



THE RED WAR: TIER 1

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

A Three-Hour Epic Adventure for 1st – 4th Level Characters

ELEMENTAL EVIL™

BILL BENHAM, DAN DILLON, ALAN PATRICK, AND TRAVIS WOODALL
Authors

Adventure Code: DDEP00-01

Optimized For: APL 3

Version: 1.0

Development and Editing: Claire Hoffman, Travis Woodall

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

D&D Adventurers League Administrators: Bill Benham, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

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INTRODUCTION

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

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

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words within 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

“Do you not know that a man is not dead while his name is still spoken?”

—Terry Pratchett, *Going Postal*

ADVENTURE BACKGROUND

In the years preceding the Undoing, Crannak Smolderburn was the apprentice of the duergar Mastersmith Slabneck Ingotbeard. Both were strong of arm (important when you swing a hammer all day long) and sharp of mind (equally important when you need to think of clever ways in which to do it). And so, they spent their days refining their craft in the service of the Cult of the Eternal Flame. But, just like all the children’s stories tell us, ambitious cult apprentices often formulate ways to succeed their masters in bloody, fiery coups that end up with the master left for dead in a sewer, while the apprentice assumes the master’s position of prestige in the cult they’re both members of. You know—that old trope.

And so Crannak was chosen to lead the cult cell in Mulmaster and construct a device to destroy the city’s leadership in one strike. But he blew it. But he wouldn’t let a pesky thing like death stop him. No-sir. Imix (blessed be the tool-blessor!) gave him another shot and brought the Mastersmith to life once more to bring ruin to the City of Danger. Alas, he blew that too (no thanks to some adventurers).

Fortunately for Crannak, Slabneck appeared to have read all those stories, and in forging Crannak’s iconic iron fist, fitted it with a sneaky thing indeed—a phylactery. More fortunate still, however, Slabneck didn’t die in Crannak’s coup. Ousted from the Cult of the Eternal Flame, he took in with the Cult of the Black Earth and was plotting his revenge when he learned of Crannak’s death. He has since recovered Crannak’s iron fist and the insane, derro soul locked away within it. Now...where to put it?

LOCATION AND NPC SUMMARY

The following NPCs and locations appear in this adventure:

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

Slabneck Ingotbeard (SLAB-nek EEN-gut-beerd). Formerly a member of the Cult of the Eternal Flame, this moderately talented former Mastersmith was ousted from the cult by his former apprentice, Crannak Smolderburn—who subsequently rose to take Slabneck’s place as the leader of the cult’s presence in Mulmaster. He’s since captured Crannak’s soul and is constructing a vessel to house it.

Crannak Smolderburn (KRAN-ick SMOLE-dur-burn). The former leader of the Cult of the Eternal Flame in Mulmaster,

this insane derro Mastersmith constructed the Hateforged Hellion—an immense steam-powered vessel that carved a path of rubble and ruin through the city in an attempt to destroy the Tower of the Wyvern. Crannak was slain in the attempt but was gifted with a second shot by Imix. Alas, he blew that one too. His soul is currently in the possession of his former apprentice, Slabneck Ingotbeard.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The adventurers, evacuating denizens of the Zhent Ghettos are beset upon by Thayan warriors. After the battle, they learn that the Cults of Elemental Evil are still active in Mulmaster!

Part 2. On the orders of Stabbing Master Ar’soon, the characters confront cultists, Thayans, and Mulmasterites in locations from Mulmaster’s past.

Part 3. The characters face the Slabneck Ingotbeard’s greatest creation, all while fending off attacks of the duergar cultist and a golem housing the soul of Crannak Smolderburn!

ADVENTURE HOOKS

Here, provide one-to-two paragraphs of two-to-three sentence each that explain *why* the characters might be interested in participating in the adventure.

From here, you can should provide a few more, more specific adventure hooks tied to aspects of the characters, such as backgrounds, alignments, story awards, and—if the adventure’s concept called for it—faction assignments and secret missions.

PART 1. FIRE!

Estimated Duration: 45 minutes

The adventure begins with the characters being dispatched to the Zhent Ghettos to evacuate any denizens that might wish to escape.

STORY BEAT

The characters arrive in the Zhent Ghettos when the evacuation measures begin in earnest. They're subsequently attacked by a squad of Thayan warriors and realize an awful truth—the city is still infested by the Cults of Elemental Evil.

A. THE ZHENT GHETTOS

Of all the areas within Mulmaster, the Zhent Ghettos fared the best during the Undoing. Some credit the way the buildings were constructed, while others suggest that members of the cults raised within spared it. Either way, the ramshackle buildings are largely still the same that stood before the Undoing.

GENERAL FEATURES

The Zhent Ghettos have the following features:

Terrain. Much like the rest of the city, the Zhent Ghettos are built upon level ground with cobbled streets.

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

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

Smells and Sounds. Shouts of fear and anger. Crying children. Barking orders.

Having been dispatched to the Zhent Ghettos, the characters eventually attract the attention of a patrol of Thayan soldiers responding to reports of intruders in the area.

You turn the corner just in time to come face to face with a patrol of soldiers bearing Thayan heraldry leading a trio of scared-looking Mulmasterites. One of them unlimbers a greatsword and steps ahead of the rest.

"Halt," he shouts in accented Common, "curfew has been declared for all residents of this district of Mulmaster."

At this point, choose one of the three options provided below complete this encounter:

- **Option 1: You're Coming with Us.** The characters scrap with the patrol of Thayans and discover that adventurers weren't the only thing they were looking into—they had also been investigating the presence of what appears to be presence of the Cult of the Black Earth in the Ghettos.

- **Option 2: A Fiery Introduction.** The Thayans are swallowed up by a sinkhole, from which several fire elementals emerge and attack the characters. They discover that at least one of the Cults of Elemental Evil is still active in the city—likely the Cult of the Eternal Flame.
- **Option 3: Let's Rock.** The Thayans are attacked by iron-fisted monks who, in turn, set their sights on the characters once the patrol has been felled. Upon defeating them, they learn that the monks are servants of the Cult of the Black Earth.

At the end of the encounter, the characters are approached by Stabbing Master Ar'soon, a former ranking member of the Hawks, who offers some insight into what's going on, along with a tempting proposition.

MULMASTERITES IN TROUBLE

Each encounter in this part of the adventure features Thayans, undead, or elementals attacking residents of the city—innocent bystanders in the Red War. The characters must defeat these foes in order to save the residents. The longer the characters take to do so, the fewer residents they save.

Each encounter begins with **three** Mulmasterites. At the end of each even-numbered round, one resident is lost in some fashion—some may flee into the city, others might be crushed by falling rubble or burned by spreading fires, eaten by a suddenly appearing monster, etc. At the end of Part 1, the table's representative reports how many Mulmasterites are recovered by the group.

OPTION 1. YOU'RE COMING WITH US

Upon seeing the characters, the Thayans approach to question them, but before they're able to get too far, the Cult of Black Earth makes its presence known;

The Thayans—tightening their grip on their halberds—move towards you. One of them steps ahead of the rest and crosses his arms.

"Where is it you presume to be going?" The patrol leader says in heavily accented Common, "Sergeant, bind them!"

The Thayan **captain** leads a pair of Thayan **patrolmen**. Consider the following:

Thayan Captain. The captain issues his orders in Thayan, to ensure that their foes don't get wise to his strategies. He uses his Leadership ability on his first turn of the fight and stays behind while his subordinates charge into melee. He follows them in on the second round of combat.

Thayan Patrolmen. The patrolmen charge into combat, readying actions that are triggered if the captain uses his Leadership ability if they beat the captain in initiative. They prefer to focus their attacks on one foe at a time so as to maximize the lethality of Martial Advantage.

Development. Upon defeating the Thayans, the characters find a patrol log in a satchel worn by the captain. While the most recent entries relate to the efforts of adventurers to smuggle residents from the Ghettos, others hint at something more nefarious.

“Something nefarious wanders the sewers beneath the streets. Zannif found what I believe to have been mephit. It appeared to be long-dead, but I’d be damned if the fiend didn’t get up and try to attack us. Gods only know what else might be down there...”

Shortly after discovering this, the characters are approached by a former Hawk-turned-Lords’ Alliance agent named Stabbing Master Ar’soon (see B. Further Investigations, below).

Treasure. Characters that search the bodies find a total of 50 gp in various coins and gems—likely plundered from homes in the area.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Replace the **captain** with a **patrolmen**; reduce Martial Advantage damage to 3 (1d6).
- **Weak:** Replace the **captain** with two **patrolmen**
- **Strong:** Add a **patrolman**
- **Very Strong:** Add a **captain**

OPTION 2. A FIERY INTRODUCTION

Upon seeing the characters, the Thayans approach to question them, but before they’re able to get too far, the ground swallows them up and elementals attack!

Without warning, the ground heaves and splits, and a great chasm opens beneath the Thayans’s feet, swallowing the lot of them in a single gulp.

The dust barely has the time to settle as creatures crawl and fly from the gaping hole towards you!

