demilich:** AC 20, 80 hp, Init +5
Doesn't have lair traits or lair actions

Strong

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Bodak (2):** AC 15, 58 hp, Init +3
- **Demilich:** AC 20, 80 hp, Init +5
Doesn't have lair actions

Very Strong

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Bodak (2):** AC 15, 58 hp, Init +3
- **Demilich:** AC 20, 80 hp, Init +5

TRICKS OF THE TRADE

The demilich will use its minions to get cover, hovering behind the wall of flesh and gaining +4 to its AC. On its turn, the demilich will fly up, use an ability, and then fly back behind cover. The bodaks will attempt to target with their gaze the characters who appear to have a weak constitution.

- The undead in this encounter are really kaorti shapechangers—when they are slain, they turn into puddles of black ichor. As an action, any shapechanger may absorb a puddle to heal up to 50% of their maximum hit points if they are below 50%. The puddles can be destroyed if they are dealt any damage from a spell or an attack.
- Once the undead are defeated, the glow of the party's stone starts to dim.

TREASURE

On the ground where the demilich formed are a diamond worth 2,000 gp, and an opal worth 1,000 gp.

RIFT 4. MECHANUS

You walk through the rift and step on to a floor made of metal. You immediately notice that the floor is actually rotating around the rift. Gazing up into the sky, you notice massive gears spinning at different speeds. A small grouping of metal buildings can be seen on another gear in the distance. A vast void spreads between the gear you are on and the village far below. As you pause to discuss your next move, you notice a half dozen flying objects coming your way.

GENERAL FEATURES

Mechanus is a plane filled with floating cogs and gears that each generate their own gravitational field.

Terrain. Metal that resonates when tread upon. Multiple gears and cogs float in different directions across the expanse of open space.

Weather. Though there is no true weather here, the air is fairly humid.

Light. The area is lit with bright light though its source isn't distinguishable.

Smells and Sounds. The grind of metal on metal and the smell of burnt oil fill the air.

Characters who succeed at a DC 14 Intelligence (Arcana) check determine that this is the plane known as Mechanus. A successful DC 16 Wisdom (Arcana) check reveals the flying objects are modrons with strange flapping wings made out of gears.

When the flying objects get within 200 feet of the party, it is easy to see the modrons do not have any weapons drawn. Five of the modrons are **monodrones** and one is a **tridrone** who is colorfully painted making him appear to be some kind of leader. If the party wishes to attack the modrons, they can be killed with ease. However, if attacked, the modrons do not collapse into a puddle of black ooze when they die. This will also make negotiating with the modrons extremely difficult.

When the modrons land, the tridrone says, "Halt! I am Designate-426. If you put your implements of kinetic energy transfer away, we will not be mandated to remove your consciousness from your organic vessels. What is the reasoning behind you transverseing the planar distance rapidly?"

If the party decides to tell the tridrone the following things, this is how it will respond:

- We are looking for some shapechangers.
 - You speak of viscous entities proficient at redistributing their organic components to other locations?
 - We know of these things.
 - Why do you wish to acquire this information from us?

- The creatures you speak of transversed the planar distance at a relative time before you.
- The morphic entities are no longer sentient, though their residual viscous leftovers are amazing at decreasing frictional impact within the great cogs.
- Did you kill the shapechangers?
 - Affirmative. They began applying kinetic force to their items in our general direction so we were forced to melt their constituent parts with lightning.
- Where are the remains of the shapechangers?
 - The substance the changers of shape left behind has been collected and is being applied to the machines within our city. Our lighting contraption has succumbed to the passing of temporal energies and wasn't producing enough radial energy to maintain the proper levels of illumination. With the transformative being's remains, the radial energy has been of appropriate levels.
- The corpses of the shapechangers must be destroyed.
 - Recycling refuse is more appropriate than applying resources to disintegrate it.
 - The leftovers have an application to making Modrus better.
- Is there any way we can trade for the bodies of the shapechangers?
 - Removing the organic lubricant would be an extended period of temporal flow and only a few modrons know the process of removal.
 - The leftovers are a means to a finish. If you can help us find a new means, we will consider the swap.
 - First though, you must prove yourself worthy to the Leading Council of our small village Modrus.
- How do we prove ourselves?
 - You must participate in an application of intuition and knowledge to prove yourself worthy of the Prime.

With that, the modrons fly away toward the village. A moment later, four modrons fly back with a platform for the party to step on. They then fly the party to Modrus.

You follow the modrons into a hemispherical metal structure that opens into a vast, unadorned room. The sterile environment is unlike anything you've seen before. Some modrons fall in behind your party, sweeping up any trail of dirt you leave behind. In the center of the large room stands a massive metal statue, vaguely humanoid and 15 feet tall; its legs are covered with red flaky dust reminiscent of rust. At the top of the body is a single massive eye. The eye of the statue lights up as Designate-426 begins speaking to it.

"Council, this collective of planar transversers

wish to trade for the organic lubricant the planar invaders left behind. They claim they can repair the Lucent Machine without the lubrication. What say you Council?"

The massive head turns towards the group as its body remains perfectly still, "You must first prove yourself to the Hub of Elders. If you fail, you will then be forced to leave."

Three images are then projected onto the floor.

Give the party **Player Handouts 2, 3, and 4**. On them, there are several labeled gears. If you have a large table, you may want to split them up into groups of two and have them each work on their own puzzle. Another option if you have a smaller group is to have everyone work on one puzzle then give them a second puzzle, followed by the third puzzle.

If a player has figured out one of the puzzles, they may help on the other ones. If the party fails 2 out of 3 of the puzzles, the Council tells them to leave. It summons 8 **maruts** into the room, who escort them back to the rift.

Handout 2. "What direction would gear A have to spin in order to makes gear D rotate counterclockwise?" Answer: Clockwise.

Handout 3. "What direction would gear D need to spin in order to make gear B spin clockwise?" Answer: Counterclockwise.

Handout 4. "If gear A is spinning counterclockwise, between which two gears could a belt be added to make gear H also spin counterclockwise?" Answer: C–G or D–F.

XP AWARD

If the party gets all 3 puzzles correct, award each character 1,000 XP.

If the party gets at least 2 out of 3 puzzles correct, The Council tells them the following:

"You are truly wise cogs and the Hub of Elders smiles upon you. Our Lucent Machine has succumbed to the passing of the years. Several of the gears barely move do to a buildup of rust. The creatures we annihilated turned into a slick, viscous slime that has made the cogs move more easily. If you can go to our salvage yard and find some cogs to reroute the machine, I will allow you to take the lubricant with you when you leave. Designate-426 will show you to the salvage yard."

When the Council finishes speaking, its lights dim to blackness. Designate-426 comes up to the group and says "The Council has requested I transfer you to the Salvage Yard. The distance between there and hear is approximately 7268 feet. If your minds wish, you can receive ocular input of the Lucent Machine to accurately gauge the distances the cogs must occupy. It is 3,589 feet in the opposite direction from the Scrap

Yard. Going to see the Lucent Machine will add 176.4 minutes to the journey."

If the party wishes to see the Lucent Machine first, give them **Player Handout 5** and read the following:

A large room lies before you. Massive, gears churn slowly while several smaller gears that line the walls of the room spin at different speeds. In the center of the room there are six large cogs that are an orange-red color. The red cogs shake violently as they grind against the rusty buildup. The floor beneath the cogs is made up of dozens of holes that lie in a grid. The massive cogs are being spun by shafts sticking into the holes. Designate-426 says to you as he points to the largest cog, "That is the master cog. It always rotates clockwise and is connected to the Great Machine. It powers the Lucent Machine." He points to another, more silver cog and says, "That is the generator cog. A kinetic energy transfer must happen between the two, and the generator cog must rotate counterclockwise. We cannot remove the rusted cogs so you must find enough to connect the master cog to the generator cog!"

