RETURN TO WHITE PLUME MOUNTAIN

New information has tarnished the reputation of the wizard Kelvan. Can he really be complicit in the kidnapping of a high priestess and the disappearance of others in the area around White Plume Mountain? Or is he simply the pawn of a much greater power?

A 4-Hour Epic Adventure for 5th-16th Level Characters

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Optimized For: APL 9 and 12
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Introduction

Welcome to *Return to White Plume Mountain*, a D&D Adventurers League™ Epic adventure, part of the official D&D Adventurers League™ organized play system and the *Tales from the Yawning Portal™* storyline season.

It takes place in a lower level of White Plume Mountain. The mountain is Northeast of Neverwinter.

This adventure is designed for **three to seven 5th-10th level characters** (optimized for **five characters with an average party level of 9)** and for **three to seven 11th-12th level characters** (optimized for **five characters with an average party level (APL) of 12).** Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

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

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

Determining Party Strength

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

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

Before Play at the Table

Before you start play, consider the following:

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

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

This adventure is designed to be run by **six to twelve** tables of players simultaneously, ideally split between the two tiers.

Please see Appendix. Administrative Information for more detailed information.

Adventure Background

This adventure immediately follows the events in DDAL6-02 *The Redemption of Kelvan*. In an attempt to achieve immortality, the wizard Keraptis was reset to a newborn version of himself and placed with foster parents who named him Kelvan. As he grew his former memories surfaced. Now, Keraptis (in the guise of Kelvan) has grown once again into a powerful mage and his thirst for eternal life is stronger than ever.

To that end, Keraptis opened a gate to a "new" Prime Material plane (Toril) where his past was unknown. There, he sought a sword blessed by Shar with powers over shadow and time with which he planned to attempt his goal once more. This time, however, he hopes to bind himself to the plane itself—leaving him free to roam this new world.

Having received the *gloomblade* from a group of adventurers, he entered *White Plume Mountain*. Once within, his next step is to sacrifice ninety-nine souls (with the priestess Hildehrune being the one-hundredth) during the dark of the new moon in a ritual to bind himself to the Shadowfell. With this accomplished, he theorizes that so long as the plane exists, so too will he. His allies have already brought in those who are to be sacrificed. And knowing adventurers, he fully expects a rescue attempt.

Realizing that they had erred, the adventurers notified their factions of what happened with the *gloomblade* and Kelvan/Keraptis. The Faction have consulted and now a somewhat hastily devised plan is ready to be put in action.

Adventure Overview

The adventure consists of three parts:

Prologue. Dram gathers the characters together and explains the situation and each group's goals.

Part One (Tier 2). Following an initial battle with guards, the characters are trapped in a maze. Once free, they face off with other denizens of this level in the chambers and hallways.

Part One (Tier 3). The characters must decide how to enter the Mountain, and traverse the tunnels as quietly as possible. Within, they face some opposition and a trapped hallway before reaching some of the Living Quarters.

Part Two (Tier 2). Breaking through the living quarters into a larger room, the characters must stop the sacrifice of innocents.

Part Two (Tier 3). The characters reach the prison cells, and face its guards and a complication before joining the fight to stop the ritual.

Prologue. A Prelude for All

Estimated Duration: 15 minutes

Preparation Tip!

Epics, especially at the start, are often an exercise in controlled chaos. While waiting for an Epic Admin to perform the boxed text below have your players select a Table Captain. This person communicates key events to the Epic Admin and helps break deadlocks when the group is making decisions.

Factions inform the assembled groups of their missions Dram, a male dwarf and a leader in the Order of the Gauntlet is in charge currently. His cousin Kalenda, a wizard, stands at his side.

> "From what we have learned, the wizard Kelvan plans to conduct a ritual that will greatly increase his powers. Part of the ritual includes sacrificing Hildehrune a priestess of Selûne with a blade blessed by Shar herself. There have also been a large number of travelers and villagers gone missing in the area recently and they may also be part of this sacrifice.
>
> "Today, we rescue them all! Some of you shall make a frontal attack. This we hope will distract the wizard's minions. Others will attempt a covert entrance through tunnels discovered by our scouts. While rescue is our primary mission, this foul magician's death would be an extra bonus."

Dram turns to the Tier 2 tables:

> "Your job is to distract and draw attention to yourselves. If you find an opportunity to rescue anyone do so. Each of your groups has been given a special *sending stone.* When the captives are freed you can start making your way out of the wizard's lair.

Dram then turns to the Tier 3 tables:

> "Reconnaissance has discovered several openings that show signs of recent use. We believe the prisoners may have entered there. You have the job of infiltrating the Mountain and rescuing Kelvan's prisoners. Your groups have *sending stones* that allow you to inform the others once you have rescued the prisoners, so they can retreat.

Both groups are given Hildehrune's description (something that those characters that played DDAL06-02 *The Redemption of Kelvan* don't need).

Other Details

The *sending stones* allow communication only between groups of different tiers. Both groups know how many teams are being sent.

The distractions teams are randomly assigned an order for entering the mountain since the initial tunnel is not that wide. The Epic administrators have the option of having the table captains pick numbers out of hat for this.

Time and Pacing

While in game terms the distraction teams (Tier 2) wait for the others to get in place in real time all the groups start at the same time. Other than reports signaling when the groups have hit certain story points, all groups can play through the first parts of their plot for the next two hours. At that point play should stop so that information can be gathered and so that everyone starts Part 3 together.

Ask for pre-rolled Perception checks to heighten suspense or simply to avoid warning the players. Note that some characters may have advantage based on race such as gnomes and dwarves, while others might claim it based on class, such as rangers and rogues.

Determining Success

Each Tier has a mission: Tier 2 is to distract while Tier 3 infiltrates the Mountain. Their performance is tracked using **Distraction Points** and **Alarm Points**. Anytime the table earns distraction or alarm points, the Table Captain should notify the Epic Admin.

Gaining Distraction Points
- *+1 pt./Table.* More Tier 2 tables than Tier 3
- *+1 pt./Table.* Tier 2 forces a **second** wave of opponents in the Introduction (+3 points if ALL the tables accomplish this).
- *+1 pt./Table.* Reaching the *Key Room* at the end of the *Maze* (+3 points if ALL the tables accomplish this in less than 5 minutes' real time)
- *+1 pt.* Using a **loud** spell (i.e., *thunderwave*, etc.) per instance.

Gaining Alarm Points
- *+3 pt./Table.* The guards sound the alarm.
- *+1 pt./Table.* Setting off the *shocking glyph*.
- *+1 pt.* Use a **loud** spell in the Tunnels area.
- *+2 pt.* Use **loud** spell in the Getting a Bit Warmer or Tea Interrupted areas.
- *2pt/table.* Setting off traps on the way to the prison cells

Part 1. Knock, Knock (Tier 2)

Estimated Duration: 95 minutes
At the end of DDAL6-02 *Reclamation of Kelvan,* the entrance to the mountain that Kelvan used was closed off by a *forcecage* which was magically reinforced during the time between the ending of that adventure and the start of the Epic. Now the factions destroy the wall and the frontal attack begins.

Those Already In White Plume Mountain

If any of the players or groups are joining the mission from within the White Plume Mountain they do so during this combat. If it is an entire group they join before combat starts, if individuals they join on their initiative.

They enter the area by climbing down a tunnel (complete with ladder much like the one in Area 9 of White Plume Mountain, but without the water) that opens into the room.

Assisting Other Tables

Each player can perform one assist to another during this battle. Assistance can take the form of giving another one of the following:

- 1d8+2 healing (those with healing spells only)
- Advantage on a single attack
- Advantage on a single saving throw

Encounter A. Who's There?