An **azer** and five **magma mephits** emerge from the hole and attack. Consider the following:

Azer. The azer wades into melee but spends the first round using the Dodge action to goad melee-oriented foes into drawing in close to help the mephits hit as many targets as possible with their Fire Breath or Cinder Breath. Once that’s done, though, he starts pummeling people.

Mephits. Magma mephits spend their first turn casting *heat metal* on targets wearing visibly metal armor before landing the next round to use their Fire Breath (smoke mephits use Cinder Breath). From there, they happily take to the survivors with tooth and claw—positioning themselves to maximize their Death Burst.

Development. Upon defeating the elemental creatures, the characters notice something unusual about them. Characters inspecting the remains of the creatures easily identifies them as elementals (no check required), but unusual; corrupted. They aren’t undead per se but bear the signs of necromantic influence—something *detect magic* confirms.

Shortly after discovering this, the characters are approached by a former Hawk-turned-Lords’ Alliance agent named Stabbing Master Ar’soon (see B. Further Investigations, below).

Treasure. Characters that search the remains of the mephitis find a small belt pouch with a flawless garnet worth 50 gp.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Replace the **azer** with two **smoke mephits**; remove four **magma mephits**
- **Weak:** Replace the **azer** with a **smoke mephit**; remove a **magma mephit**
- **Strong:** Replace two **magma mephits** with an **azer**
- **Very Strong:** Add two **azers**

OPTION 3. LET’S ROCK!

Upon seeing the characters, the Thayans approach to question them, but before they’re able to get too far, undead cultists attack!

The door to a nearby, partially collapsed building explodes open, and a handful of loosely garbed figures bursts forth.

They fall upon the Thayans like a pack of rabid animals, biting, punching, and kicking. A heartbeat later, the Thayans lay in bloody heaps, and the creatures’s level their cloudy-eyed gaze upon you.

Seven **corrupted stone monks** spread out to flank and attack the characters! Consider the following:

Sacred Stone Monks. The monks spread out to minimize their exposure to opportunity attacks—especially if they’re able to maneuver behind the group to exposed ranged combatants and spellcasters.

Martial Arts Adepts. Any adepts prefer to stun spellcasters, knock heavily armored foes prone, and disarm lithe, dexterous combatants. Martial adepts who catch missiles can throw them back in lieu of a dart using their Multiattack (using the same attack bonus and damage, but the damage type determined by the missile).

Development. Characters inspecting the remains of the cultists easily identify that they are, in fact, undead, and have been for quite some time. In the unlikely event that any are captured (they fight until destroyed), they are still sentient—despite their current state of undeath.

Shortly after discovering this, the characters are approached by a former Hawk-turned-Lords' Alliance agent named Stabbing Master Ar'soon (see B. Further Investigations, below).

Treasure. One of the monks carries a string of polished obsidian beads that resemble prayer beads. The prayer beads are worth 50 gp.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove four **monks**; the monks don't have the Multiattack action
- **Weak:** Remove a **monk**
- **Strong:** Replace two **monks** with a **martial arts adept**
- **Very Strong:** Replace three **monks** with two **martial arts adepts**

B. FURTHER INVESTIGATION

Upon completing the encounter above, the characters are approached Ar'soon, a former Hawk, and current member of the Lords' Alliance.

"Ho, there," a deep, silky voice calls out in accented Common, "The plans have changed!"

Approaching you is a well-dressed Calishite man dressed in a black, full-length coat trimmed in white fur. He wears a thin, immaculately groomed beard and mustache and a headwrap fastened in front with the Lords' Alliance emblem.

Ar'soon half-runs to the group wielding an ancient-looking longsword decorated in mysterious runes and set with a large, cracked ruby in the pommel. The blade is covered in blood, and more than one of his guards is heavily wounded.

Mulmasterites. Ar'soon relieves the characters of any Mulmasterites in their charge—instructing them to report how many they saved to their superiors.

Further Orders. Ar'soon relates that groups of faction soldiers have been attacked by elementals

and undead. It seems that not only are the Thayans pulling out all the stops, but that there's something else in Mulmaster that has thrown a spanner in the proverbial gears.

- A huge sinkhole has opened on the northern edge of the Ghettos—revealing an underground complex (**Encounter A**).

"I need someone braver than these clowns to go and check it out," he says gesturing to the guards standing behind him. "It's guarded by Soldiery guys loyal to the Alliance, just let them know I sent you."

- The Stonevault—once a temple of Ogrémoch—has reopened; it's filled with elementals that appear to be corrupted by necrotic energy (**Encounter B**).

"I mean, I don't wanna be the guy that talks crazy about undead elementals, so I'll let you go look and then you can say it," he says with a shudder.

- An envoy of dwarves from the Earthspur Mountains, led by Bhún Ludwakazar, have entered the city bringing with them reports of elementals in their mountain home. They have been sequestered in the Tower of the Wyvern for their safety (**Encounter C**).

"Bhún Ludwakazar has dug himself out of the Earthspurs to pay the Blades a visit," he says. "With the crazy stuff that the High Blade has been spouting, Bhún probably isn't safe. You gotta go and get him, but be careful of those still loyal to Mulmaster."

ROLEPLAYING STABBING MASTER AR'SOON

Ar'soon is of Calishite descent, but has lived in Mulmaster for nearly two decades, having arrived in his early teens with his parents. Recently, however, he fell out of sorts with the establishment—largely for his views on the Thayans and their creeping influence—and fled the city. He has since been taken in by the Lords' Alliance and proven himself to be an invaluable source of intelligence on Mulmaster's workings.

He is a handsome man with dusky, brown skin, jet black hair, and piercing green eyes. Though he dresses in the local style, he wears a *keffiyeh*—a Calishite headdress. He habitually strokes the thin mustache that lines his upper lip.

Quote: *"The High Blade is a right bastard, ya? But so am I."*

DEVELOPMENT

Upon completing this part of the adventure, your table's squad leader reports how many Mulmasterites the characters turn over to Stabbing Master Ar'soon for safekeeping.

If an administrator is roleplaying as Ar'soon at your event, he can assign the table's next mission (chosen by either the administrator or the table's squad leader), or the characters can simply choose from the options you present.

Proceed to the appropriate encounter in **Part 2**.

PART 2. NOT THIS AGAIN...

Estimated Duration: 1 hour 30 minutes

Part 2 begins having been briefed by Stabbing Master Ar'soon and the characters deciding where in the city to further investigate.

STORY BEAT

Having received their orders from Stabbing Master Ar'soon, the characters have a choice to make. They proceed to **one** of the following encounters:

- **Encounter A: The Hateforge.** Crannak Smolderburn's former lair, and the birthplace of the Hateforged Hellion. Recent Seismic activity exposed what remains of the complex after the events of DDEP2 *Mulmaster Undone* and the smash hit adventure, DDAO-13 *Embers of Hate*.
- **Encounter B: The Stonevault.** Once a prison for political prisoners, this long-forgotten, subterranean complex was repurposed as a temple to Ogrémoch prior to DDEP2 *Mulmaster Undone*. The entrance is hidden within a seldom-used guard post.
- **Encounter C: The Tower of the Blades.** This building houses the Blades and serves as a headquarters for the Hawks—the “secret police” of Mulmaster.

FIRE RIFT

Crannak's tortured soul, combined with the unstable magic in Mulmaster, has created areas of potent elemental magic: elemental rifts.

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

ENCOUNTER A. THE HATEFORGE

Though the Cult of the Eternal Flame was vanquished from its depths during the events of DDAO-13 *Embers of Hate*, underlings of Slabneck Ingotbeard have been instructed to plumb its depths in search of artifacts of Crannak's design.

GENERAL FEATURES

Lorem has the following general features. These sidebars should be added whenever a given location's general features should be made known to the characters. Each entry should be concise and flavorful.

Terrain. Most of the structure of the Hateforge collapsed following Crannak Smolderburn's **second** defeat. However, the control room and some of the living quarters are still intact—having resisted the destruction that collapsed the Foundry Floor and other prominent areas.

Climate. The interior of the Hateforge is stiflingly hot, due to the molten iron flows through narrow runnels along the

walls of each room and the occasional altar to Imix—stout slabs of iron enchanted to radiate heat.

Light. Runnels full of molten iron and the occasional torch or driftglobe shed bright—albeit orange—light throughout the complex.

Smells and Sounds. Sulfur, coal, burning flesh and hair. Crackling flame, bubbling molten iron, clanging iron, rattling of iron chains, chanting.

As the characters arrive, read or paraphrase:

The sinkhole mentioned by Stabbing Master Ar'soon lies eerily close to your current location—a short few minutes' walk away. Arriving, you find a gaping maw of a hole in the middle of a wide avenue. An impressive contingent of Soldiers are posted around the sinkhole—weapons and shields in hand in a visible expectation of violence.

The Soldiers reveal emblems of the Lords' Alliance as the characters approach. They're expecting the characters and allow them to enter without question—but glance around to see if anyone's watching before letting them in.