The party may wish to look around. The rusty gears are beyond repair regardless of the number *mending* spells they cast. Looking into the holes reveals a seemingly infinite space filled with gears covered in black sludge.

THE SALVAGE YARD

Hundreds of piles of random metal pieces fill both sides of the cog that lies perpendicular to Modrus. Dozens of modrons meticulously take care of the piles and transport pieces to awaiting customers. The sheer size of the piles makes this task seem daunting. You are greeted by a modron who has wheels made out of gears instead of legs. "What is your business?" he says with a scratchy voice.

Wheelie-002, as it introduces itself, directs you to the two largest mounds of scrap. "Cogs and gears are mixed together there. The helpers will carry what you need here, and then we will discuss payment!"

While helpful in moving things, the modrons aren't great at finding things. The party must search the piles themselves.

Finding the needed pieces requires a successful DC 15 group Intelligence (Investigation) check by the party. If a party member has a relevant way to be better at searching (i.e. a familiar, an arcane eye, observant feat, etc.), then that character may make the check with advantage. Each check represents one hour of searching. Each time the group succeeds in a check, give them 3 gears.

If the party went to see the Lucent Machine, they know they will need around 8 or 9 gears to succeed

and fully repair the machine, but having more is always better. If the party fails 3 investigation checks, the party is convinced there are no more gears in the piles. They may then attempt once more but feel they will gain a level of exhaustion while searching.

Once all searching is completed, characters may then use one use of the Lucky feat to find 1 more gear each (limit 1 per character). They may also turn in inspiration to find 1 more gear each.

Each use of the *fabricate* spell creates one cog for each time the spell is cast. Also, a Forge domain cleric can spend 10,000 gp to create a cog using their Channel Divinity ability.

Once the party has gathered as many cogs as possible, the party brings them to Wheelie-002. Allow the party to haggle back and forth with the modron who introduces itself as “Wheelie-002.”

Eventually Designate-426 will jump in and tell Wheelie-002 that any cost that the party has settled on will be completely covered by The Council. Wheelie-002 will also offer transport of the cogs for the party.

When they get to the Lucent Machine, give the party **Player Handout 5** again (with the cogs cut out). Give the players the number of cogs they found at the scrap yard and have them complete the puzzle. All the cogs have been removed save for the rusted cogs and the main cog which is still spinning. The black gears are the ones that are rusted. The gray gears need to be connected by path of gears that doesn't touch the rusted ones. This puzzle is more about how many gears they found instead of precision. (No, you don't have to cut out individual teeth on the cogs!)

Allow the party to assemble the puzzle. If they have fewer than 8 cogs, the puzzle can't be completed and the party fails this part of the mission. They are asked to leave and are not given the kaorti sludge.

XP AWARD

If they solved the puzzle, award each character 1,000 XP, and the lubricant is removed from the device and given to the party in two open-topped metal barrels. Once they jump through the rift, their rock starts flickering and the rift starts to close. If the party has already run City of Brass, Drathar No'el asks them if this is a rift worth stabilizing.

RIFT 5. ELYSIUM

Your stomach lurches into your throat as you step through the rift. When you walk out, your eyes are assaulted by brilliant golden light from above and reflecting off the golden grass around you. An old man, hidden by the grass at first, stands up with flowers in

his hands. “Oh, hello there! Please, I don't have much but take these flowers. Just don't hurt me, okay?”

GENERAL FEATURES

Elysium is filled with amber fields, radiant forests and the River Oceanus.

Terrain. Vast fields of shimmering gold grasses that seem to part way as you walk through them.

Weather. A faint northwesterly summer breeze and clear skies.

Light. The area is lit with bright light.

Smells and Sounds. The smell of flowers and other plants. Oddly, there aren't many sounds when people stand still.

A successful DC 16 Intelligence (Arcana) check reveals this to be Elysium, a higher plane inhabited by gods and angels.

If the characters promise to not hurt the old man, he will tell them the following:

- My name is Noah Lorynth. Sorry to be so disrespectful. What are your names?
- Two days ago a small contingent of soldiers came through the rift and attacked my temple.
- The soldiers had bizarre bodies made out of shifting black slime.
- I was attending mass at the Temple of Chauntea when the soldiers attacked.
- The temple is on an island in the middle of the Aurum Tear—a lake of pure holy water.

If the characters are suspicious of this man, allow them to attempt a DC 18 Wisdom (Insight) check. If they succeed, they feel like he is hiding something from them. If they call him out, he tells them the following:

“I was a coward. When the attack began, instead of helping defend the temple, I dove into the Tear and swam for my life. I'm not sure how many people escaped with their lives, I'm guessing not many.”

If the party asks where to find the temple, he will tell them the following:

- The temple is an hour's walk from here. I can show you how to get there, but I am not fighting those horrible things.
- To get to the island, one must travel the Opal Arch—a long bridge that arches over the lake. It is meant to represent the journey of life to death, ending in Chauntea's warm embrace.

The shimmering surface of the Aurum Tear is a beautiful sight amidst the fields surrounding it. You see an arching bridge spanning the lake and coming to the rest on a small island. The bridge is easily a thousand feet long and about one hundred feet tall at its center point.

A faint white glow emanates from the bridge, which is as beautiful to tread upon as it is to look at. Smooth opalescent slabs line the 20-foot-wide walkway. Benches are carved into the short walls of the structure and massive finely-detailed 20-foot-tall statues line the walkway. Small bronze plates fastened to the bottom of the statues have people's names etched into them.

Along the walk, Noah is talkative and sounds like a tour guide:

- “Ah yes, the favored of Chauntea. Each statue is created in the image of some of Chauntea's greatest followers. Even the common folk that spend their lives in Chauntea's service can earn a place on the bridge.”
- “The Aurum Tear is pure holy water aligned toward good creatures, and destroys evil ones.”
- “The island is warded in such a way that no one can step foot on it unless they walk on from the bridge. Teleportation magic cannot get through this ward.”

As you reach the peak of the arched bridge, a massive feline creature with feathered wings of rainbow colors blocks the path. Noah says “Chauntea's blessing! I have heard our priest always spoke of the great Sphinx Branderwath! I've never before seen her!” He falls to his knees and starts murmuring a prayer.

The androsphinx bows its head to see the characters and says “Yes, I am Branderwath, protector of the Opal Arch, Servant of Chauntea. I was called here to protect the bridge from attackers. When I arrived, five men in armor were racing across the bridge. I destroyed them and they turned into black slime. I am bound to this spot and I am not allowed to leave unless I am called to defend another temple. I will let you pass if you can answer my riddle.”

The true followers of Chauntea should know the riddle used in her church. Give the characters **Player Handout 6**, “The Farmer Riddle.”

“A farmer wishes to cross the river Oceanus and must bring his chicken, his fox, and his corn to market on the other side. The farmer is poor and his boat is tiny so he can only bring one of these three things across at a time. The problem is, if he leaves the fox and chicken together, the fox will eat the chicken. If he leaves the chicken and the corn together, the chicken will eat the corn. How can the farmer get all three things across the river safely?”

The answer:

1. Take the chicken across then go back and get the fox.
2. Take the fox across and pick up the chicken then go back and get the corn.