Estimated Duration. 25 minutes
Dram and his cousin Kalenda *disintegrate* the *forcecage* and the door blocking the entrance.

> Once everyone is assembled and the groups on the far side of the mountain are in place, Dram pulls his hammer "I've got'cha back, Kal" he says to his cousin and they walk into the cave entrance. Shortly thereafter a puff of dust is seen and the walk back out. "The way is clear" Kalenda calls out"

The groups can now enter the tunnel. Note that if there are more than six tables of this tier, you should add a tunnel.

> After fifteen feet, the ten-foot-wide tunnel opens into a large cave with three passages leading off from it. The sound of running feet coming toward the area is heard.

General Features

The area has the following general features.
Light. The area is dimly lit from light coming down the entrance passage. The tunnels are completely dark.

Floors. The ceiling is 10 feet high, and the walls are of rough-hewn stone. Dirt and dust lie in a thin layer over stone floors and easily shows footprints of a mix of creatures both small and medium size, most of whom wore footwear of some kind.

Tunnels. These paths going deeper in the mountain are 10-feet wide, and curve or angle sharply making seeing a long distance down them impossible (thus masking the teleportation trick) If there are more than three groups in this tier, one or more of these tunnels quickly split in to two tunnels. If there are more than six groups in this tier add a tunnel for every other additional tables beyond six.

This circular room is roughly 140 feet in diameter. A group of guards come from each tunnel and there is a group for each table. Each group of guards consists of eight **orcs**, a **nycaloth**, two **gnome berserkers** and a **gnome bandit captain**.

The guards' orders are simple: Engage intruders attacking no more than twice before fleeing. (So, on the second round they attack and then move away or simply disengage if badly hurt. The teleport is keyed to anyone not pledged to Kelvan, the guards want the characters to follow them into the passages.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak:** Remove the **nycaloth** and **bandit captain**
- **Weak:** Remove the **nycaloth**
- **Strong:** Add a **mezzoloth**
- **Very Strong:** Add **mezzoloth** and another **berserker**; the **nycaloth** begins the combat invisible.

What Happens If The Characters…

The encounter proceeds according to the characters's actions (or lack thereof), as follows:

Defeat the Guards in the First Round? A second set of guards are dispatched from a holding area (they arrive at the end of the next round), and the table **earns** 1 Distraction Point.

Defeat the Guards in the Second Round? A second set of guards are dispatched from a holding area (they arrive at the end of the next round).

Don't Pursue the Guards At All? The characters **lose** 1 Distraction Point for every round they delay following the monsters (per table that does this).

If Alarm Points Exceed Distraction Points? The guards break off combat and retreat. If all the guards are slain before feinting retreat, the second wave consists of **one gnome berserker per character** who attacks once then immediately flees. If this happens two or more times, they conclude that this attack was a feint and ignore the characters's

existence. The characters lose 5 Distraction Points per table that does this).

TREASURE

The bandit captains carry 20 gp total in loose change.

ENCOUNTER B. THE MAZE

Duration. 75 minutes
Key Encounter Plot Point. This is part of the area that Keraptis used to break down the mental defenses of monsters/adventurers as a step in converting them to be defenders in his lair. The characters are faced with a simple maze with 3 traps that you select or determine randomly. They arrive at a room with a Bard (of your choice) who holds the key to their escaping the maze. This can be either a combat encounter or a roleplaying one. You choose which Bard they face.

GENERAL FEATURES

The area has the following general features:
   Light. The only light that exists is that which the characters provide on their own.
   Ceilings. The ceilings are 10-feet high.
   Temperature. The air is cool and damp.
   Floors. Slightly damp with an occasional puddle of water or oily substance.
   Sound. Snitches of music, giggles and moans of pain and suffering are occasionally heard.

> One moment you were following a hallway and the fleeing foes, the next finds you in a triangular shaped room, with three exits. Not only is your party here, but so too are the other groups that set out to distract the wizard.
>   A *magic mouth* appears on each of the three walls and, in concert, begin to sing:
>
>   *"The wisest of all know of the power of threes"*
>   *"So, three dangers must you brave to find the keys"*
>   *"Once in hand, and the keys so turned,"*
>   *"The means of exit will then be learned."*

The spell's message suggests that the characters must to go out and find one of the challenges to gain the means of exiting the maze. Though the characters have no means of knowing, the message is also a lie—the number of keys doesn't impact their ability to leave the maze, only what happens afterwards. The characters have eight hours to find the bards and defeat them. The Bard challenge, once completed gives a group access to the Key chamber.

In that room are numerous doors. Other groups enter the same area as they complete the challenge. More information on this is presented in that section.

   The room is triangular shaped with a hallway leading out from each wall. You need to adjust if there are more tables. So four tables would have a square room, Five a pentagon and so on.

> The passage starts out simple, straight for ten feet and then a turn. The air is damp and still.

1. TRAVERSING THE MAZE

A simple maze is provided (See Appendix. Maze Portion Map). You are not required to use this—especially if you aren't using the "Playing on a Grid" variant rule. The challenge here isn't the twists and turns of the maze itself, it's the traps and pitfalls in the hallways.

> The hallways of the maze are only five-foot-wide and ten foot high. The floors are damp.

Keeping one hand on a wall and following it can be an effective, if long, way to get through the maze. Instead of mapping the maze out as they go through you can use either Intelligence (Investigation) or Wisdom (Perception) checks in-between the trap encounters to simulate decisions.

DM TIP

Discover what methods the characters/players are going to use to make their way through the maze. Are they going to randomly decide at each intersection, or use a pattern? Are they going to take precautions, using a staff to probe ahead, keeping a specific hand on one wall? Reward good plans with advantage on checks to overcome the various traps and obstacles or by awarding them a successful Perception check to notice a trap without an actual roll.

Prepare three (randomly or chosen) of the following traps and their order/location **ahead of time**. Don't use a trap more than once.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this exploration encounter. These are not cumulative:

- **Weak or very weak.** Don't use the deadly traps
- **Strong or very Strong.** Add a fourth trap

Traps

Roll (1d8)	Trap
1	Spiked Pit
2	Dancing in the Hallway
3	Laughing all the Way
4	Shocking Glyph
5	Fear Me
6	Bath Time
7	Where am I?
8	Trip

Spiked Pit Trap

Simple trap, moderate threat (level 5-10)

This trap covers a 5-foot square, best placed at the beginning of a longer stretch of hallway or just after a turn.
   Trigger. A creature steps on the trapped square
   Effect. The floor drops out beneath the creature that triggered the trap and they fall ten feet to the spikes below taking 3 (1d6) bludgeoning) damage and 11 (2d10) piercing damage. A DC 10 Dexterity saving throw reduces the damage to half.
   Countermeasures. A successful DC 20 Wisdom (Perception) notices the slightly larger gap between the stones along the edge of the 5-foot square. Using a staff to probe the floor also locates the trap before it is triggered.

Dancing in the Hallways

Complex trap, deadly threat (level 5-10)

In a straight 30-foot section of hallway, there are three *glyphs of warding (Otto's irresistible dance).* The *glyphs* are separated from one another by no less than 5 feet.
   Trigger. A creature steps on the square with a *glyph*.
   Initiative: Dynamic element on 10 and 20
   Effect. The triggering creature must succeed on a DC 15 Wisdom saving throw, otherwise they begin a comic dance in place, shuffling, taping their feet per *Otto's irresistible dance*.
   Dynamic element: On initiative count 20 (losing ties) of the round following the rune being triggered, ten **crawling claws** summoned to the square adjacent to the triggered glyph and attack. Five additional crawling claws arrive on initiative count 10 (losing ties). This occurs every other round so long as a creature is dancing.
   Countermeasures. A character succeeding on a DC 20 Wisdom (Perception) check notices marks on the stones.