If asked, they reveal that they are loyal to the Alliance, and that Selfaril's recent declaration of allegiance to Thay is troubling—to say the least.

A1. ARMORY

Traversing the ruined corridors of the Hateforge is harrowing at times; chunks of stone crash from the ceiling above, and sections of the iron-plate floor detach from their seat—threatening to send whomever is walking upon them to a fiery death.

Most of the corridors end in collapsed rooms, but the northern most hallway leads to a large, mostly intact, room. Read or paraphrase:

This room appears as if it was once a vast armory; racks of weapons and armor line the walls, and still more have been upset—spilling their contents onto the floor. Workbenches full of half-finished items are scattered throughout the room.

This room is full of weapons and armor—some of which have been granted the semblance of sentience by Crannak's every-burning hatred. Many of the items here radiate auras of transmutation magic. In the room are two **swarms of flying daggers**, an **rug of smothering**, and **animated armor**.

Nothing happens until all of the characters enter the room and someone interacts with an item inside. The animated table begins combat at the further end of the room, while the other creatures are scattered about in such a way as to catch characters unawares.

Note that without some way of thwarting their False Appearance, the creatures here are likely to surprise the characters.

Rug of Smothering. The rug simply attacks whomever is closest when combat begins.

Animated Table. The animated table goes first among the animated objects. It charges the closest foe that requires at least 20 feet of movement to reach. It's willing to provoke one opportunity attack to charge it, unless it is below one-quarter hit points.

Swarms of Flying Daggers. The daggers attack the nearest foe but redirect their attacks against foes knocked prone by their buddy, the aforementioned table.

Animated Armor. The animated armor wades into melee—tying up melee combatants while its colleagues attack.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Replace the **rug** with an **animated table**, and the **daggers** and **armor** with a **flying sword**.
- **Weak:** Replace the **rug** with a **flying sword**.
- **Strong:** Add a **rug**.
- **Very Strong:** Add an **animated table**.

Treasure. One of the daggers is of particularly fine manufacture; it's worth 100gp.

Development. There is only one way out of this room—the lift to the east. Proceed to Encounter A2.

A2. FOUNDRY FLOOR

As the characters descend the stairs, read:

The entirety of the northern face of this once-vast chamber has almost entirely collapsed; it resembles little more than a steep slope of rubble now. Large chunks of the worked stone ceiling lay shattered on the floor—partially burying the iron hooks and chains that once hung from above.

Without warning, humanoids burrow from the rubble to the north, their faces twisted into mocking grins.

The humanoids are cultists of the Black Earth: two **sacred stone monks** and a **black earth priest**. They all fight to the death. If magically compelled, they reveal that they've been sent to the Hateforge by Slabneck Ingotbeard to seek out artifacts created by Crannak Smolderburn.

Sacred Stone Monk. The monks spread out to minimize their exposure to opportunity attacks—especially if they're able to maneuver behind the group to exposed ranged combatants and spellcasters.

Black Earth Priest. The priest prefers not to use shatter; he instead likes to cast *slow* upon particularly mobile opponents—especially if they make frequent use of their bonus action (two-weapon fighting, Cunning Action, etc.). It uses its *winged boots* to attack ranged combatants from above with acid splash. If the characters lack **substantive** ranged capabilities, the priest flies only for the first three rounds before the *boots'* magic wears out for the day.

Elemental Rift. At the **end of the first round**, the elemental rift manifests. Ingotbeard's underlings have witnessed the phenomena before and have advantage on any saving throw to avoid its effects. Similarly, attack rolls made that the rift makes against them are made with disadvantage—they're hip to Crannak's silly post-life games. The elemental rift doesn't leave the area, so the characters can flee from it if they choose.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **priest**.
- **Weak:** Replace the **priest** with two **monks**.
- **Strong:** Add two **monks**.
- **Very Strong:** Add a **martial arts adept**.

Treasure. The black earth priest (or one of the monks if the priest isn't present) wears a pair of *winged boots* of Crannak Smolderburn's own design. In addition, one of the monks carries a string of onyx prayer beads worth 100gp.

XP Award. If the characters successfully seal the fire elemental rift, award each character \$ XP.

Development. Once the characters have destroyed the Black Earth cultists, they are free to return to Stabbing Master Ar'soon to report their success.

Proceed to D. Reporting to Stabbing Master Ar'soon, but don't begin until instructed to do so by your administrator.

ENCOUNTER B. THE STONEVAULT

While the majority of the Stonevault collapsed during the events of DDEX2-14 *Black Heart of Vengeance*, Slabneck Ingotbeard and his underlings began excavating it almost immediately thereafter—eager to resume the Cult of the Black Earth's nefarious schemes. This time 'round, the cult is headed by a former Mastersmith of the Cult of the Eternal Flame: a brilliant, unpredictable smith coupled with tenacious patience is a formidable foe.

GENERAL FEATURES

The Stonevault has the following general features:

Terrain. The floor here is natural stone and is more or less level. The walls are made of perfectly interlocking tiles.

Weather. The air here is clammy and cool. The walls are damp from the humidity and sport small patches of mold.

Light. There is no light here save for that which the characters brought with them.

Smells and Sounds. Freshly turned earth, mildew, the tang of acidic air. Scratching of claws on stone, insects, and distant, echoing conversation.

The characters journey to the Stonevault is tense, but uneventful. More than once, they are forced to dive into a nearby alley or door to avoid notice by a patrol of Thayan warriors led by a robed mage. Whew! But finally, they arrive. Read:

Were you not looking for this place, you'd overlook it. The watchtower is in ruins. Huge chunks of stone brick block the small doorway whose door lay in rotted flinders underfoot.

Clearing the stone requires no check but takes the better part of an hour. After which, the interior of the watchtower is accessible. A weapon rack that once concealed a cunningly disguised corridor lay on the ground, shattered. The short hallway behind it proceeds about ten feet before descending via a ladder of iron rungs set into the natural stone wall. The descent opens into a narrow hallway that leads further into the Stonevault.

B1. COLLAPSED CORRIDORS

Traversing the ruined corridors of the Hateforge is harrowing at times; chunks of stone crash from the ceiling above, and sections of the iron-plate floor detach from their seat—threatening to send whomever is walking upon them to a fiery death.

Most of the corridors end in collapsed rooms, but the northern most hallway leads to a large, mostly intact, room. Read or paraphrase:

This chamber's survival is due in large part to the natural columns that support the tall ceiling overhead.

The ceiling, which coincidentally and suddenly collapses in a torrent of stone and earth. A number of black-and-white furred creatures clamber from the debris. Each wears stony barding and sports a kobold rider.

"Stab them in their faces!" the nearest kobold cries out!

There are two **giant badgers**, each with breastplate barding made of stone and bearing a **kobold dragonshield** rider.

The dragonshields don't control the badgers; they leave the beasts free to leap into combat while stabbing any foes that happen to be nearby.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove two **badgers** and two **dragonshields**.
- **Weak:** Remove a **badger** and a **dragonshield**.
- **Strong:** The **badgers** wear chainmail barding, increasing their AC to 16; increase their hit points to 39.
- **Very Strong:** The **badgers** wear chainmail barding, increasing their AC to 16; increase their hit points to 39. Add two **badger** and two **dragonshields**.

Treasure. The kobolds carry a combined wealth of 100gp in coins, gems, and pilfered jewelry.

Development. There is only one way out of this room—the lift to the east. Proceed to Encounter B2.

B2. STONEVAULT

As the characters enter, read:

Though larger, this chamber was once much more so. A three-foot wide chasm punctuates the center of the clearing. The dark stone beside it is stained red with long-dried blood.

A deep, resonating thrum fills the air, and rising slowly from the chasm is a shard of coal-black stone, roughly the size of a man, and struck through with veins of sickly green stone. The stone stops a foot above the floor and explodes, sending shards of black and green stone throughout the area which begin coalescing into monstrous shapes.

The Black Heart of Vengeance has been drawn back to Faerûn by the lingering evil that pervades the city of Mulmaster once more. But the malignant energies that dwell in the darker places of the city has corrupted it—imposing the vestiges of undeath upon it. When the encounter begins, it assumes the form of a **dark azer** and two **dark fire snakes**.

Elemental Rift. At the **end of the first round**, the elemental rift manifests. Both the azer and the fire snakes are immune to any of its fire- or poison-based effects. As such, they ignore the rift. This doesn't prevent the phenomena from attacking them, however—it just has no effect. The elemental rift doesn't leave the area, so the characters can flee from it if they choose.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **azer**.
- **Weak:** Replace the **dark azer** with an **azer** that's resistant to necrotic damage.
- **Strong:** Add two **snakes**.
- **Very Strong:** Add a **dark azer**.

Treasure. When the combat is over, the characters notice a thin stream of coal smoke emanating from within the chasm. Perched in a ledge, just barely within reach is a pair of *winged boots*—one of which still contains a skeletal foot. Ew. In addition, the azer was wielding a finely made warhammer worth 100 gp. If the characters didn't encounter the azer, the warhammer is on the ledge beside the boots and the hilt is gripped by a severed skeletal hand. Double-ew.