3. Bring the corn across and then go back and get the chicken.

There are multiple ways to answer this riddle though the one described here requires the least amount of rowing. If the party comes up with a longer, more ridiculous method, they still get the correct answer, but the androsphinx mocks them a little.

Noah doesn't help the party with riddle as he has never heard it before. This might appear odd to the party.

If the party answers the riddle correctly, they are allowed to pass. If the party fails to answer it correctly, the **androsphinx** attacks them, thinking they are shapechangers. If the sphinx is defeated, it collapses to the ground and doesn't change into kaorti slime.

If the party tries to go around the sphinx in any way, they notice that they can't get any closer to the island. It is almost like there is an imaginary barrier behind the sphinx and enveloping the island.

Any creature of evil alignment that touches the water must make a DC 20 Constitution saving throw, taking 55 (10d10) radiant damage on a failed save, or half as much damage on a successful one. The creature must repeat the saving throw at the start of each of its turns as long as it remains in contact with the water.

XP Award. If their solution to the riddle consists of only five river crossings, award each character 1,000 XP.

THE TEMPLE OF CHAUNTEA

The Opal Arch descends into an open stadium-like temple. Twelve tall pillars circle the temple. Rows of wooden pews sit in a circle around a central parapet that sits in a bowl shaped depression at the center of the temple. An opal altar sits in the center of the parapet. Standing over the altar is an angel with wings spread. The angel lifts a golden statue that looks like grain from the altar and sets an onyx statue of a bizarre multi-legged creature in its place. Veins of darkness seep into the altar and the parapet it rests on. The angel looks at you, then attacks.

The angel is a **planetar**. As it moves to attack, two **devas** descend from above and Noah turns into a **couatl**.

The couatl will fly 45 feet in the air and cast *bleed* on its allies. It will then swoop in to either heal its damaged allies or cast *sanctuary* on them to protect them. The planetar will fly up and cast *insect plague* or *flame strike*. It will continue to cast damaging spells until it is out of them and then it will fly down and attack with its greatsword. The devas will be the front line melee combatants. If the planetar

reaches half its hit points, all the devas and the couatl will use their healing abilities on it.

SETTING UP THE ENCOUNTER

Very Weak

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva (3):** AC 17, 136 hp, Init +4

Weak

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva:** AC 17, 136 hp, Init +4
- **Planetar:** AC 19, 200 hp, Init +5

Average

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva (2):** AC 17, 136 hp, Init +4
- **Planetar:** AC 19, 200 hp, Init +5

Strong

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva (3):** AC 17, 136 hp, Init +4
- **Planetar:** AC 19, 200 hp, Init +5

Very Strong

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva (2):** AC 17, 136 hp, Init +4
- **Planetar (2):** AC 19, 200 hp, Init +5

The parapet and the altar are both corrupted by Far Realm energy. Any character that touches either one must make a DC 18 Intelligence saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one as their mind is ravaged by images of creatures with tentacles and claws floating in the void of space. The Far Realm energy moves up one row of pews higher at initiative 20.

The celestials in this encounter are really kaorti shapechangers—when they are slain, they turn into puddles of black ichor. As an action, any shapechanger may absorb a puddle to heal up to 50% of their maximum hit points if they are below 50%. The puddles can be destroyed if they are dealt any damage from a spell or an attack.

Characters can remove the statue from the altar, which causes the Far Realm energy to subside from the altar and parapet. When a creature removes the statue, they must make a DC 18 Intelligence saving throw. On a failed save, the creature takes 18 (4d8) psychic damage and gains 1 level of madness.

Treasure. Inside the altar is a coffer with 200 platinum pieces in it. The golden rose statue is an art object that can be sold to the Church of Chauntea for 500 gp. If the party doesn't bring the Far Realm statue back, the rift remains open and the party will have to go back and get it.

PART 2. THE QUIN

Estimated Duration: 1 hour

You step from the rift and onto a rock precipice. As you scan your environment you see that the rock is surrounded by a faint yellow glow. Looking beyond the yellow glow, you see stars and scintillating colors. Vast clouds of colored dust expand and collapse, looking like writhing tentacles. Out of the corner of your eye, the stars seem more eye-like and you think you see them blink at you.

Across the stone's surface is a chair made out of stone. Sitting in the chair is an old high elf with platinum hair. The elf looks exhausted as he lifts his head up and looks at you. "I knew you would come. There is much we must discuss. I fear that we don't have much time."

GENERAL FEATURES

The demiplane has the following general features.

Terrain. The ground is rough stone. Surrounding the stone is a vast emptiness filled with dark clouds and furiously spinning vortexes.

Weather. The air doesn't move within the demiplane

Light. The rock emanates fate light which illuminates the area.

Sounds. The faint sound of screaming in the back of your mind and the sounds of gurgling and slurping sounds become apparent when the edges of the demiplane rupture and the collectives ooze down.

A successful DC 25 Intelligence (Arcana) check identifies that on the other side of the yellow glow appears to be what they have heard the Far Realm described as. If the result of the check meets or exceeds a DC 16 or better, they identify that they are inside a protective dome, similar to an augmented *Leomund's tiny hut* spell.

The Wizard continues "My name is Banlan Omadithas and I am the last of what your people used to call The Quin. Ages ago we ventured forth through a gate that sent us a vast distance beyond the known planes. What we found was beyond comprehension. The Far Realm served as our greatest achievement and our worst failure. We had no idea the madness we would encounter. Shortly after we arrived here, we were greeted by a being who called itself Zurguth, the Feasting Vast. The creature was so impossible, it corrupted our minds. Many Quin succumbed quickly but some of us were able to resist the insanity. We were changed into beings of utter chaos who could secrete a vile resin that hardened into carapace. They were called the Kaorti."

"We created this space where those of us who did resist could work on a way to recover the minds of

our friends from the corruption of this place. We were successful at purging the insanity from our friends and turning them back into elves, but we created something much, much worse. The insanity became sentient and coalesced into a slime that could mimic other creatures. Several weeks ago, the shapechangers were drawn to a portal just over there". He points to a space off in the distance. "Many made it through before the portal collapsed. I fear what damage they will do.

If the party wishes, let them interact with Banlan. They may wish to tell him about what the shapechangers have done, as well as if they participated in the destruction of the gate in CCC-TRI-02. Once the interaction has grown stale, the wizard finishes by saying:

"The first shapechanger that coalesced was especially toxic. It reproduced at a rapid rate. We began referring to it as the Prime. I have learned the Prime has devised a way to transverse the planes without the use of portals or gates. It does so with an island made out of a pearl-like material. I fear it is heading to Toril to extract its revenge on us. You must prepare for its arrival or all of Toril will succumb to its insanity!"

As he finishes his statement, the elf's face begins to distort as a thick resin spews forth from his pores encasing him in a resin armor. The yellow dome surrounding the rock starts to flicker and two blobs of kaorti ooze rain down from the outside of the dome through a weak spot and landing into a pile on the ground. The ooze piles rise up, each revealing a quivering mass of multiple faces, arms, and legs.

Banlan Omadithas is a kaorti **death knight** and the piles of sludge are two shapechanger collectives (**luan-ti anathemas**).