- A successful DC 15 Intelligence (Arcana) check suppresses a single *glyph* for 1 minute.
- The spell's effects can be *dispelled* (5th level spell).
- Once the first *glyph* is detected, future Wisdom (Perception) checks made to detect the other glyphs are made with advantage.

Laughing All the Way

Complex trap, deadly threat (level 5-10)

In a straight 30-foot section of hallway, there are three *glyphs of warding (Tasha's hideous laughter).* The *glyphs* are separated from one another by no less than 5 feet.
   Trigger. A creature steps on the square with a rune.
   Initiative. Dynamic element on 10
   Effect. The triggering creature must succeed on a DC 15 Wisdom saving throw, otherwise they begin laughing so hard they fall down and become incapacitated.
   Dynamic element: On initiative 10 after the rune is triggered a **swarm of centipedes** appears in the square and attacks. (See Stat block)
   Countermeasures. A character succeeding on a DC 20 Wisdom (Perception) check notices marks on the stones.

- A successful DC 15 Intelligence (Arcana) check suppresses a single *glyph* for 1 minute.
- The spell's effects can be *dispelled* (5th level spell).
- Once the first *glyph* is detected, future Wisdom (Perception) checks made to detect the other glyphs are made with advantage (negating the fog's penalty).

Shocking Glyph

Simple trap, dangerous threat (level 5-10)

In a straight 30-foot section of hallway, there are three *glyphs of warding (lightning).* The *glyphs* are separated from one another by no less than 5 feet.
   Trigger. A creature steps on the square with the glyph
   Effect A bolt of lightning arcs to the creature that triggered the *glyph* from the ceiling above. The triggering creature takes 22 (4d10) lightning damage, which a successful DC 15 Dexterity saving throw reduces to half.
   Countermeasures. A character succeeding on a DC 20 Wisdom (Perception) check notices marks on the stones.

- A successful DC 15 Intelligence (Arcana) check suppresses a single *glyph* for 1 minute.
- The spell's effects can be *dispelled* (5th level spell).
- Once the first *glyph* is detected, future Wisdom (Perception) checks made to detect the other glyphs are made with advantage.

Fear Me

Simple trap, dangerous threat (level 5-10)

In a straight 30-foot section of hallway, there are three *glyphs of warding (fear).* The *glyphs* are separated from one another by no less than 5 feet.
   Trigger. A creature steps on the square with the glyph
   Effect The triggering creature sees a phantasmal image of its worst fears. The creature must make a Wisdom saving throw DC 15. If they fail, then they drop whatever they are holding and become frightened for 1d6 rounds. The

frightened creature must take the Dash action to run away from the area.
   Countermeasures. A character succeeding on a DC 15 Wisdom (Perception) check notices marks on the stones.

- A successful DC 15 Intelligence (Arcana) check suppresses a single *glyph* for 1 minute.
- The spell's effects can be *dispelled* (5th level spell).
- Once the first *glyph* is detected, future Wisdom (Perception) checks made to detect the other glyphs are made with advantage.

Bath Time

Simple trap, moderate threat (level 5-10)

This trap covers a 5-foot square, preferably just after a turn in the hallway. The challenge is getting out quickly, if you can't avoid falling in!
   Trigger. A creature steps on the trapped square.
   Effect. The floor drops out beneath the creature that triggered the trap and falls 10 feet into a 5-foot deep pool of weak acid below, taking 11 (2d10) acid damage. A DC 15 Dexterity (Acrobatics) allows a character to avoid falling in. Once in a DC 10 Constitution saving throw reduces the damage to half. A creature in the acid at the start of its turn takes the damage again. Climbing out of the pit requires a successful DC 10 Strength (Athletics) check. The walls are slick with acidic fumes and the check made to escape the pit is made with disadvantage.
   Countermeasures. A character succeeding on a DC 15 Wisdom (Perception) check detects the gap in the stones. Using a staff to probe the floor can also discover the trap.

Where Am I?

Simple trap, deadly threat (level 5-10)

In a straight 30-foot section of hallway, there are three *glyphs of warding (hunger of Hadar)*. The *glyphs* are separated from one another by no less than 5 feet.
   Trigger. A creature steps on the square with the glyph
   Effect A flash of light momentarily blinds all within a 20 foot radius of the glyph for a brief moment. When sight returns those within see a dark expanse with faint stars around them and feel a bitter cold. They can hear soft whispers all around them and soft slurping sounds. All within the area take 27 (5d10) cold damage or half damage on a successful DC 15 Constitution saving throw. They also take 27 (5d10) acid damage from otherworldly tentacles or half damage on a successful DC 15 Dexterity saving throw.
   To those outside of the area it looks as if an area of darkness that they cannot penetrate by either sight or force. The effect only lasts for one minute unless *dispel magic* is cast by someone not in the effected radius.
   Countermeasures. A character succeeding on a DC 20 Wisdom (Perception) check notices marks on the stones.

- A successful DC 15 Intelligence (Arcana) check suppresses a single *glyph* for 1 minute.

- The spell's effects can be *dispelled* (5th level spell).
- Once the first *glyph* is detected, future Wisdom (Perception) checks made to detect the other glyphs are made with advantage (negating the fog's penalty).

Trip Trap

Simple trap, moderate threat (level 5-10)

A tripwire is stretched across the hallway.
Trigger. A creature hits or dislodges the wire (see countermeasures)
Effect. The ceiling 15 feet behind the tripwire opens and dumps rocks on the five-foot square below. All creatures in that square make a Dexterity saving throw. On a failure, they take 11 (2d10) damage, are knocked prone and covered in rocks. They are restrained (escape DC 10). With a success they take half damage, but are not prone or restrained.
Countermeasures. A Wisdom (Perception) check DC 20 notices the wire.
   Using a staff to probe the floor can also discover the trap however, a DC 10 Dexterity check to remove the stick without tripping the wire. Is needed.
   A DC 10 Dexterity check with thieves' tools disarms the trap. Failure by 5 or more sets the trap off.

2. The Bard's Room

Once the characters have navigated the maze, they discover a bard. You choose which bard they interact with. They have similarities, each are either magically or physically restrained to stay where they are and to continue to play. Their differences are those of temperament and how far down the spiral they are to being true minions of Keraptis.

General Features

The area has the following general features:
   Terrain. The floor of each room is covered in the effects of a *mirage arcana* (7th level spell). The floor of each bard's room is different than the others as follows:

- **Bard of the Sea.** A sandy beach
- **Bard of the Mountain.** A tranquil mountain pond
- **Bronze Bard.** A fiery lake of lava

   Light. The ceiling is 20-feet high and sheds bright light.

Read or paraphrase:

> The tunnel continues for ten feet before opening into a large room from which light and the sound of mournful music drifts (harp music from the Bard of the Sea, lute music from the Bard of the Mountains, and bagpipe music from The Bronze Bard).

The room is 25-feet wide and 40-feet deep. In the far-right corner is a 5-foot high, 15-foot-by-10-foot

platform—atop which stand four lifelike statues of insectoid, trident-wielding creatures (these are actually petrified **mezzoloths**) and the source of the music (a triton, a dwarf or a dragonborn).

Each of the Bards have one note they can play on their instrument that releases the mezzoloths to fight. The songs of the Bards are all sung as if dirges or mournful tunes, even if the original song had an upbeat melody. If you have a better idea for an appropriate song improvisation is encouraged.