XP Award. If the characters successfully destroy the fire elemental rift, award each character 50 XP.

Development. Once the characters have destroyed the corrupted elementals, they are free to return to Stabbing Master Ar'soon to report their success.

Proceed to D. Reporting to Stabbing Master Ar'soon, but don't begin until instructed to do so by your administrator.

ENCOUNTER C. THE TOWER OF THE WYVERN

The Tower of the Wyvern is the seat of power within Mulmaster—the residence of the High Blade himself, Selfaril Uoumdolphin. During the events of DDEP-2 *Mulmaster Undone*, Crannak Smolderburn sought to bring the tower down using the Hateforged Hellion. Ingotbeard, ever seeking to succeed where his apprentice failed, has set his eyes on it as well.

According to Stabbing Master Ar'soon, Bhún Ludwakazar, the ruler of the Ludwakazar clan beneath the Earthspur Mountains is being held captive within the tower. The characters must find Bhún and take him to safety.

GENERAL FEATURES

Lorem has the following general features. These sidebars should be added whenever a given location's general features should be made known to the characters. Each entry should be concise and flavorful.

Terrain. Most of the structure of the Hateforge collapsed following Crannak Smolderburn's **second** defeat. However, the control room and some of the living quarters are still intact—having resisted the destruction that collapsed the Foundry Floor and other prominent areas.

Climate. The interior of the Hateforge is stiflingly hot, due to the molten iron flows through narrow runnels along the walls of each room and the occasional altar to Imix—stout slabs of iron enchanted to radiate heat.

Light. Runnels full of molten iron and the occasional torch or driftglobe shed bright—albeit orange—light throughout the complex.

Smells and Sounds. Sulfur, coal, burning flesh and hair. Crackling flame, bubbling molten iron, clanging iron, rattling of iron chains, chanting.

As the characters arrive, read or paraphrase:

The tower is abuzz with activity. Scores of city watch guards mill around it, guarding the entrance.

The blast of a distant horn shatters the inactivity, and the guards scramble to grab their cudgels. The majority of them form a group and run down to the street towards the sound of the horn, leaving a small contingent accompanied by a woman in fur-trimmed robes wearing a featureless steel disc hanging from a chain around her neck.

The remaining guards move inside of the tower.

The city watch guards that remained behind are led by a Brotherhood mage.

The characters can easily approach the tower unseen by simply flanking the door but must make on a Dexterity (Stealth) check if they wish to peek inside without being detected by the city watch.

C1. FOYER

If someone peers inside, read or paraphrase:

Immediately inside the tower is a foyer approximately 30 feet on a side. Beyond that is a wide hallway, set with niches housing busts, tapestries, and other works of art.

A number of leather armor-clad humans wearing brassards emblazoned with symbols of the City Watch are in the hallway, carefully watching the door.

The three **city watch guards** that remained behind are led by a **Brotherhood mage**. They've retreated into the interior of the tower and are guarding the sole entrance; they're expecting trouble and can't be surprised.

Guards. If the guards see the characters, they each take cover in one of the niches, where they fire their crossbows at characters who enter the foyer. If more than one character makes into the hallway beyond the foyer, one of the guards will move into the hallway to block their progress while the others continue firing their crossbows. Each thug carries a case of 20 crossbow bolts. If they run out of ammunition, they wade into melee.

Mage. The mage begins combat having already cast *mage armor*. When the encounter begins, the mage is the furthest niche away from the foyer—45 feet down the hallway. It casts *fire bolt* at foes it can see but waits to cast *hold person* until a foe enters the hallway beyond the foyer. It always reserves one 2nd level spell slot to cast *misty step* in case it needs to flee.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **mage** and a **guard**.

- **Weak:** Remove the **mage**.
- **Strong:** Replace a **guard** with a **mage**.
- **Very Strong:** Add a **mage** and two **guards**.

Treasure. The characters find a total of 100 gp worth of coins and gems on the city watch guards—no doubt loot pilfered in the panic gripping the city.

Development. The characters proceed through the tower before finally arriving in the Aerie. Proceed to Encounter C2, below.

C2. AERIE

The **Soldiery captain** leads a pair of **Soldiery patrolmen**. Consider the following:

Captain/Sergeant. The captain uses her Leadership ability on her first turn of the fight and stays behind while her subordinates charge into melee. She follows them in on the second round of combat.

Patrolmen. The patrolmen charge into combat, readying actions that are triggered if the captain uses her Leadership ability if they act before the captain in initiative. They prefer to focus their attacks on one foe at a time so as to maximize the lethality of Martial Advantage.

Elemental Rift. At the **end of the first round**, the elemental rift manifests. The patrolmen shout in surprise upon seeing the rift, but the captain (sergeant or one of the patrolman, if the captain isn't present) appears to have been expecting this; she issues orders for her underlings to quaff *potions of fire resistance*, which they do as a reaction. These potions **aren't** recoverable as treasure if the Soldiers are slain before quaffing them. The elemental rift doesn't leave the area, so the characters can flee from it if they choose.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove the **captain**.
- **Weak:** Replace the **captain** with a **Soldiery sergeant**.
- **Strong:** Add two **patrolmen**.
- **Very Strong:** Add a **captain**.

Treasure. One of the less scrupulous patrolmen has a backpack full of plundered booty. Inside are a pair of *winged boots* as well as a wooden chest containing ten gold trade bars with 10 gp each.

XP Award. If the characters successfully destroy the fire elemental rift, award each character 50 XP.

Development. Once the characters have defeated the Soldiery guards and recovered Bhún Ludwakazar, they are free to return to Stabbing Master Ar'soon to report their success. **Proceed to D. Reporting to Stabbing Master Ar'soon**, but

don't begin until instructed to do so by your administrator.

D. REPORTING TO STABBING MASTER AR'SOON

Upon completing both encounters of the mission above, the characters report back to Stabbing Master Ar'soon—who has holed himself up in the Traveler's Cloak, a favorite inn among adventurers-turned Lords' Alliance operating base inside the city.

The inn is packed to the gills with other adventurers and members of the factions. In the midst of them, the Calishite man sits at the table pouring over maps and documents handed to him by aides. Lines of worry and stress darken his face, but they all but vanish upon seeing you.

"Ha! See? I told you these were good guys," he says in accented Common to a nearby aide—smacking him in the chest with the back of his hand.

"Ok, now spill it," he says with a sigh of relief as he plops into a nearby chair, "what the in the Hells did you find?"

Ar'soon listens attentively to the characters' reports before shaking their hands vigorously in turn.

The characters may take a **short rest** if they choose, and are offered food (nonperishable rations, mostly) and water as they like. In addition, Stabbing Master Ar'soon provides each character a small box containing two *potions of healing*.

When instructed by your administrator, proceed to Part 3, below.

PART 3. THIS BUG STOMPS BACK!

Estimated Duration: 45 minutes

Part 3 begins having investigated cult activity in various parts of Mulmaster. Don't begin this part of the adventure unless directed to do so by your administrator.

STORY BEAT

Having investigated activity at either the Hateforge, the Stonevault, or the Tower of the Wyvern, the characters are recovering in the Traveler's Cloak. Their respite is cut short, however, when Slabneck Ingotbeard's greatest creation attacks the inn!

A. THE TRAVELER'S CLOAK

When given the signal by your administrator, begin:

Stabbing Master Ar'soon stands to address the packed room.

"Alright, everyone shut up! It's time to take this fight to the Thayans for real! Everyone grab your..."

The building around you is torn asunder as the floor heaves and buckles beneath your feet. All around you, stunned adventurers and soldiers pull themselves to their feet. The Traveler's Cloak is collapsing overhead.

Give the characters a moment to describe their escape into the courtyard outside as the inn collapses into a heap of splintered wood and broken stone. Once done, read or paraphrase:

As the dust settles, a massive, insectoid form heaves itself from the ruins of the inn. It's covered in riveted plates of iron and two columns rise from its back—belching thick, oily smoke. A pair of armored chairs are riveted to its back; within each sits a kobold wielding a strange crossbow connected to the beast's back via braided steel hoses.

The great beast opens its maw and unleashes a roar that is an unquestioned demonstration of hostility, while the kobolds chant ominously: "Chitty! Chitty! Burn! Burn!"

This creature is **Chitty-Chitty Burn-Burn**, the culmination of Ingotbeard's ingenuity.

The two creatures in the chairs are kobolds. Each wields a crossbow modified in such a way that allows it to spew gout of flame. They have 13 hit points and an AC of 18 while seated in the chairs. While they have separate hit points, they act on the ankheg's turn, they can't take reactions or move, and they grant no XP upon being defeated.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** The ankheg's AC is reduced to 16 (12 while prone), and its hit points are reduced to 59. Its bite attack deals 7 (1d6 + 3) slashing damage and no fire damage. Its Emberbreath ability doesn't recharge.
- **Weak:** The ankheg's AC is reduced to 16 (12 while prone), and its hit points are reduced to 59.
- **Strong:** The ankheg's Multiattack ability is changed to read "The ankheg makes one bite attack and two Kobold Bolter or Kobold Flamer attacks in any combination."
- **Very Strong:** The ankheg's Multiattack ability is changed to read "The ankheg makes one bite attack and two Kobold Bolter or Kobold Flamer attacks in any combination. The ankheg's AC is increased to 20, and its hit points are increased to 127."