SETTING UP THE ENCOUNTER

Very Weak

- **Banlan Omadithas:** AC 20, 180 hp, Init +0
Doesn't have legendary or lair actions.
- **Shapechanger Collective:** AC 16, 189 hp, Init +1

Weak

- **Banlan Omadithas:** AC 20, 180 hp, Init +0
Doesn't have lair actions.
- **Shapechanger Collective:** AC 16, 189 hp, Init +1

Average

- **Banlan Omadithas:** AC 20, 200 hp, Init +0
- **Shapechanger Collective (2):** AC 16, 189 hp, Init +1

Strong

- **Banlan Omadithas:** AC 20, 220 hp, Init +0
- **Shapechanger Collective (2):** AC 16, 225 hp, Init +1

Very Strong

- **Banlan Omadithas:** AC 20, 245 hp, Init +0
- **Shapechanger Collective (3):** AC 16, 225 hp, Init +1

TRICKS OF THE TRADE

The shapechanger collectives appear with *haste* already cast on themselves. They will then create a wall in front of Banlan and try to use their Constrict attacks to keep melee characters from getting to Banlan. Banlan will use his spells at first and then use his Madness Orb attack if enemies get too close to him. There is no saving Banlan from the corruption and he will fight until death.

When the shapechanger collectives are slain, they turn into puddles of black ichor. As an action, the other shapechanger collective(s) may absorb a puddle to heal up to 50% of their maximum hit points if they are below 50%. The puddles can be destroyed if they are dealt any damage from a spell or an attack.

When all the creatures are destroyed, the rift rock starts flashing. The party can retrieve Banlan's armor and find a giant diamond on a bookshelf on the back side of the stone chair.

TREASURE

Banlan is wearing kaorti resin armor (*scale armor of psychic resistance*). There is a bookshelf behind the stone chair, containing a diamond worth 2,000 gp.

CONCLUSION

When the characters return, the final rift closes regardless of whether the characters try to stabilize it. In fact, any remaining rifts also close unless they are stabilized.

When they tell First Lord Yestral about what they've learned, he looks at them and says, "Well, first we have a city to rebuild. When we do, Yûlash will stand again as a beacon of hope to cities of the Moonsea. Then, I am sure, we will have plenty of help when the Shapechanger Prime arrives!"

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
Glabrezu	5,000
Marilith	15,000
Bargura	1,800
Nalfeshnee	10,000
Goristro	18,000
Efreeti	7,200
Champion	5,000
Fire Giant	5,000
Greater Zombie	1,800
Bodak	2,300
Demilich	20,000
Marut	75,000
Planetar	15,000
Androsphinx	18,000
Couatl	1,100
Deva	5,900
Death Knight	18,000
Yuan-Ti Anathema	8,400

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Not regurgitating your meal	500
Dance routine	1,000
Gear puzzle	1,000
Lucent Machine	1,000
Riddle of the Sphinx	1,000

The **minimum** total award for each character participating in this adventure is **14,000 experience points**.

The **maximum** total award for each character participating in this adventure is **16,000 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
First Lord Yestral's Payment	1,000 each
Two Rubies	3,000
Opal	1,000
Platinum Pieces	2,000
Rose Statue	500
Two Diamonds	4,000

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.

ARMOR OF RESISTANCE (SCALE, PSYCHIC)

Armor (scale), rare (requires attunement)

This item can be found in **Player Handout 6**.

POTION OF SUPERIOR HEALING

Potion, rare

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

SPELL SCROLL OF PLANE SHIFT

Scroll, very rare

SPELL SCROLL OF MASS HEALING WORD

Scroll, uncommon

SPELL SCROLL OF IMMOLATION

Scroll, rare

REOWN

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

Members of Order of the Gauntlet that successfully saved the Red Plumes from the City of Brass earn **one additional renown point**.

Members of Harpers that successfully removed the kaorti shapechanger infused weapons from the City of Brass earn **one additional renown point**.

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:

Vuhm Yestral (Vyoom Yes-tral). The First Lord of Hillsfar has taken great interest in helping to rebuild Yûlash. With his Red Plume soldiers, he has been intent on removing all evil threats from the area surround the town.

Commandant Alexander Tyros (AL-ex-an-der TEE-rose). Former member of the Black Fists, Alex found some renown in Phlan, helping rid the city of the Maimed Virulence. He despised the corruption within the Black Fists and sailed across the sea to Hillsfar where he quickly advanced through the ranks of The Red Plumes, aiding them with their assault on Maerimydra.

Sinos (SY-nose). Sinos has lived a life of luxury since he became the page of Pasha Sahhar. Sinos is fairly sheltered and loves hearing stories of heroism.

Sahhar (Sah-HAAR). One of the Pashas of the City of Brass, Sahhar is in charge of trade and the forges for the city. This position has made the Sahhar extremely rich which he loves to flaunt. Sahhar loves to be entertained and treats all guests with respect as long as they do the same to him.

Banlan Omadithas (BAN-lan OMA-di-thaz). Banlan was one of the original high elves known as the Quin. The Quin were the first group known to mankind to travel to the Far Realm. Here, the Quin's minds became corrupted and they turned into the evil Kaorti. Some of the Quin who didn't change at first found a way to remove the kaorti corruption but in so doing, created the kaorti shapechangers. Banlan is the last of the Quin to resist the pull of the Far Realm corruption and he is weakening.

APPENDIX. TEMPORARY MADNESS TABLE

d100	Effect
01–20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage, or at the end of its next turn.
21–30	The character becomes incapacitated and spends until the end of its next turn screaming, laughing, or weeping.
31–40	The character becomes frightened until the end of its next turn and must use its action and movement each to flee from the source of the fear.
41–50	The character begins babbling and is incapable of normal speech or spellcasting until the end of its next turn.
51–60	The character must use its next action to attack the nearest creature.
61–70	The character experiences vivid hallucinations and has disadvantage on ability checks until the end of its next turn.
71–75	The character does whatever anyone tells it to do that isn't obviously self-destructive until the end of its next turn.
76–80	The character experiences an overpowering urge to eat slime. They must spend their next turn moving toward the shapechanger collectives and attempt to bite them with an unarmed attack. If the collectives are dead, they must use their turn eating the kaorti slime on the ground.
81–90	The character is stunned until the end of their next turn.
91–100	The character falls unconscious and prone. Another character can use an action to remove the unconscious condition from the character.

APPENDIX. MONSTER/NPC STATISTICS

ANDROSPHINX

Large monstrosity, lawful neutral

Armor Class 17 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +6, Con +11, Int +9, Wis +10

Skills Arcana +9, Perception +10, Religion +15

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

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 20

Languages Common, Sphinx

Challenge 17 (18,000 XP)

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *command, detect evil and good, detect magic*

2nd level (3 slots): *lesser restoration, zone of truth*

3rd level (3 slots): *dispel magic, tongues*

4th level (3 slots): *banishment, freedom of movement*

5th level (2 slots): *flame strike, greater restoration*

6th level (1 slot): *heroes' feast*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

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

Claw Attack. The sphinx makes one claw attack.

Teleport (Costs 2 Actions). The sphinx magically teleports, along with an equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility* (self only)

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

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

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

BODAK

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +6

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

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Source: *Volo's Guide to Monsters*

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6,

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its light crossbow.

Greatsword. *Melee weapon attack:* +9 to hit, reach 5 ft. one target. *Hit:* 12 (2d6 + 5) slashing damage, or 19 (4d6 + 5) slashing damage while enlarged plus 7 (2d6) slashing damage or 14 (4d6) slashing damage if the champion has more than half of its total hit points remaining.

Light Crossbow. *Ranged weapon attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

Source: *Volo's Guide to Monsters*

COUATL

Medium celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	18 (+4)	20 (+5)	18 (+4)

Saving Throws Con +5, Wis +7, Cha +6

Damage Resistances radiant

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

Senses truesight 120 ft., passive Perception 15

Languages all, telepathy 120 ft.