Talcorus (TALL-kore-us), The Bard of the Sea. "*Under the Sea*" sorrowfully sung by one who believes he shall never see the sea again. "*Anchors Aweigh*" or even "*Row, Row, Row Your Boat*" are also options here. The titan had set off for the excitement of adventure and was on his way home before being caught by the wizard. He is now under a *geas* to play only here in this room. Talcorus's key is made of a piece of **damp coral.**

He can be compelled to surrender his key with a successful DC 25 Charisma (Persuasion) check. Characters that wait until he stops singing to speak, results in his listening to their proposals for acquiring the key to leaving the maze. If they also dispel the illusion on the floor they gain advantage on any checks to persuade him. If they interrupt him, he glowers and uses his Taunt. Further disrespect, and he plays the cord to free the mezzoloths and combat is initiated.

Roleplaying Talcorus

As a young triton, he set out to explore all along the Sword Coast, both in the sea and on land. Things went horribly and he ended up here. Magically forced to play for eight hours a day, he still retains the arrogance of his race, if he could not best the dangers of this place, the lesser races certainly couldn't.
Quote: "*Why do you deserve a better ending than mine?*"

Amberlee, The Bard Of The Mountains. "*The Sound of Music*" for the bard whose song will never again echo off the mountain tops. "*She'll be Coming 'Round the Mountain*", might also work here. The allure of playing in the big city (Waterdeep) pulled the popular entertainer away from her home. She fell afoul of an efreeti and now must play here. Amberlee has agreed to play for a year in order to pay off her debts. Amberlee's key is made of **woven reeds**.

Her legs are chained to the chair, but the same note that frees the mezzoloths also releases her chains. Chains: AC 19 immune to poison and fear effects, 19 hit points each, DC 20 Dexterity check with thieves' tools to unlock. A DC20 Charisma (Persuasion) check is needed to get her to hand over the key. Because she is embarrassed to have gotten in this situation dwarves making this check do so with disadvantage. She does not take bribes.

Roleplaying Amberlee

Still relatively young for a dwarf, tales of the many festhalls in Waterdeep made her want to go there and test her skills against other bards. She was doing fairly well when she crossed paths with an efreeti in a game of chance and lost everything including her freedom.

She doesn't mind being interrupted, and she already knows the water on the floor is an illusion so dispelling it does not impress her. She has a been there seen that air and no longer takes pleasure in performing or for acting for the greater good.
Quote: "*Wot? Worried about getting your feet wet're ye?*"

Krija (KREE-jah) The Bronze Bard. A funeral march, or other march played as if it was a funeral march. If you have access to a kazoo or some other small instrument, or just do vocal a "*da dum da da dum da da da dum*". The Bronze Bard had played stirring marches for various martial units over the course of his career. Krija wants to know what is in it for him? Why should he help them by giving them the Key? He angles for a promise to let him come with, intending to betray them and perhaps gain his freedom that way. Barring that he wants something that shall improve his life. Perhaps make it easy for him to escape on his own like spell scrolls or a magic item (uncommon). Without a bribe a successful DC 25 Charisma check is needed to get the Key. With a bribe is it DC 20, if they agree to let him join them then no check is needed. Krija's key is made of **hot, black iron**.

If he sees that the characters don't trust or believe him, he plays the note that releases the mezzoloths. A DC 20 Wisdom (Insight/Perception) check notices that there doesn't seem to be any chains or other bindings keeping the bard here.

Roleplaying Krija

The dragonborn is all about saving himself, though that is what got him caught here. Part of a mercenary company, he made a bargain that saved his life at the cost of his comrades. His first truly evil act. The fallen knight, Sir Bluto Sans Pite (NPC in *White Plume Mountain*) spared his life but it cost him his freedom. He does have a set of nice rooms, and the food is not bad. He is not in a hurry to leave. Getting promoted to being a trusted ally and working in another location could be sweet.

His despair is feigned, he believes he can eventually get out, perhaps by betraying another group of fools?
Quote: "*So what is in it for me?*"

3. The Key Room

When they gain the key, either by conquest or charm, a door way opens up to the next room. Once everyone is in the next room the door disappears. The door is actually a portal and all groups enter from the same place. The hallways on either side access the Maze.

> The door disappears from the wall behind you. To your left and right, openings led to fog-filled hallways—paths back through the maze. The wall across from you has [insert number of Tier 2 tables here] doors. There are heaps of old bones and tattered cloth along the side walls. Inscribed in the floor is the following: One Key may open a door, but safety is not sure. Three Keys when turned together can insure a resting place. A Key for each door turned together can secure a victory for a time.

This room was designed to make captives question what to do. Should they go back into the Maze and gain more Keys or take their chance with just one. The groups know how many of their compatriots are out there, so they themselves need not go out and face the Maze again. To avoid making teams wait in real time, simply ask the table if they wish to just use the one key they have, or do they want to wait for more keys. If they want to wait then for how many/long. This impacts the number of Distraction Points they gain.

- One Key. The table earns 3 Distraction Points
- Three Keys. The table earns 2 Distraction Points
- Max Number of Key. 1 Distraction Point

Inform Epic Admins that your table has reached this point and the number of Distraction Points gained. Scattered within the remains is 200 gp (available to all groups so actually 200 gp per group BUT no stealing from other groups).

Treasure. 200 gp is scattered near the bones.

XP Award. For each simple trap, each character gains 50 XP. For each complex trap, each character gains 150 XP. For obtaining the key without violence, each character gains 450 XP.

Encounter D. Battles in the Chambers

Duration 25 minutes
Key Encounter Plot Point. In the spirit of this area of the mountain, the doors open into large cells used for torture.

General Features

The area has the following general features:

Light. Bright light from the ceiling.
Floors. Stone floors stained with old blood
Bars. The bars are spaced every six inches. Each bar has AC 19, 18 hit points, and is immune to poison and psychic damage. The openings are 10-feet wide.
Braziers. These are ready to be lit either with an action using flint or via spells such as produce flame. If lit a creature that is pushed into the brazier makes a DC 15 Constitution saving throw or takes 5 (1d10) fire damage.

The rooms are each 30- by 40-feet. The barred doors open into a hallway. The room contains a rack, a brazier an iron maiden, sets of chains fastened into the wall, and other small instruments of torture. A **banderhobb** and **nycaloth** are there to corral the new prisoners and chain them to the wall. The two **berserker gnomes** have the job of making the prisoners suffer. No side gets surprised in this situation, unless the characters aren't paying attention.

What About the Keys?

To keep things moving the following minor effects are added to the first round of combat.

- *One Key.* During the first round of combat ONLY any creature that casts a spell or uses a magical item to cast a spell is under the effect of a *faerie fire* spell until the end of their next turn.
- *Three Keys.* During the first round of combat ONLY any creature that casts a spell or uses a magical item to cast a spell becomes the center of a *silence* spell (20-foot radius sphere) until the end of their next turn.
- *All of the Keys.* During the first round of combat ONLY any creature that casts a spell or uses a magic item to cast a spell regains 9 (2d8) hit points.

Distraction Points

Remember groups that use loud spells gain a Distraction Point per spell used.

There are long handled tongs, brands and pokers that can be picked up and used as improvised clubs. Unlocking the cell door requires a set of thieves' tools and a successful DC 15 Dexterity check.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative

- **Very weak:** remove **nycaloth** and one **berserker gnome**
- **Weak party:** remove **nycaloth**
- **Strong party:** Add a **berserker gnome**
- **Very strong party:** Add **nycaloth** and a **berserker gnome**.