TRICKS OF THE TRADE

Consider the following guidance:

Chitty-Chitty Burn-Burn. Thanks to the headband of intellect it wears, the ankheg is a brilliant tactician, but woefully over-confident. Its reinforced armor has made it cocky, and the ankheg charges heedlessly into combat and uses its Emberbreath on its first turn. From there, it lashes out with its claws. If surrounded by melee combatants, it prefers the use of its Smoke Cloud legendary action. Otherwise, it uses its Charge legendary action if presented with an opportune time to use it.

Mounted Archers. The kobolds enjoy three-quarters cover from attacks. If they are both stunned, or otherwise subject to a condition that prevents them from using an action, the ankheg loses the ability to use its Kobold Bolter and Kobold Flamer attacks until the condition ends. If they're both slain, the ankheg loses it permanently.

THE HATEMONGER!

During this portion of the event, an adventure administrator will move from table to table; attacking its players with the Hatemonger—the evil construct that Slabneck Ingotbeard constructed to house Crannak's tortured soul (see **Appendix**).

When the Hatemonger arrives at your table, **immediately** stop the action, and follow the administrator's instructions.

TREASURE

Once slain, the characters are free to retrieve the ankheg's *headband of intellect* as well as a fist-sized ruby embedded in the ankheg's breastplate. Further investigation reveals that the ruby contains a fragment of Crannak Smolderburn's tortured soul. To the right buyer, it fetches 1,000 gp.

CONCLUSION

When the ankheg is slain, the battle is won. Hopefully, those adventurers pursuing more difficult tasks were successful as well.

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

REWARDS

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

EXPERIENCE (MIN/MAX XP: 900/1,500 EA.)

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Thayan patrolman	100
Thayan captain	700
Smoke mephit	50
Magma mephit	100
Azer	450
Sacred stone monk	100
Black earth priest	700
Martial arts adept	700
Flying sword	50
Swarm of animated daggers	100
Animated armor	100
Animated table	200
Rug of smothering	200
Giant badger	50
Dragonshield	200
Dark fire snake	100
Dark azer	700
City watch guard	100
Brotherhood mage	200
Soldiery patrolman	100
Soldiery captain	700
Chitty-Chitty Burn Burn	1,100

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Sealing the fire elemental rift	50

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
Coins, garnet, or prayer beads	50
Fine dagger/monk beads	100 ea.
OR	
Corrupted diamonds/warhammer	100 ea.
OR	
Looted gems/gold trade bars	100 ea.
Flawless diamond housing Crannak's soul	1,000

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*.

HEADBAND OF INTELLECT

Wondrous Item, uncommon (requires attunement)

This broad, polished headband is forged of purple stone struck through with veins of mithral. While attuned, the wearer gains the flaw: "Patience is a virtue; I slowly and ponderously weigh all possible options before acting." This item can be found in **Player Handout 1**.

WINGED BOOTS

Wondrous item, uncommon (requires attunement)

These heavy, hobnail boots are fitted with clumsy metal wings at the ankles, and emit streams of black, choking smoke while in use. If they are not supplied with a lump of coal at dawn, the boots don't function until the following dawn. This item can be found in the **Player Handout 2**.

POTION OF HEALING

Potion, uncommon

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

MISCELLANEOUS REWARDS

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

DM REWARDS

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Slabneck Ingotbeard (EEN-gutt-BEERD).

Formerly a member of the Cult of the Eternal Flame, this moderately talented former Mastersmith was ousted from the cult by his former apprentice, Crannak Smolderburn—who subsequently rose to take Slabneck's place as the leader of the cult's presence in Mulmaster. He's since captured Crannak's soul and constructed a vessel to house it.

Crannak Smolderburn (KRAN-ick). The former leader of the Cult of the Eternal Flame in Mulmaster, this insane derro Mastersmith constructed the Hateforged Hellion—an immense steam-powered vessel that carved a path of rubble and ruin through the city in an attempt to destroy the Tower of the Wyvern. Crannak was slain in the attempt but was gifted with a second shot by Imix. Alas, he blew that one too. His soul is currently in the possession of his former apprentice, Slabneck Ingotbeard.

Stabbing Master Ar'soon (ARR-soon). Formerly a high-ranking member of the Hawks, Ar'soon was too ambitious, and his greed for power and wealth was revealed by adventurers in DDAO-13 *Embers of Hate*. He was exiled from the city, but not before stealing the Sword of Selfaril. He has since joined the Lords' Alliance—who he feels properly appreciates his ambitious and unique talents.

DM APPENDIX: ELEMENTAL RIFTS

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

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

RIFT SAVE DCs AND ATTACK BONUSES

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

DAMAGE SEVERITY BY LEVEL (SINGLE TARGET)

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

DAMAGE SEVERITY BY LEVEL (MULTIPLE TARGETS)

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

RIFT XP AWARDS

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

USING AN ELEMENTAL RIFT IN AN ENCOUNTER

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

AIR RIFT

Complex trap, levels 1-20 dangerous threat

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

Trigger. The rift has already been triggered.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

EARTH RIFT

Complex trap, levels 1-20 dangerous threat

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

Trigger. The rift has already been triggered.

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

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

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

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

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

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

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

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

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

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

Rippling Earth. Each creature within 20 feet of the rift is knocked prone and takes **dangerous**

thunder damage, or half as much and is not knocked prone on a successful Constitution saving throw.

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

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

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

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

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

FIRE RIFT

Complex trap, levels 1-20 dangerous threat

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

Trigger. The rift has already been triggered.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

WATER RIFT

Complex trap, levels 1-20 dangerous threat

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

Trigger. The rift has already been triggered.

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

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

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

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

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

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

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

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

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

Endless Chill. The first time a creature approaches closer than 10 feet of the rift or starts its turn within 10 feet of the rift must succeed on a Constitution saving throw or take **moderate (multiple targets)** cold damage and gain a level of exhaustion.

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

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

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

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

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

APPENDIX. MONSTER/NPC STATISTICS: ZHENT GHETTOS

OPTION A: YOU'RE COMING WITH US!

THAYAN CAPTAIN (HOBGOBLIN CAPTAIN)

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Thayan

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The captain makes two greatsword attacks.

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

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

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

THAYAN PATROLMAN (HOBGOBLIN)

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages Common, Thayan

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the patrolman can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the patrolman that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

OPTION 2: A FIERY INTRODUCTION

AZER

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

SMOKE MEPHIT

Small elemental, neutral evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Perception +2, Stealth +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Auran, Ignan

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

Innate Spellcasting (1/Day). The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

OPTION C: LET'S ROCK!

CORRUPTED STONE MONK (SACRED STONE MONK)

Medium humanoid (human), lawful evil

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Perception +4

Senses tremorsense 10 ft., passive Perception 14

Damage Resistance necrotic

Languages Common

Challenge 1/2 (100 XP)

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The monk makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

MARTIAL ARTS ADEPT

Medium humanoid (human), lawful evil

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Damage Resistance necrotic

Languages Common

Challenge 3 (700 XP)

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

APPENDIX. MONSTER/NPC STATISTICS: THE HATEFORGE

ENCOUNTER A1. ARMORY

ANIMATED ARMOR

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

ANIMATED TABLE

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 2 (450 XP)

Antimagic Susceptibility. The table is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the table must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the table remains motionless, it is indistinguishable from a normal table.

Charge. If the table moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

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

Senses blindsight 60ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless, it is indistinguishable from a normal sword.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 +1) slashing damage.

RUG OF SMOTHERING

Large construct, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.

SWARM OF FLYING DAGGERS (SWARM OF INSECTS)

Medium swarm of Tiny constructs, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

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

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Antimagic Susceptibility. The swarm is incapacitated while in the area of an anti-magic field. If targeted by dispel magic, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the swarm remains motionless, it is indistinguishable from a normal pile of daggers.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny dagger. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Stab. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

ENCOUNTER A2. FOUNDRY FLOOR

CORRUPTED STONE MONK (SACRED STONE MONK)

Medium humanoid (human), lawful evil

Armor Class 14

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills Acrobatics +4, Athletics +3, Perception +4

Senses tremorsense 10 ft., passive Perception 14

Damage Resistance necrotic

Languages Common

Challenge 1/2 (100 XP)

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Unarmored Movement. While the monk is wearing no armor and wielding no shield, its walking speed increases by 10 feet (included in its speed).