Challenge 4 (1,100 XP)

Innate Spellcasting. The couatl's spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*, *detect magic*, *detect thoughts*
3/day each: *bless*, *create food and water*, *cure wounds*,
lesser restoration, *protection from poison*, *sanctuary*,
shield

1/day each: *dream*, *greater restoration*, *scrying*

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

Shielded Mind. The couatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

If the new form has a bite attack, the couatl can use its bite in that form.

DEMILICH

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 —

Challenge 18 (20,000 XP)

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

Legendary Resistance (3/Day). If the demilich fails a saving throw, it can choose to succeed instead.

Turn Immunity. The demilich is immune to effects that turn undead.

ACTIONS

Howl (Recharge 5–6). The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich 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. The demilich targets up to three creatures that it can see within 10 feet of it. Each creature must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

LEGENDARY ACTIONS

The demilich 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. The demilich regains all spent legendary actions at the start of its turn.

Flight. The demilich flies up to half of its flying speed.

Cloud of Dust. The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of the demilich 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). The demilich targets one creature it can see within 30 feet of it. 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.

DEATH KNIGHT

Medium undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 180 (19d8 + 95)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dexterity +6, Wisdom +9, Charisma +10

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death knight is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*,
searing smite

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave* (necrotic)

ACTIONS

Multiattack. The death knight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much on a successful one.

REACTIONS

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a weapon.

DEVA

Medium celestial, lawful good

Armor Class 17 (Natural Armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft. (fly 90 ft.)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Skills Insight +9, Perception +9

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

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 19

Languages all, telepathy 120 ft.

Challenge 10 (5,900 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The deva can innately cast the following spells, requiring only verbal components:

At will: *detect evil and good*

1/day each: *commune*, *raise dead*

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

ACTIONS

Multiattack. The deva makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage.

Healing Touch (3/Day): The deva touches another creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

EFREETI

Large elemental, lawful evil

Armor Class 17 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 11 (7,200 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*

3/day: *enlarge/reduce*, *tongues*

1/day each: *conjure elemental* (fire elemental only), *gaseous form*, *invisibility*, *major image*, *plane shift*, *wall of fire*

ACTIONS

Multiattack. The efreeti makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

FIRE GIANT

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

GLABREZU

Large fiend, chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

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

Saving Throws Str +5, Con +9, Wis +7, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

1/day each: *confusion*, *fly*, *power word stun*

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

ACTIONS

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

GORISTRO

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

Saving Throws Str +13, Dex +6, Con +13, Wis +7

Skills Perception +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal

Challenge 17 (18,000 XP)

Charge. If the goristro moves at least 15 feet straight toward a target and hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinth Recall. The goristro can perfectly recall any path it has traveled.

Magic Resistance. The goristro has advantage against spells and other magical effects.

Siege Monster. The goristro deals double damage to objects and structures.

ACTIONS

Multiattack. The goristro makes three attacks: two with its fists and one with its hoof.

Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Hoof. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Gore. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 45 (7d10 + 7) piercing damage.

GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

Turn Resistance. The zombie has advantage on saving throws against any effect that turns undead.

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

ACTIONS

Multiattack. The zombie makes two melee attacks.

Empowered Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

Source: *Tales from the Yawning Portal*

MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

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

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

Reactive. The marilith can take one reaction every turn in combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

MARUT

Large construct (inevitable), lawful neutral

Armor Class 22 (natural armor)

Hit Points 432 (32d10 +256)

Speed 40 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Int +12, Wis +10, Cha +12

Skills Insight +10, Intimidation +12, Perception +10

Damage Resistances thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 20

Languages all but rarely speaks

Challenge 25 (75,000 XP)

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

Innate Spellcasting. The marut's innate spellcasting ability is Intelligence (spell save DC 20). The marut can innately cast the following spell, requiring no material components.

At will: *plane shift* (self only)

Legendary Resistance (3/Day). If the marut fails a saving throw, it can choose to succeed instead.

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

ACTIONS

Multiattack. The marut makes two slam attacks.

Unerring Slam. Melee Weapon Attack: automatic hit, reach 5 ft., one target. Hit: 60 force damage, and the target is pushed up to 5 feet away from the marut if it is Huge or smaller.

Blazing Edict (Recharge 5–6). Arcane energy emanates from the marut's chest in a 60-foot cube. Every creature in that area takes 45 radiant damage. Each creature that takes any of this damage must succeed on a DC 20 Wisdom saving throw or be stunned until the end of the marut's next turn.

Justify. The marut targets up to two creatures it can see within 60 feet of it. Each target must succeed on a DC 20 Charisma saving throw or be teleported to a teleportation circle in the Hall of Concordance in Sigil. A target fails automatically if it is incapacitated. If either target is teleported in this way, the marut teleports with it to the circle.

After teleporting in this way, the marut can't use this action again until it finishes a short or long rest.

Source: *Mordenkainen's Tome of Foes*

NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is carrying, up to 120 feet to an unoccupied space it can see.

PLANETAR

Large celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 200 (16d10 + 112)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	25 (+7)

Saving Throws Con +12, Wis +11, Cha +12

Skills Perception +11

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened

Senses truesight 120 ft., passive Perception 21

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Angelic Weapons. The planetar's weapon attacks are magical. When the planetar hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Divine Awareness. The planetar know if it hears a lie.

Innate Spellcasting. The planetar's spellcasting ability is Charisma (spell save DC 20). The planetar can innately cast the following spells, requiring no material components:

At will: *detect evil and good, invisibility* (self only)

3/day each: *blade barrier, dispel evil and good, flame strike, raise dead*

1/day each: *commune, control weather, insect plague*

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

ACTIONS

Multiattack. The planetar makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) radiant damage.

Healing Touch (4/Day). The planetar touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

YUAN-TI ANATHEMA

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

Armor Class 16 (natural armor)

Hit Points 189 (18d12 + 72)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	19 (+4)	17 (+3)	20 (+5)

Skills Perception +7, Stealth +5

Damage Resistances acid, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

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

Languages Abyssal, Common, Draconic

Challenge 17 (8,400 XP)

Innate Spellcasting (Anathema Form Only). The anathema's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

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

1/day: *divine word*

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

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

Shapechanger. The anathema can use its action to polymorph into a Huge **giant constrictor snake**, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed.

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

ACTIONS

Multiattack (Anathema Form Only). The anathema makes two claw attacks, one constrict attack, and one Flurry of Bites attack.

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

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

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

Source: *Volo's Guide to Monsters*

APPENDIX. ENCOUNTER SETUP

DEMONWEB PITS

VERY WEAK PARTY STRENGTH (26,800 XP)

- **Glabrezu (2):** AC 17, 157 hp, Init +2
- **Marilith:** AC 18/23, 189 hp, Init +5
- **Barlgura:** AC 15, 68 hp, Init +2

WEAK PARTY STRENGTH (36,800 XP)

- **Glabrezu:** AC 17, 157 hp, Init +2
- **Marilith:** AC 18/23, 189 hp, Init +5
- **Barlgura:** AC 15, 68 hp, Init +2
- **Nalfeshnee:** AC 18, 184 hp, Init +0

AVERAGE PARTY STRENGTH (36,800 XP)

- **Marilith:** AC 18/23, 189 hp, Init +5
- **Barlgura:** AC 15, 68 hp, Init +2
- **Nalfeshnee (2):** AC 18, 184 hp, Init +0

STRONG PARTY STRENGTH (46,800 XP)

- **Marilith:** AC 18/23, 189 hp, Init +5
- **Barlgura:** AC 15, 68 hp, Init +2
- **Nalfeshnee (3):** AC 18, 184 hp, Init +0

VERY STRONG PARTY STRENGTH (51,800 XP)

- **Marilith (2):** AC 18/23, 189 hp, Init +5
- **Barlgura:** AC 15, 68 hp, Init +2
- **Nalfeshnee (2):** AC 18, 184 hp, Init +0

SHADOWFELL

VERY WEAK PARTY STRENGTH (27,200 XP)

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Demilich:** AC 20, 97 hp, Init +5
Doesn't have legendary actions, lair traits, or lair actions.