After they get out of the torture chamber the characters enter an area with numerous rooms—obviously living quarters, some lavishly appointed while others sport only the bare basics.

> Adjacent to the torture chambers are a series of hallways with living quarters, most designed for only one or two occupants. A few of the rooms are very basic and show no signs of recent use. Others are lavishly decorated and obviously are in use from the personal items scattered about.

There are enough hallways for each group to go down one of them. The hallways are all 10-feet wide and 10-feet high. Each hallway led to fifteen rooms, five of which are two room suites. Some of the rooms are opulent and others very basic. One of the opulent rooms in each hallway has a barred door (similar to a jail cell.

Among the items the characters can pick up as they quickly move through these rooms are: two spellbooks (see Treasure), assorted gems worth a 1,000 gp, and a *cube of force.*

Betrayal

If Krija is with the characters, he tries to slip away while they are searching the rooms. If he succeeds the party earns 2 Distraction Points.

> Sound of claws on stone can be heard from around the turn of the hallway.

The hallway turns and after another 30-feet opens into a larger area.

The characters encounter four **mezzoloth** guards patrolling the area. The characters can opt to hide in one of the rooms until the patrol passes by and attack them with surprise.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative

- **Very weak:** replace 2 **mezzoloths** with **2 orcs**
- **Weak party:** replace a **mezzoloth** with **2 orcs**
- **Strong party:** Add a **mezzoloth**
- **Very strong party:** Add **nycaloth**

Distraction Points v. Alarm Points!

This encounter may be modified depending on how many Alarm and Distraction Points the characters have gained:

- ***Distraction Exceeds Alarm by 10+.*** A second patrol arrives at the end of the second round and enters initiative in the third round.
- ***Distraction Exceeds Alarm by 1-9.*** Add a **mezzoloth** (after adjustments for party strength)
- ***Alarm Exceeds Distraction by 1-9.*** Remove a **mezzoloth**.
- ***Alarm Exceeds Distraction by 10+.*** The characters only encounter this patrol.

Treasure

One of the gnomes in the Torture cell possesses a key to a cell and 100 gp. Exploring the living quarters turns up two spellbooks (see Player Handout 1 and Player Handout 2 for details), assorted gems worth a 1,000gp, and a *cube of force.*

Developments

When time is called, there should be a short break, likely no more than 5 minutes or so. Inform Epic Admin of how far you have gotten and any additional Distraction Points the group may have earned.

Depending on how things have gone your group is at one of four points:

- Completed the entire Part One (Ideal) they get the benefit of short break (without the time in game passing)
- Have not completed the patrol combat above. If they are obviously winning, simply call the fight. In other cases, do one final round of combat and then call it. They have time only to use spells/potions for healing or buffs before Part Two begins.
- Have only just gotten out of the Torture room. The group has the option of taking short rest and not exploring (which could impact available treasure), or use potions or spells for healing, and move on. In the latter case read the boxed text under Development (before the Patrol) and omit the Patrol combat encounter section.
- Are still in the Maze (bummer). When they get to the Torture room, they see the destruction of the torture rooms to either side. The door to their room did not latch properly and so they do not even need to open locks. Omit both the exploration and patrol section and add a **banderhobb** to the first group of opponents they face in Part 2.

My Table Finished Early!

It is possible that a group of smart/lucky players power through this. If you have a half hour or more (yipes!) left you can offer the following optional scenario. The thing is, it might in theory garner them more XP than they can legally

get from the epic when all is complete. They cannot gain this extra XP. However, doing this encounter can gain 2 -4 extra Distraction Points.

The setup for this encounter is that one of the characters noticed a five-foot-wide corridor from which the patrol came (so different from the corridors in the area they explored) the characters go down that corridor and find a barracks like room that can sleep 24 (12 sets of bunk beds, room is 60-foot-deep and 25 foot wide). It is a tad smelly as the orcs that bunk here are not big on hygiene. Six orcs that just got off patrol are standing next to bunks halfway down the room. They had been just starting to take off gear when the characters arrive and are really annoyed at the interruption. On the far wall, there is a door and a large bell (used to wake up sleeping orcs when there is trouble). Killing the orcs gains them 2 extra Distraction Points. They gain 3 extra points if the guards pull the bell before they are all killed and 4 extra points if they pull the bell after killing all the guards, or if they let a guard escape.

Part 2. Can We Leave Yet? (Tier 2)

Estimated Duration: 60 Minutes

The hallway from which the patrol came is very large and there are a number of double doors (8-feet tall by 10-feet wide) set evenly apart (see Appendix. Final Map). The number of doors is equal to the number of Tier 2 tables (and the characters are coming from different hallways). The doors led into a large room. The room is divided into levels and the characters enter on the highest one (level A).

The NPCs are working on a number of activities in preparation for a ritual. The ultimate goal of the ritual is to merge a piece of the Shadowfell to Kelvan/Keraptis, granting him eternal life without the drawbacks of undeath. Part of the ritual is fueled by despair, hence the mass drowning with some of their compatriots, as well as Hildehrune, forced to watch.

Sending Stones

Note that the Tier 3 tables at this point are in the prison cell section and find a doppelganger pretending to be the priestess. How quickly the Tier 2 tables notice and inform the Tier 3 tables, using the *sending stones*, that the priestess is here has a significant impact on both their combat and the chance for complete success.

The boxed text below describes the situation when there are three tables of Tier 2 players. Add or subtract doors to match the number of tables.

> Looking around the large hallway, you notice the survivors of other groups you entered this dungeon with have also made it to this location. There are three sets of double doors spread out on the wall opposite.

Captains Meeting

The Epic Admin should monitor the meeting to determine if there is anything the characters do that would grant everyone some idea of what is on the other side of the doors.

This can range from knowing what creatures are on level A to knowing the complete layout of the room.

The groups CAN interact from this point forward, including magical scouting. A meeting of the Tier 2 table captains can facilitate the teams working together. Before the captains leave the table for the meeting, have your table discuss any preparations or spells that might be used for the benefit of ALL (so not individual boosts but things that might provide information or aid the group; such as *clairvoyance* or other ability to gain knowledge undetected). This should be no more than "Does anyone have information or abilities that might assist tactical planning for the group as a whole?"

Assisting Other Tables

Each player can perform 1 assist to another during this battle. Assistance can take the form of giving another one of the following:

- 1d8+2 healing (those with healing spells only)
- Advantage on an attack
- Advantage on a saving throw
- Advantage with Control Panels

General Features

The area has the following general features:

Light. Greenish light dimly lights the room
Ceiling. 35-feet tall at the back of the room, and 15' tall
Glass wall. Each 10-foot section of the wall has AC 13, 27 hit points, and is immune to poison and psychic attacks.
Sand pit. There is only a few inches of sand on the floor. If the glass breaks and water flows into the pit it becomes difficult terrain.

The doors are not locked. Upon entering or if they have other means to get a peek at what is inside read or paraphrase the following:

> The room has some resemblance to a theater with various levels leading down to a sandy pit with a "stage" on the far side of the pit. You have entered on the highest level, where a mixed assemblage of orcs and those odd, insect-like creatures with tridents await to greet you.

A **bandit captain** and **necromancer** (per group) are on the Level B overseeing the water filling the glass enclosed trough which also holds chained captives.). See Saving the Captives for more details On Level A are three **mezzoloths** and three **orcs** (per group.