ACTIONS

Multiattack. The monk makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

MARTIAL ARTS ADEPT

Medium humanoid (human), lawful evil

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Damage Resistance necrotic

Languages Common

Challenge 3 (700 XP)

Unarmored Defense. While the monk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

BLACK EARTH PRIEST

Medium humanoid (human), neutral evil

Armor Class 17 (splint)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Intimidation +5, Religion +3, Persuasion +5

Senses passive Perception 10

Languages Common, Terran

Challenge 3 (700 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell appears in the *Elemental Evil Player's Companion*):

Cantrips (at will): *acid splash*, *blade ward*, *light*,
mending, *mold earth**

1st level (4 slots): *earth tremor**, *expeditious retreat*,
shield

2nd level (3 slots): *shatter*, *spider climb*

3rd level (2 slots): *slow*

ACTIONS

Multiattack. The priest makes two melee attacks.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage.

REACTIONS

Unyielding. When the priest is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

APPENDIX. MONSTER/NPC STATISTICS: STONEVAULT

ENCOUNTER B1. COLLAPSED CORRIDORS

GIANT BADGER

Medium beast, unaligned

Armor Class 14 (breastplate barding)

Hit Points 13 (2d8 + 4)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The badger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The badger makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

KOBOLD DRAGONSHIELD

Small humanoid (kobold), lawful evil

Armor Class 15 (leather, shield)

Hit Points 44 (8d6 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	8 (-1)	9 (-1)	10 (+0)

Skills Perception +1

Damage Resistances see Dragon's Resistance below

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 1 (200 XP)

Dragon's Resistance. The kobold has resistance to acid damage.

Heart of the Dragon. If the kobold is frightened or paralyzed by an effect that allows a saving throw, it can repeat the save at the start of its turn to end the effect on itself and all kobolds within 30 feet of it. Any kobold that benefits from this trait (including the dragonshield) has advantage on its next attack roll.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

ACTIONS

Multiattack. The kobold makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

ENCOUNTER B2. STONEVAULT

DARK AZER (AZER)

Medium undead, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Corrupted Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) necrotic damage.

Lifebane Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) necrotic damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Multiattack. The azer makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) necrotic damage.

Ray of Corruption. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) necrotic damage.

DARK FIRE SNAKE (FIRE SNAKE)

Medium undead, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

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

Damage Immunities fire, poison

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Corrupted Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) necrotic damage (included in the attack).

ACTIONS

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

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) necrotic damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) necrotic damage.

AZER

Medium elemental, lawful neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +4

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Ignan

Challenge 2 (450 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

APPENDIX. MONSTER/NPC STATISTICS: TOWER OF THE WYVERN

ENCOUNTER C1. FOYER

CITY WATCH GUARD (THUG)

Medium humanoid, lawful evil

Armor Class 12 (leather)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidate +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The guard has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

BROTHERHOOD MAGE (EVIL MAGE)

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with mage armor)

Hit Points 22 (5d8)

Speed 30 ft.

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

Saving Throws Int +5, Wis +3

Skills Arcana +5, History +5

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 1 (200 XP)

Spellcasting. The mage is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The mage knows the following spells from the wizard's spell list:

Cantrips (at will): *fire bolt, light, shocking grasp*

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

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

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) bludgeoning damage.

ENCOUNTER C2. AERIE

SOLDIERY CAPTAIN (HOBGOBLIN CAPTAIN)

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 55 (6d8 + 12)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common, Thayan

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The captain makes two greatsword attacks.

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

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

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

SOLDIER PATROLMAN (HOBGOBLIN)

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages Common, Thayan

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the patrolman can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the patrolman that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

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

SOLDIERY SERGEANT (THAYAN WARRIOR)

Medium humanoid (human), lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Devotion. The sergeant has advantage on saving throws against being charmed or frightened.

Pack Tactics. The sergeant has advantage on an attack roll against a creature if at least one of the sergeant's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The sergeant makes two melee attacks.

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

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

APPENDIX. MONSTER/NPC STATISTICS: THE TRAVELER'S CLOAK

CHITTY-CHITTY BURN BURN (ANKHEG)

Huge monstrosity, unaligned

Armor Class 18 (natural armor), 14 while prone

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	19 (+4)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages Common, Dwarvish, Terran

Challenge 4 (1,100 XP)

Special Equipment (Headband of Intellect). The ankheg's Intelligence score is 19 while it wears this headband.

ACTIONS

Multiattack. The ankheg makes a Bite attack and either a Kobold Bolter or Kobold Flamer attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) fire damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Emberbreath (Recharge 6). The ankheg spews chunks of fiery coals in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

Kobold Bolter. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If both of the kobolds riding the ankheg are slain, the ankheg can no longer make this attack.

Kobold Flamer. One creature within 30 feet must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) fire damage. If both of the kobolds riding the ankheg are slain, the ankheg can no longer make this attack.

LEGENDARY ACTIONS

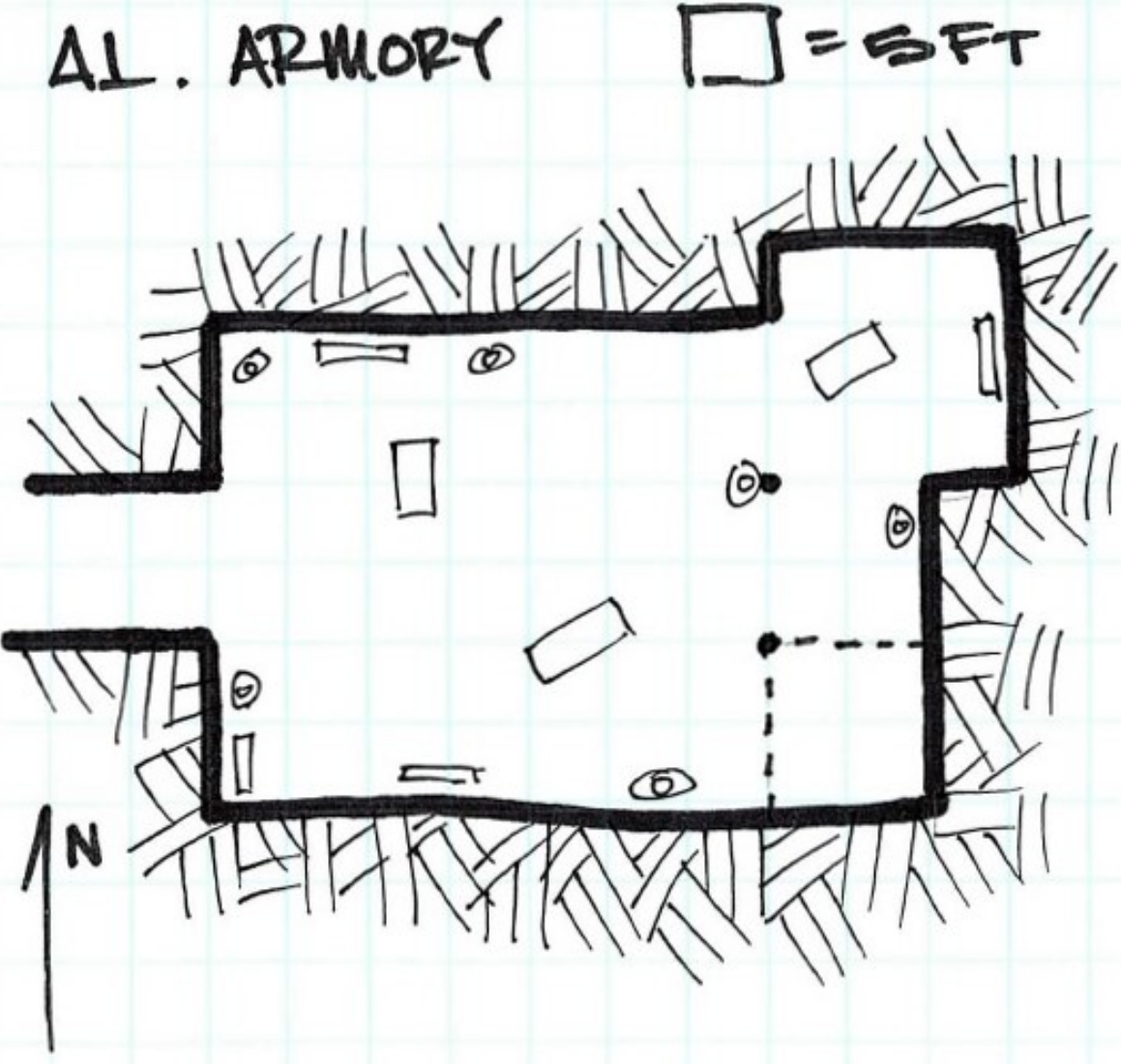
The ankheg can take 3 legendary actions, choosing from the options below. It can take only one legendary action at a time and only at the end of another creature's turn. The ankheg regains spent legendary actions at the start of its turn.

Bite. The ankheg makes a bite attack.