WEAK PARTY STRENGTH (29,500 XP)

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Bodak:** AC 15, 58 hp, Init +3
- **Demilich:** AC 20, 97 hp, Init +5
Doesn't have legendary actions, lair traits, or lair actions.

AVERAGE PARTY STRENGTH (31,800 XP)

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Bodak (2):** AC 15, 58 hp, Init +3
- **Demilich:** AC 20, 97 hp, Init +5
Doesn't have lair traits, or lair actions.

STRONG PARTY STRENGTH (31,800 XP)

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Bodak (2):** AC 15, 58 hp, Init +3
- **Demilich:** AC 20, 97 hp, Init +5
Doesn't have lair actions.

VERY STRONG PARTY STRENGTH (31,300 XP)

- **Greater Zombie (4):** AC 15, 97 hp, Init +0
- **Bodak (2):** AC 15, 58 hp, Init +3
- **Demilich:** AC 20, 97 hp, Init +5

DEMILICH LAIR TRAITS

- The first time a non-evil creature enters the area, the creature takes 16 (3d10) necrotic damage.
- Allies in the area have advantage on saving throws against being charmed or frightened, and against features that turn undead.
- Conjuraction spells that would allow characters to teleport automatically fail. This includes planar travel as well, such as spells like *plane shift* and *banishment*.

DEMILICH LAIR ACTIONS

On initiative count 20 (losing initiative ties), the demilich rolls a d20. On a result of 11 or higher, the demilich takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row.

- The area shakes violently for a moment. Each creature on the ground must succeed on a DC 19 Dexterity saving throw or be knocked prone.
- The demilich targets one creature it can see within 60 feet of it. An *antimagic field* fills the space of the target, moving with it until initiative count 20 on the next round.
- The demilich targets any number of creatures it can see within 30 feet of it. No target can regain hit points until initiative count 20 on the next round.

ELYSIUM

VERY WEAK PARTY STRENGTH (7,000 XP)

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva:** AC 17, 136 hp, Init +4

WEAK PARTY STRENGTH (22,000 XP)

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva:** AC 17, 136 hp, Init +4
- **Planetar:** AC 19, 200 hp, Init +5

AVERAGE PARTY STRENGTH (27,900 XP)

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva (2):** AC 17, 136 hp, Init +4
- **Planetar:** AC 19, 200 hp, Init +5

STRONG PARTY STRENGTH (33,800 XP)

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva (3):** AC 17, 136 hp, Init +4
- **Planetar:** AC 19, 200 hp, Init +5

VERY STRONG PARTY STRENGTH (42,900 XP)

- **Couatl:** AC 19, 97 hp, Init +5
- **Deva (2):** AC 17, 136 hp, Init +4
- **Planetar (2):** AC 19, 200 hp, Init +5

FAR REALM DEMIPLANE

VERY WEAK PARTY STRENGTH (26,400 XP)

- **Banlan Omadithas:** AC 20, 180 hp, Init +0
Doesn't have legendary or lair actions.
- **Shapechanger Collective:** AC 16, 189 hp, Init +1

WEAK PARTY STRENGTH (26,400 XP)

- **Banlan Omadithas:** AC 20, 180 hp, Init +0
Doesn't have lair actions.
- **Shapechanger Collective:** AC 16, 189 hp, Init +1

AVERAGE PARTY STRENGTH (34,800 XP)

- **Banlan Omadithas:** AC 20, 200 hp, Init +0
- **Shapechanger Collective (2):** AC 16, 189 hp, Init +1

STRONG PARTY STRENGTH (34,800 XP)

- **Banlan Omadithas:** AC 20, 220 hp, Init +0
- **Shapechanger Collective (2):** AC 16, 225 hp, Init +1

VERY STRONG PARTY STRENGTH (43,200 XP)

- **Banlan Omadithas:** AC 20, 245 hp, Init +0
- **Shapechanger Collective (3):** AC 16, 225 hp, Init +1

BANLAN OMADITHAS (DEATH KNIGHT)

- Change creature type to *Medium aberration (shapechanger)*
- Add:
Legendary Resistance (3/Day). If Banlan fails a saving throw, he can choose to succeed instead.
- Remove the **Marshall Undead** feature.
- Change Hellfire Orb attack to:
Madness Orb (1/Day). Banlan hurls a magical ball of psychic energy at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) psychic damage on a failed save. If they fail the save by 5 or more, they also suffer the effects of temporary madness. On a successful saving throw, the character takes half the damage and does not suffer madness.

BANLAN LEGENDARY ACTIONS

Banlan 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. Banlan regains all spent legendary actions at the start of his turn.

Longsword. Banlan makes a longsword sword attack.

Shrug It Off (Costs 2 Actions). Banlan ends one condition currently affecting him.

Harden (Costs 3 Actions). Banlan's resin armor thickens, becoming nearly impenetrable. He gains resistance to bludgeoning, piercing, and slashing damage until his next turn.

BANLAN LAIR ACTIONS

On initiative count 20 (losing initiative ties), Banlan rolls a d20. On a result of 11 or higher, Banlan takes a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- The Far Realm's corruption oozes through the chamber. Each creature must make a DC 16 Intelligence saving throw. On a failure, the creature suffers temporary madness. Creatures can suffer from multiple instances of temporary madness. If a creature suffers its third instance of temporary madness, the effects last for 10 minutes instead of 1 round.
- Tentacles extend out of the floor of the rock. Characters must succeed on a DC 16 Athletics or Acrobatics check or take 7 (2d6) acid damage and become restrained until initiative count 20 in the next round.
- Creatures who are currently under the effects of temporary madness take 10 (3d6) psychic damage.

SHAPECHANGER COLLECTIVE (YUAN-TI ANATHEMA)