In many cases the characters won't be able to see the captives in the trough when they first enter the

area. There are fifteen chained captives (per group) details on how this works are below.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative

- **Very weak:** replace two **mezzoloths** with two **orcs**
- **Weak party:** replace a **mezzoloth** with two **orcs**
- **Strong party:** Add a **mezzoloth**
- **Very strong party:** Add **nycaloth**

On the stage area (Level E) is Hildehrune and Kelvan/Keraptis and three (adjust number based on how many Tier Three tables there are) **dao**. There's also a line of **nycaloths,** and a formation of human in splint armor(**veterans**). These are the Tier 3 opponents. There are three NPCs that act as wandering monsters attacking the Tier 2 Tables until the Tier 3 tables show up. Ideally, they shall be handled by an Epic Admin showing up at your table and inserting them into a round or two of combat. If there is not enough staffing for that use the stat blocks provided for the **ultroloth,** and the **warlord**. The warlord uses a *potion of flying* to move around the battlefield. Have one of the NPCs target the group at the end of each combat round until the signal is given that all the Tier 3 tables have arrived. Keep track of damage that the group gives the NPCs,

and when that point arrives have those totals sent to the Epic Admin so they can inform the Tier 3 DMs.

ROOM ELEVATION MAP

Level A. Tier 2 enters
Level B. Water control panel on this level
Level C. A glass wall creates a trough. This is where the captives are. It is filling with water.
Level D. Sand pit
Level E. Keraptis with Hildehrune, nycaloths, dao, and veterans are here. This is where the Tier 3 tables enter the room.

SAVING THE CAPTIVES

There is a control (green box on map) on Level B. This controls the drains as well as water entering the trough. The trough fills at a rate of 1 foot per round when the characters enter there is already six feet of water. Everyone in the trough are underwater and are holding their breath. The water continues to be added to the trough until the full 15 feet is reached.

There are fifteen captives per Tier 2 table. Of these five are commoners and the remaining are guards, merchants, and bandit types. The commoners have **five rounds** before they must start making death

THE ARENA

□ = 5FT

A.

B.

TROUGH

C.

D.

E.

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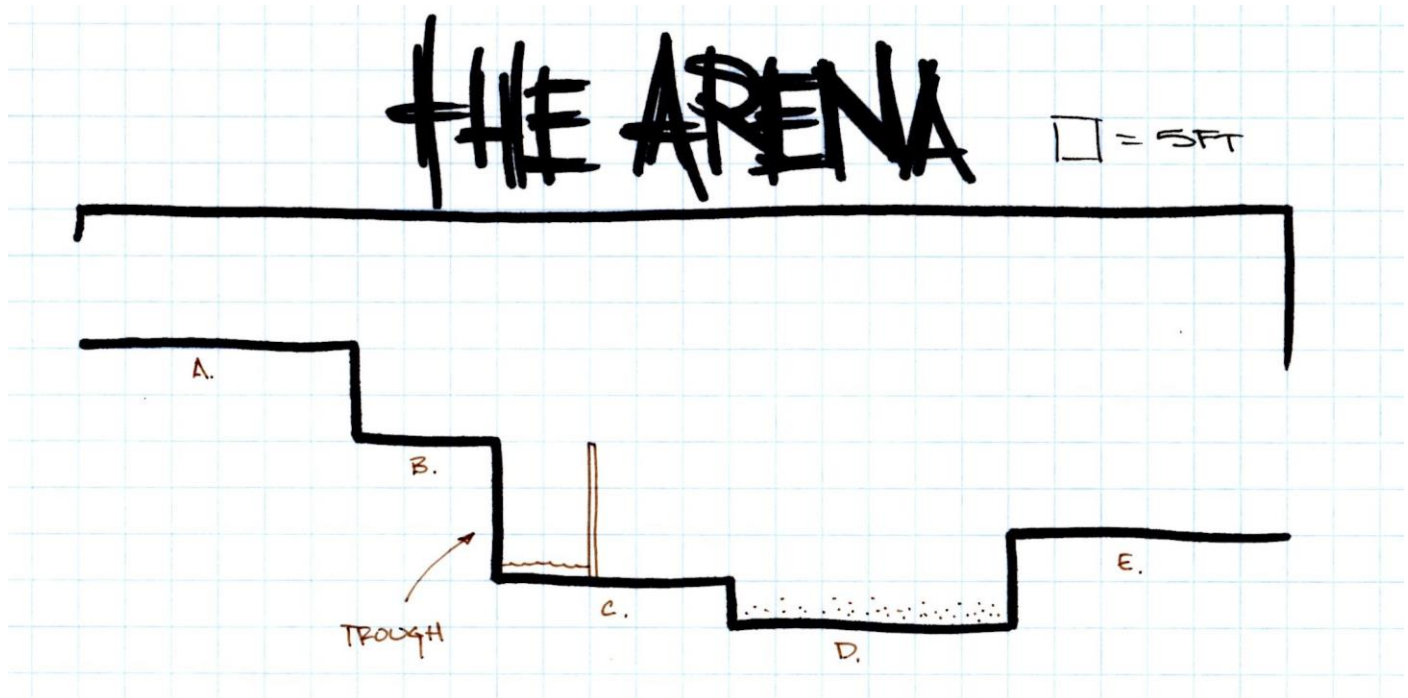
saving throws and the rest **have ten rounds** (roll once for every five captives, if time is a concern).

The **bandit captain** and **necromancer** are located next to the control panel at the start of the encounter. The bandit captain stays here to defend the control box. He has an *ioun stone (protection)* that gives him +2 bonus to his AC (not in the stat block).

A successful DC 20 Intelligence (Investigation) check is needed to determine which wheels control what. There are four wheels on the control panel. One controls a drain, another water flow, another sounds an alarm (that continues to go off once turned until turned back), and the last lowers the glass. On a failure, the alarm wheel is chosen first. On a result of 20 or higher they deduce which wheel does what.

- To drain the water faster than it enters all control panels must have that dial turned (same dial on each panel)
- To completely stop the water entering all control panels must have that dial turned
- To get the glass wall to lower all control panels must have that dial turned.
- Groups can yell information to each other (by writing a note) regarding which dial does what.

Let the Admin know if:

- The commoners need to make death saving throws
- The other guard types need to make death saving throws
- The water has been turned off
- The glass wall has been lowered or shattered
- One or more drains have been opened
- Commoners die
- The other guard types die

The chains are AC 19 to break and have 10 hit points, the captives are in no shape to climb 15 feet up without assistance (2 levels of exhaustion).

Alerting Tier 3 Tables

At some point during either the fight or the scouting that occurs before the fight (not likely but possible) the characters should realize the Hildehrune is in the room and that the ritual has started (during which Keraptis plans to kill her with the *gloomblade*). Ideally when this happens the Table Captain should use the *sending stones* to inform the Tier 3 groups (Check with your Epic Admin how they want to handle this. Depending on how many tables they may have paired each Tier 2 table with one or more Tier 3 tables.)

The Tier 3 Tables Are Late!

If the captives have been freed and all the NPCs on Levels A & B are killed, two **nycaloths** (per table) fly over and attack them. Which is likely a bad thing for the tables survival. This is in addition to the wandering bad guy attacks. However, once the Tier 3 tables show up half of the nycaloths move off to confront them. Once Kelvan/Keraptis leaves and the wandering monsters have been slain all others either try to flee or surrender.

Treasure

They find an *ioun stone of protection*, a *spell scroll of animate dead* and a 1,000 in gems and gold from various dead creatures.

Conclusion

Once the foes are fled or defeated—regardless of whether or not Hildehrune was saved or sacrificed—the characters are able to make their way out of the dungeon without conflict. What few enemies remain stay out of their way. If Hildehrune was saved, they gain the **Favor of Selûne** story award (see **Player Handout 3**). Additionally, if the captives were all saved, they also gain the **Favor of the Merchant Savil** story award (see **Player Handout 4**) as the saved the merchant's son.