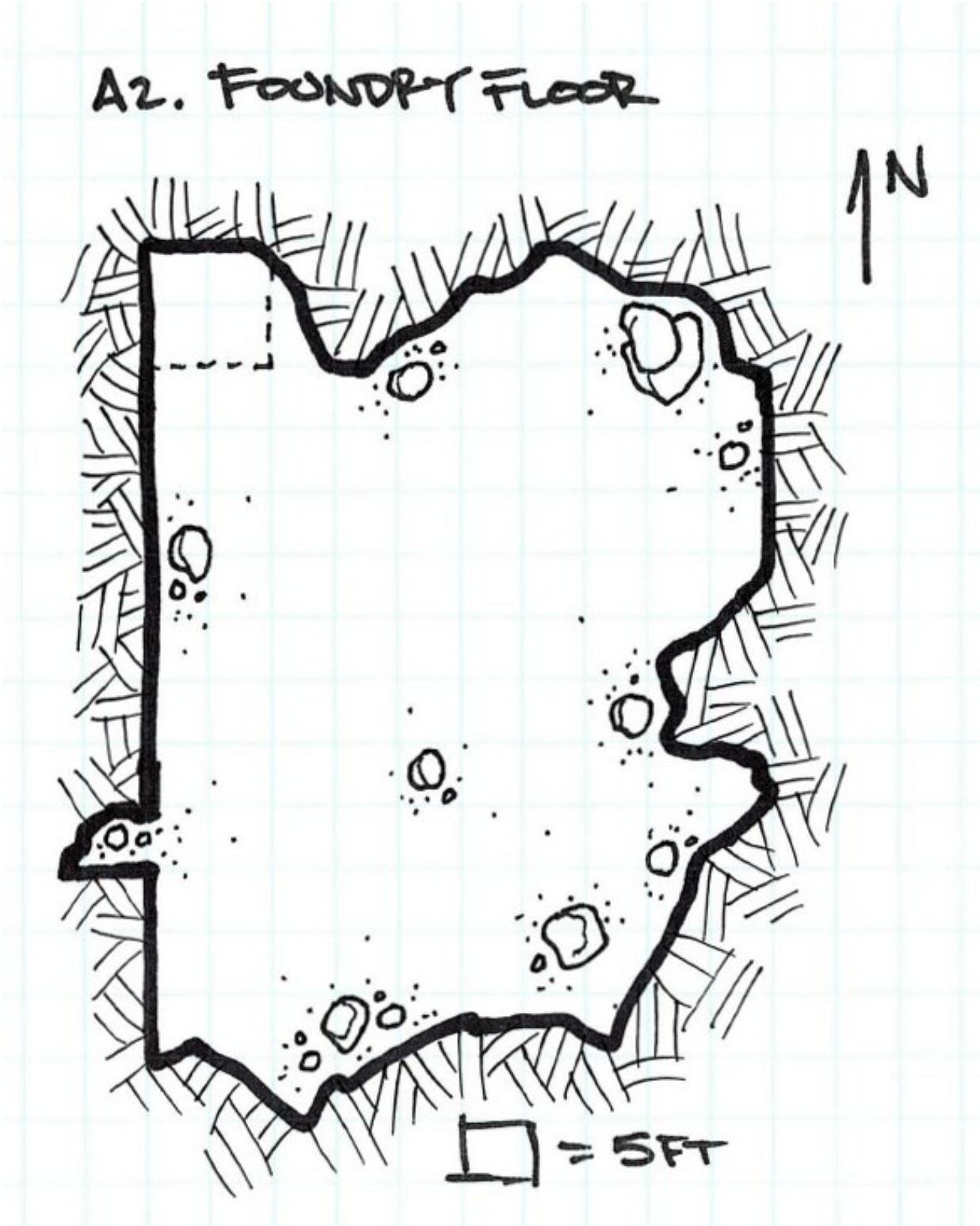
Smoke Cloud (Costs 2 Actions). The ankheg belches thick, black smoke from its smokestacks, filling a 20-foot radius sphere. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts until the end of the ankheg's next turn.

Charge! (Costs 3 Actions). The ankheg charges a target at least 30 feet away and makes a Bite attack. Any creature in the ankheg's path must succeed on a DC 13 Dexterity saving throw or be knocked prone.