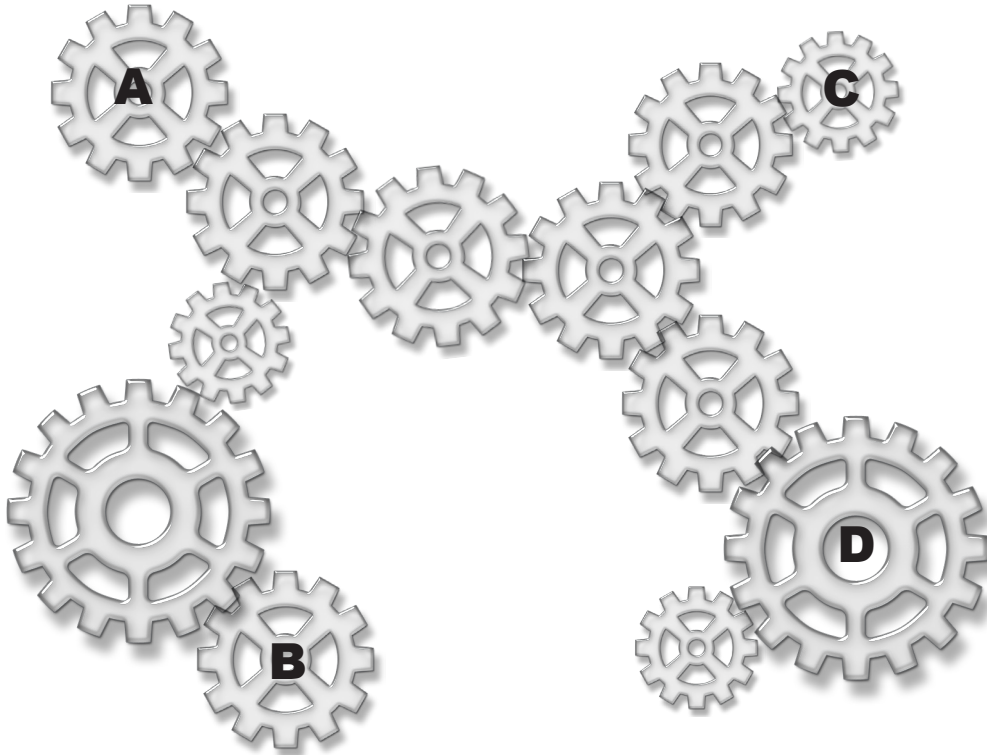
- Change creature type to *Huge aberration (shapechanger)*
- Change **Damage Immunities** poison to psychic.
- Remove **Condition Immunities** poisoned.
- Change Innate Spellcasting:
Innate Spellcasting. The collective's spellcasting ability is Charisma (spell save DC 17). The collective can innately cast the following spells, requiring no material components:
At will: *command*
3/day each: *darkness, entangle, fear, haste, suggestion, crown of madness*
1/day each: *synaptic static*
- Remove the **Ophidiophobia Aura** feature.
- Remove the **Shapechanger** feature.

PLAYER HANDOUT 1. LOLTH ALTAR

L O L T H I S N O W H E R E

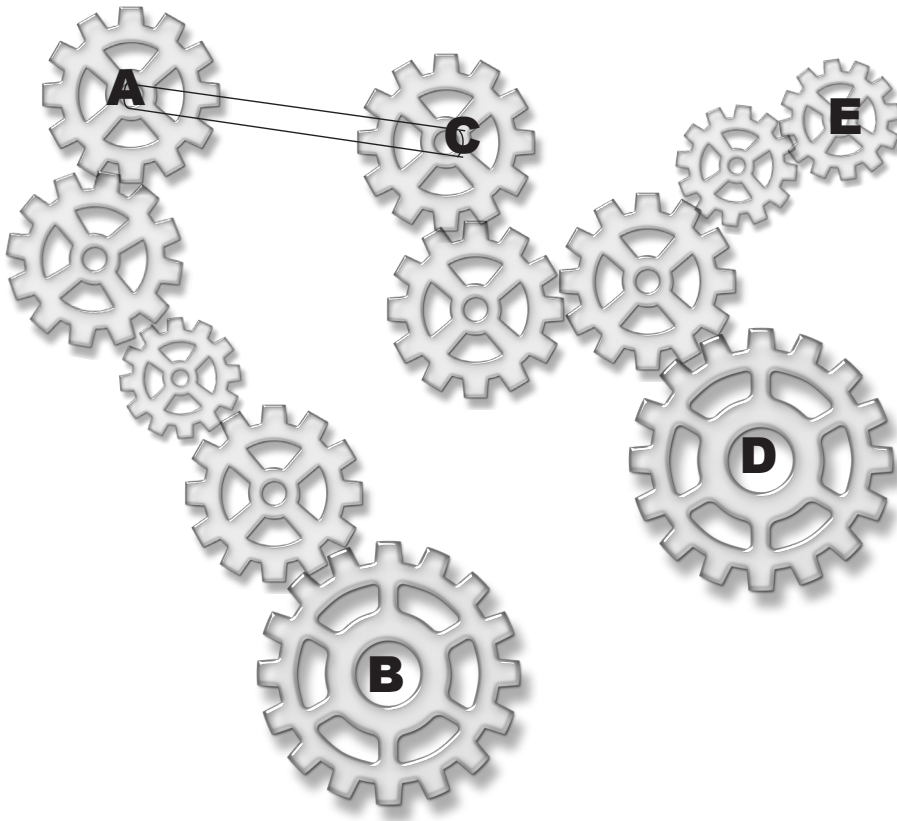
PLAYER HANDOUT 2. GEAR PUZZLE 1

What direction would gear A have to spin in order to makes gear D rotate counterclockwise?



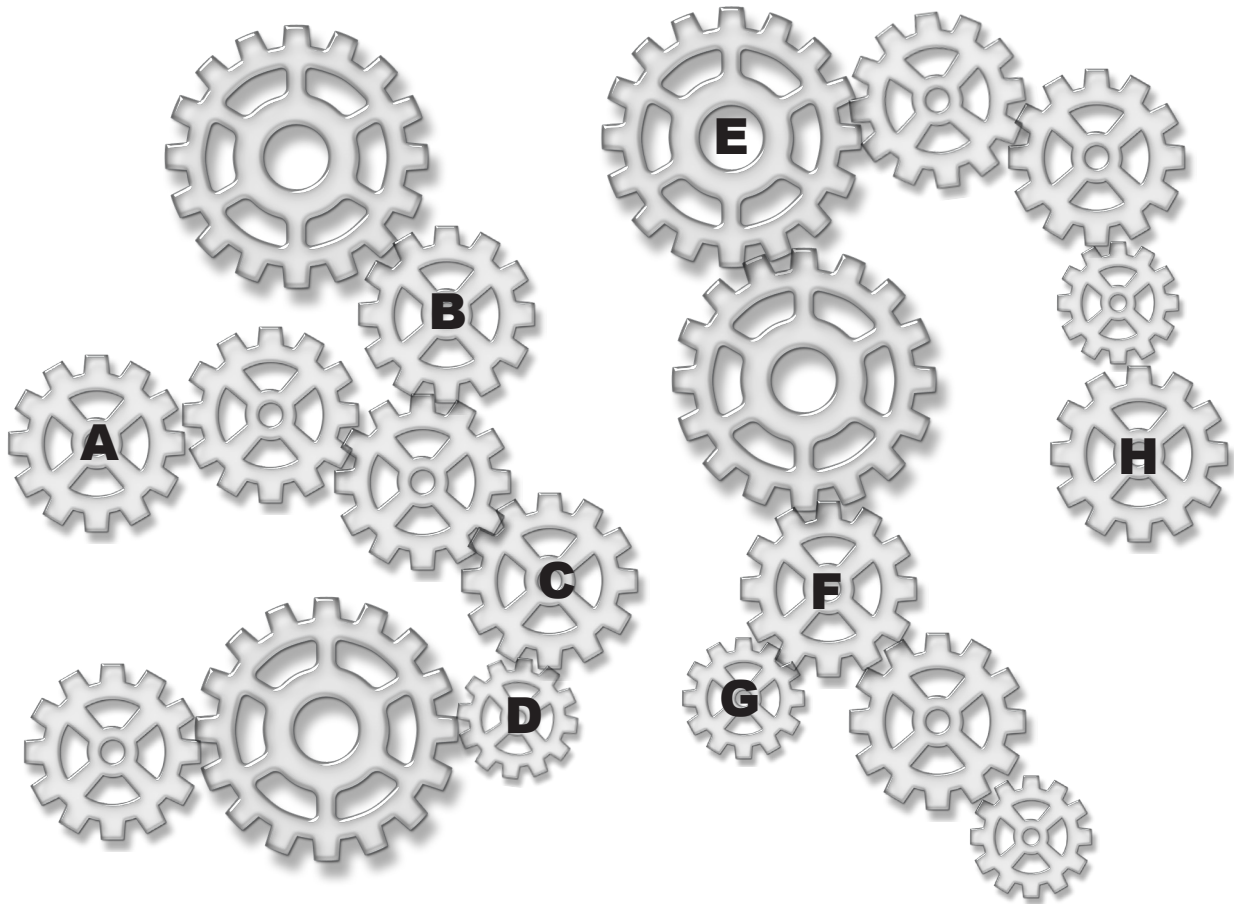
PLAYER HANDOUT 3. GEAR PUZZLE 2

What direction would gear D need to spin in order to make gear B spin clockwise?