Finally, the factions pay them a total of 500 gold for attempting the rescue, and an additional 500 if their attempts are successful.

Part 1. Scouting Entrances (Tier 3)

Duration: 10 minutes

The groups have three possible entrances into the mountains. These are all lower on the mountain and on the south side (hence not being on any map in *Tales of the Yawning Portal*).

What They are Told

- Pietro, a ranger from the Emerald Enclave briefs the characters on what has been discovered. The older man can still move silently through the terrain but his withered left arm makes it evident that his fighting abilities are limited.
- We have noticed three different groups, gnomes, a mixed party of undead, and one they are not sure of, humanoid but which race was not clear.
- Each group seemed to have both prisoners and supplies (the two observers were vastly outnumbered in all three cases)
- The undead seem to be a mix of skeletons and zombies, might have been a vampire or a necromancer in charge, they did not get close enough to determine.
- The entrances are at least 50 feet apart from one another.
- They are not exactly parallel.

What They Can Determine

- A DC 10 Perception (Survival) reveals the first bullet point. A successful DC 15 Wisdom (Survival) check per entrance examined reveals the other bullet points.
- Each entrance shows signs of being used frequently enough to thwart attempts to discern which has been used the most.
- The gnomes took entrances that are the up slope and to the left of the characters' observation area
- The undead took entrances up slope and to the right of the characters' observation area
- The other group took entrances that are a bit left of being centered in the middle (if there is a second on it is a bit right of the middle)

How Sneaky are They?

What preparations do they make? How do they aid one another, what order are they planning?

Assisting Other Tables

While they are preparing, it is possible for tables to assist each other with ways to improve their likelihood of success.

NOTE: Ask for pre-rolled Perception checks to heighten suspense or simply to avoid warning the players.

Note that some characters may have advantage based on race such as gnomes and dwarves, while others might claim it based on class, such as rangers and rogues. While the tunnels started out as old lava tubes for the most part, they have been worked over the centuries

What If They All Want to Go In Together?

If all the groups want to go in the same entrance as a plan (versus they all picked that one and no one noticed until later) point out that they are putting all their eggs in one basket and it is harder for a large group to be Stealthy. (Opponents have advantage on their Wisdom (Perception) Checks at the very least)

More Than Three Groups?

There are still only three entrances. Sessions with up to six Tier 3 tables can still use just the three entrances using a staggered entry technique. In this instance, they find the tunnel branches and it is assumed that each group choose a different branch.

Only in the instance when there are 7 or more tables is another tunnel added. This tunnel was used by orcs a long time ago and a recent rock fall revealed it. The orc tunnel can split as many times as necessary. For further information see the Orc Tunnel Sidebar below.

Encounter A. The Tunnels

The characters must make their way through the tunnels, as discreetly as possible.

Alarm Points

There are some obvious points where their actions can set off an alarm. However, using certain spells such as *thunderwave, and shatter* can also result in their activities being noticed. Each casting of such a spell adds 1 Alarm Point. Notify the Epic Administrator at the end of any encounter of all Alarm points earned.

The tunnel has meandered a bit, always with a slight upward slope and ever deeper into the mountain. There has been the occasional alcove on one side or another, but no branching tunnels yet. (Unless there are 4 to 6 tables, in that instance there was a branch where another group of adventurers went.)

Orc Tunnel (Only Used if More Than Six Tables)

The orc tunnel has lots of problems, uneven ceilings, bats, scattered bones, places where they must squeeze through- but eventually they come to a dead end. However, there is a

hole in the floor, a 15-foot drop to another tunnel (like the ones the other groups used). The drop into this tunnel results in the first of the two Stealth checks listed in the "Sneaking up" section.

SIGNS OF PASSAGE

Undead Tunnel. The occasional piece of undead flesh litters the tunnel, signs of dried blood, and scraps of linen bandages are noticed.

Gnome Tunnel. The tunnel seems oddly tidy. With a passive Perception of 17 (darkvision or a light source) one of the alcoves along the way has a stash of three waterskins, a crowbar, three blankets, a piece of chalk, sealing wax, and wrapped in wax paper is a pound of venison jerky.

Other Tunnel. Mixed in with the various boot prints are the occasional scrape from clawed feet, some with only three toes.

GENERAL FEATURES

Light. Once past the first two curves any light is strictly what the characters provide unless otherwise noted.

Width & Height. Width ranges from 5 to 15 feet wide with occasional alcoves. Height: the gnome tunnel is only 8-foot-tall, while all others are 12 foot tall

Air & Temperature. Air quality starts off very good and stays that way in gnome tunnel, but other tunnels change, the scent of decay getting stronger in the tunnel were the undead traveled and the scent of sulfur in the other tunnel.

WHO GOES THERE?

The goal for this encounter is to silence the guards before alarm sounded.

While the creatures were chosen with the specific tunnel in mind, feel free to mix up who is guarding what path if you simply want to prep just one variation of this encounter.

Undead Tunnel. Has 3 vampire spawn

Gnome Tunnel. Has 3 gnome gladiators, their speed makes it easier to stop them from sounding the alarm

Other Tunnel. Has 3 mezzoloth, their speed makes it harder to stop them from sounding the alarm

THINGS TO CONSIDER AT THE START OF THIS ENCOUNTER

How the characters are moving through the tunnels? Are they attempting to move silently, do they have a forward scout who can see in the dark?

SNEAKING UP

At least two Dexterity (Stealth) checks should be made as the group goes further into the tunnel. The

first check is made with advantage, due to distance. If they fail the first check the second check is made with disadvantage. Once the checks have been made read or paraphrase the following:

> The tunnel curves slightly, there might be another wider space beyond the curve.

The characters now need to decide what to do. Discussions might trigger either a Wisdom (Perception) check by the guards or a Dexterity (Stealth) check by the characters.

One of the guards is very well hidden from anyone sneaking up the tunnel, however the other two guards can be noticed by a cautious character with a Wisdom (Perception)the following DCs:

- **Vampire Spawn.** DC 22
- **Gnome Gladiator.** DC 15
- **Mezzoloth.** DC 12

If the characters failed the second Dexterity (Stealth) check then this Wisdom (Perception) check is made with disadvantage as the guards are alert.

The alarm is a plate on the wall (like a trigger plate for a trap). The guard must reach the square that is adjacent and use an action to push on the plate. The guards are at the positions marked on theTunnels map.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative

- **Very weak:** There are only two **guards** present; one on watch with another sleeps in the back room.
- **Weak party:** Remove the well-hidden guard
- **Strong party:** Add a guard playing solitaire in the back room
- **Very strong party:** Add two guards playing three dragon ante in the back room

The guards have very little treasure, but, each either has a tattoo (gnome and vampire spawn) or a brand (mezzoloth). This is what allows them to pass by the glyph in the hallway without it going off (one of them stands on it as prisoners are led pass).

A successful DC 20 Intelligence (Investigation) or Wisdom (Perception) check made while searching the bodies notices the designs. A character proficient in Arcana recognizes it as an Arcane Mark, but the mage connected to it is not known to them (unless they have already completed *White Plume Mountain* section of *Tales of from the Yawning Portal*, those characters would know it for Keraptis's mark).

It is not necessary to make an Intelligence (Arcana) check to deduce that the mark might help them bypass some wards or traps. But if they ask, allow it (some may think of it themselves that works also!). Of course, that means cutting the skin off the dead NPCs and they won't have enough for everyone to have one.

TREASURE
Each guard carries 200 gp.