APPENDIX. A1 ARMORY MAP



APPENDIX. A2 FOUNDRY FLOOR MAP

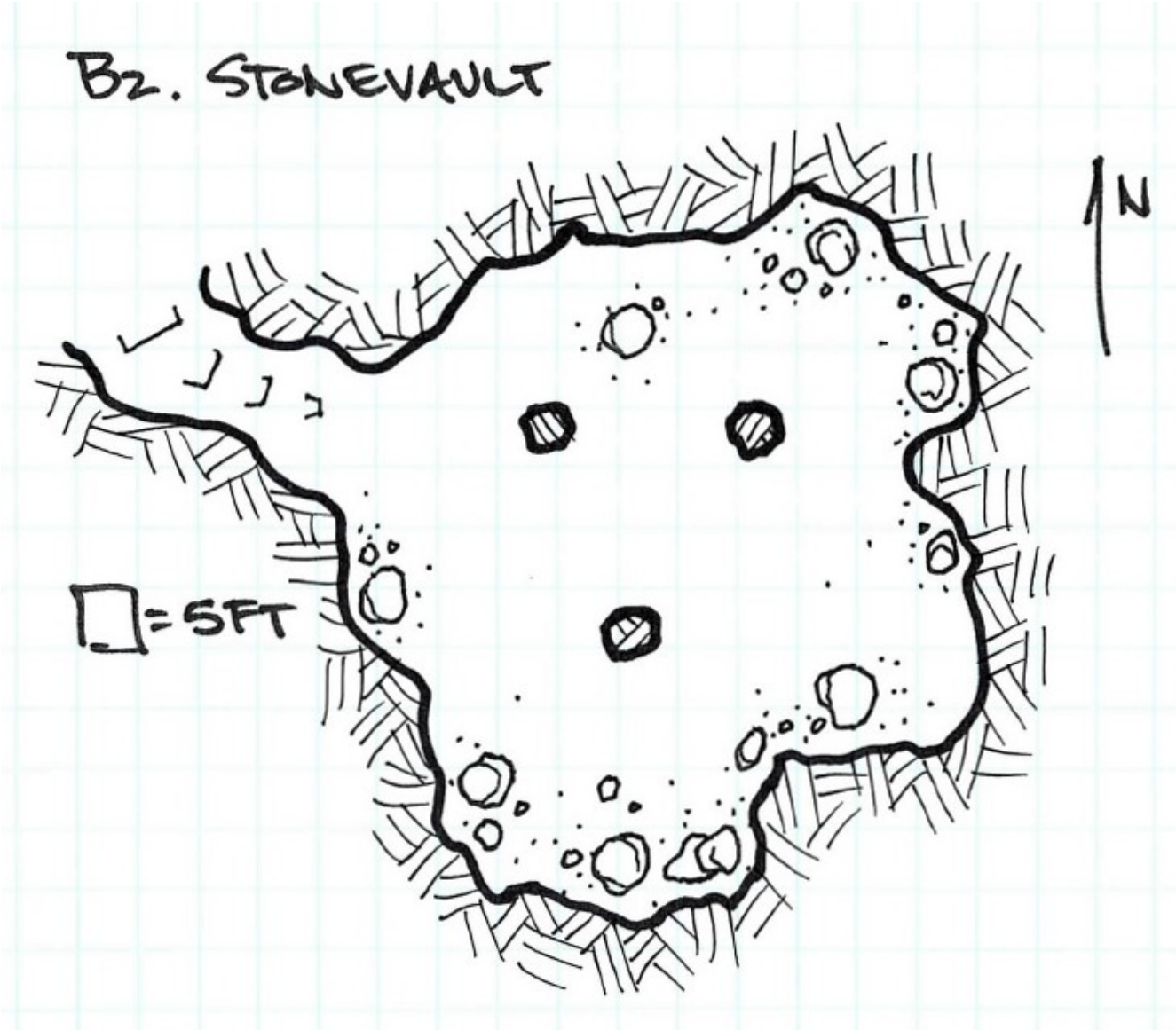


APPENDIX. B1 COLLAPSED CAVERNS MAP

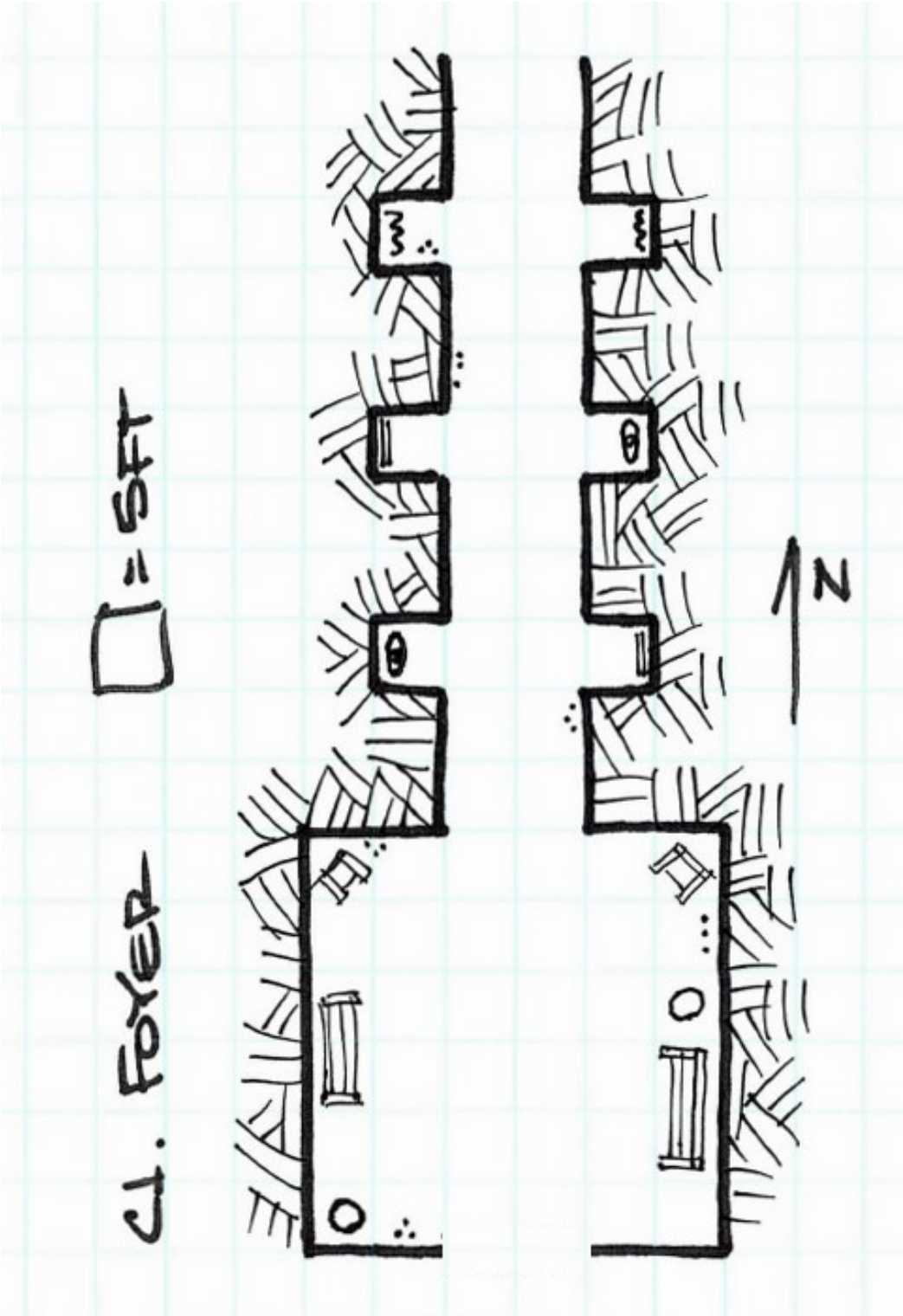
B1. COLLAPSED CORRIDORS



APPENDIX. B2 STONEVAULT MAP

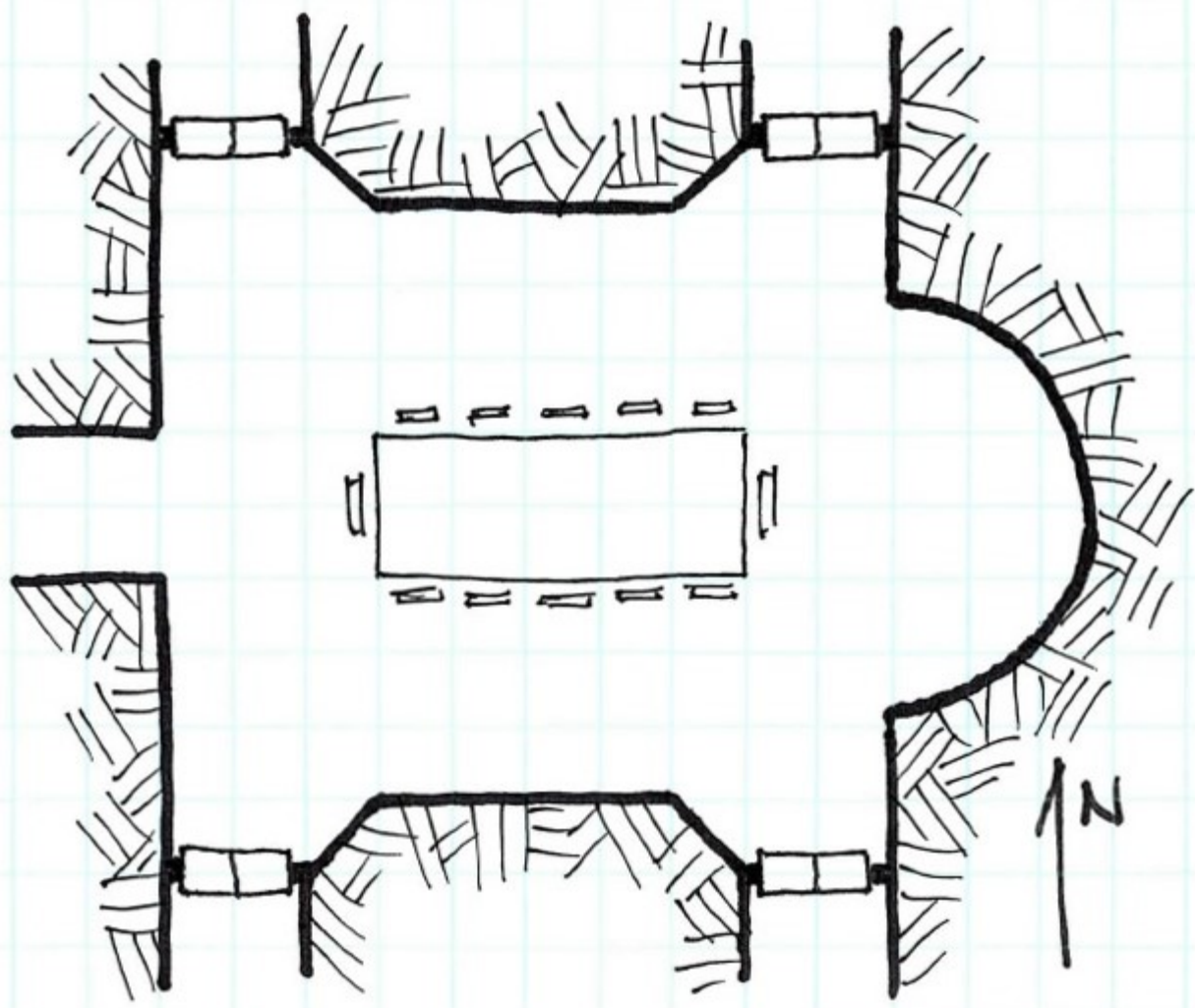


APPENDIX. C1 FOYER MAP



APPENDIX. C2 AERIE MAP

C2. AERIE □ = 5FT



APPENDIX. FIRE ELEMENTAL RIFT

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

When this occurs, read:

The air nearby shimmers slightly, and an orb of flame the size of a large dog coalesces. It bobs peacefully for a heartbeat before it begins to dart unpredictably around the room, loosing goutts of flame as it goes.

ELEMENTAL RIFT (FIRE)

Complex trap, levels 1-20 dangerous threat

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

Trigger. The rift is triggered by combat.

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

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

Fiery Dash (Initiative 20). The rift moves 15 feet, moving through spaces occupied by creatures. The first time it enters a creature's space on a turn, that creature must succeed on a DC 11 Dexterity saving throw or take 5 (1d10) fire damage and catch fire; until the creature or someone else takes an action to extinguish the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Flame Lash (Initiative 10). The rift emits a 30-foot tendril of elemental fire that attacks a single creature (+5 to hit). On a hit, the target takes 3 (1d6) fire damage.

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

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

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

caused by the rift increases by +1, and Flame Lash targets an additional creature.

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

Choking Smoke. Each creature that starts its turn within 20 feet of the rift it must succeed on a Constitution saving throw or takes 3 (1d6) poison damage. A successful save reduces this damage by half.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a DC 11 ability check.

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

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires a number of successful Intelligence (Arcana) checks equal to the number of characters in the group. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take 7 (2d6) force damage and be knocked prone.

PLAYER HANDOUT 1. HEADBAND OF INTELLECT

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

HEADBAND OF INTELLECT

Wondrous Item, uncommon (requires attunement)

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is 19 or higher without it. This item is described in the *Dungeon Master's Guide*.

This broad, polished headband is forged of purple stone struck through with veins of mithral. While attuned, the wearer gains the flaw: *"Patience is a virtue; I slowly and ponderously weigh all possible options before acting."*

PLAYER HANDOUT 2. WINGED BOOTS

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

WINGED BOOTS

Wondrous item, uncommon (requires attunement)

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use. This item is described in the *Dungeon Master's Guide*.

These heavy, hobnail boots are fitted with clumsy metal wings at the ankles, and emit streams of black, choking smoke while in use. If they are not supplied with a fresh lump of coal at dawn, the boots don't function until the following dawn.