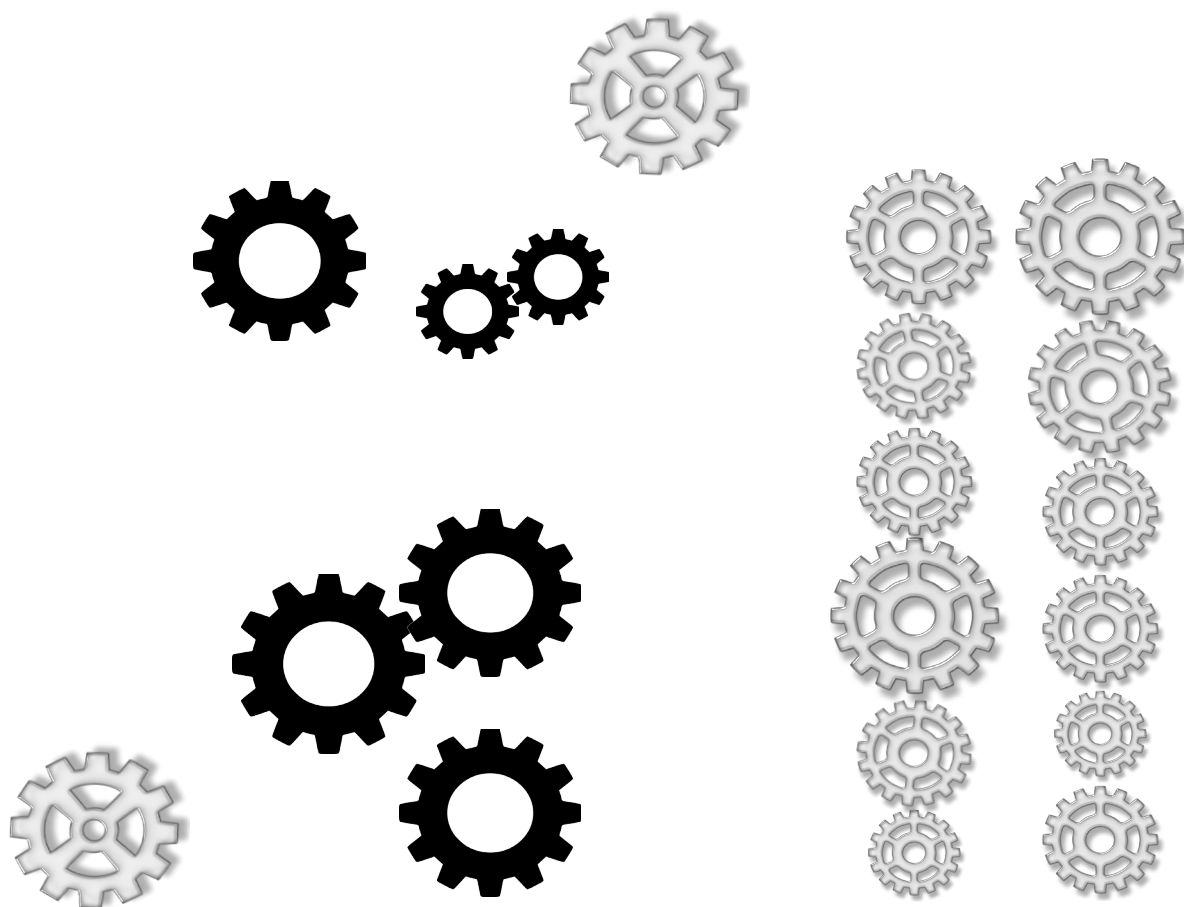


PLAYER HANDOUT 4. GEAR PUZZLE 3

If gear A is spinning counterclockwise, between which 2 gears could a belt get added to make gear H also spin counterclockwise?
(Belts cannot cross over other gears.)

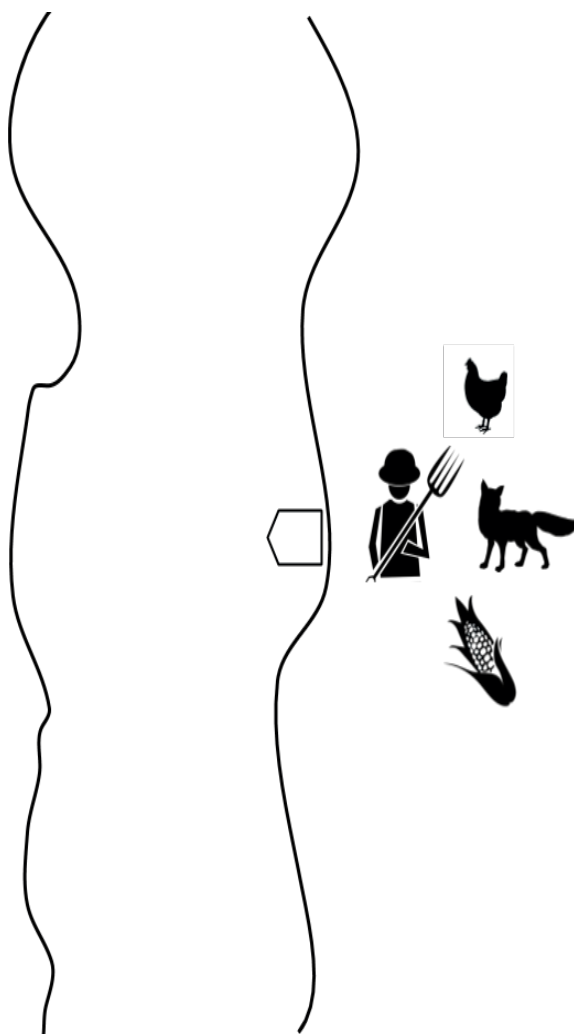


PLAYER HANDOUT 5. THE LUCENT MACHINE



PLAYER HANDOUT 6. THE FARMER RIDDLE

A farmer wishes to cross the river Oceanus and must bring his chicken, his fox, and his corn to market on the other side. The farmer is poor and his boat is tiny so he can only bring one of these three things across at a time. The problem is, if he leaves the fox and chicken together, the fox will eat the chicken. If he leaves the chicken and the corn together, the chicken will eat the corn. How can the farmer get all three things across the river safely?



PLAYER HANDOUT 7. MAGIC ITEM

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

ARMOR OF RESISTANCE (SCALE, PSYCHIC)

Armor (scale), rare (requires attunement)

You have resistance to one type of damage while you wear this armor. This damage type is psychic.

This armor is made out of an organic hardened resin similar to amber. When this armor's psychic resistance is used, you are wracked with terrible nightmares of unfathomable creatures that evening.

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