WHAT NEXT?
The Alarm Isn't Sounded.
The characters are subject to the "simple" version of the trap in the hallway as the glyph is always active.

A SHOCKING HELLO
Simple trap, level 11-16 (dangerous)

Trigger. Stepping on any of the four squares covered by the glyph triggers the trap.

Effect A bolt of lightning arcs to the creature in the glyph Three bolts arc from the target to the 3 next creatures with in thirty feet of the target that triggered the glyph. Those who fail a DC 15 Dexterity saving throw take 55 (10d10) lightning damage, or half on a success. The glyph resets in one round.

Countermeasures. A DC 25 Wisdom (Perception) check discovers the glyph. A DC 25 Arcana check can suppress the magic of the glyph for 1 minute.

A creature carrying one of the Arcane Marks from the dead guards can stand in a square with the glyph without it going off and allow allies to pass through the squares without it going off.

Once past the trap the characters proceed to the next section "Does it feel warmer to you?"

The Alarm Is Sounded (Notify Epic Admin):

> The guard reaches out and pushes on a plate in the wall. The crashing sound of a portcullis closing echoes down the tunnel toward you. No other alarm can be heard.

ALARM POINTS AND EFFECTS ON OTHER TABLES
Each table where the alarm is triggered adds 3 Alarm points to the count. If the Alarm points equal the Distraction Points, then it impacts the Tier 2 Tables.

If initial Combat still going on in the Tier 2 section then, even if the bad guys are winning, they start to flee (confident that the attackers will follow and get caught by the Maze) If a majority of the Tier 3 groups trigger the alarm, all tables have disadvantage on Stealth checks because of the Heighten awareness of the guards. (Notify Epic Admin)

The characters might not realize at first that the hallway is trapped. All they know for sure is that a portcullis has been dropped blocking the hallway.

SO, YOU WANT TO COME IN?
Complex, level 11-16 (dangerous)

Trigger. Sounding the alarm triggers this trap.
Initiative. On 10 and 20 (losing ties).
Effect. A portcullis falls at the far end of the hallway.
Active Elements. The last 20 feet of the hallway is full of whirling blades slicing through the air.

- **Whirling Blades.** Any creature in that section of the hallway on initiative 10 and 20 (losing ties) is subject to an attack from a set of whirling blades—first from the left (Initiative 20), and then from the right (Initiative 10). The blades have a +8 to hit and dealing 55 (10d10) slashing damage on a hit.

Constant elements

- **Shocking glyph** A bolt of lightning arcs to the creature in the glyph Three bolts arc from the target to the 3 next creatures with in thirty feet of the target that triggered the glyph. Those who fail a DC 15 Dexterity saving throw take 55 (10d010) lightning damage, those who make it take half. The glyph renews after one round.

Portcullis

- The bars of the portcullis are spaced every six inches. Each bar has AC 19, 18 hit points, and is immune to poison and psychic damage. The control panel that disarms the traps and raises the portcullis is 10 feet past the portcullis

Countermeasures. A character than spends an action and succeeds on a DC 15 Intelligence (Investigation) check learns the blades's pattern. On a success, the character imposes disadvantage on the blades attack on that creature as long as the creature is not incapacitated.

- **Attack.** A creature can ready an action to attack a blade. The blade gains advantage on its attack against the creature. The creature then attacks. The blades have AC of 15 and 15 hit points. Destroying a blade reduces the attack bonus of all blades by 2. Reducing the attack bonus to 0 incapacitates all the blades.
- **Thieves' Tools.** A successful DC 15 Dexterity check with a set of thieves' tools disables the blades--reducing their attack bonus by 2. Reducing the attack bonus to 0 incapacitates all the blades.
- **Arcane Mark.** A creature carrying one of the Arcane Marks from the dead guards can stand in the square with the glyph without it going off and allow allies to pass through the square without it going off.
- **Destroying the Portcullis.** This allows both the escape from the hallway and access to the control panel.

Stealthy & Smart.

Such a lucky DM to have a group of stealthy characters and smart players, neither of which were too squeamish about cutting up dead NPCs! In this instance, the characters continue through the tunnels. There are three points where the tunnels fork. At each ask them to choose left or right and ask for a Stealth check. If the Stealth check result is DC20 and above, they alert a squad of **three Guards** (chose from NPC options available above). **Each time they encounter the guards, they gain 1 Alarm Point.**

If they choose to take the left tunnel at least two out of three times, then run "Getting a Bit Warmer". If they choose to take the right-hand tunnel at least two out of three times, then run "Tea Interrupted."

The Gnomes.

The gnomes are aware whenever the Shocking Glyph Trap is either activated or suppressed. While they have been loyal all these years, survival of their group is important and they activate several safeguards for their home within the mountain that close off all tunnels leading there. (They know no one is scheduled to come through that way and it is way too early for guards to be changing shifts.) This has the, possibly unintended, result of funneling all the adventurers to the area the efreeti claim as their resting space or the yugoloth chambers. [why yes, I do have some pity on DMs having to prep this and I am not having all the fights based on the original choice of tunnel].

Getting a Bit Warmer?

The tunnels proceed to twist and turn, occasionally a choice must be made to go left or right, or an obviously recent rock fall must be cleared via either mundane or magical means, but the tunnels themselves are getting warmer and there is the faint order of rotten eggs in the air. The tunnel curves again and beyond that curve a flickering light can be detected. [this assumes that the character in the lead is not using a light source so bright that the change cannot be noticed.]

Ask the players if the characters make any adjustments based on this environmental change before going forward.

Once past the curve the tunnel extends 15 feet before opening into a larger area lit with a red glow that flickers.

The light is from a number of sources, pools of glowing lava, braziers, and hanging lamps. Alcoves along the wall are decorated with lavish fabrics and upholstered furniture. Several large red lizard like creatures lounge near the pools.

This is a large, roughly oval-shaped cavern is about 150-feet wide and 100-feet deep with several alcoves varying from 10- to 15-feet deep around the edges. The alcoves are sumptuously decorated with divans, pillows and tapestries. The room is lite by braziers and hanging lanterns as well as light emanating from four pools of bubbling lava. The characters are entering from the south west and there is an exit in the north east. There are three **salamanders** in the room and depending on the number of distraction points possibly one or two **efreeti** (See Sidebar Above).

If there is an efreeti or two, then one of them has a magical *scimitar +3.* The stat block is NOT adjusted for this. If there is an efreeti they summon a **fire elemental.**

Loud spells echo in this room and characters gain 2 Alarm points for each loud spell they use.

General Features

The area has the following general features:

Light: bright from the various fires and glow of the magma pools.

Magma. These pools are typically ten foot in diameter. A creature starting their turn adjacent takes 7 (2d6) fire damage, being in the pool causes 26 (4d12) fire damage. The damage occurs each round they are in the pool

The creatures are indignant at someone entering their area and attack. Only a fire genasi might calm them the salamanders. If there is an efreeti here then, they need to convince her that they just made a wrong turn or belong here. A DC 25 Charisma (Persuasion) check results in the efreeti believing the characters' story is plausible. However, the efreeti is wary and thus gives them directions to yugoloth's quarters. (this insures that the characters do not lose out on loot).

TREASURE

Upon defeating the creatures in the room a quick search of the room, results in finding gold and gems worth 5,000 gp, two *potions of vitality*, and a +3 *scimitar.*

IF THEY AVOIDED CONFLICT

The characters' travel through some additional tunnels and end up in the encounter Tea Interrupted. Along the way to the encounter have the characters do a group Stealth check (DC 24 and above fails as these tunnels generally see more movement) if they fail that a patrol of three **guards** (use either vampire spawn or gnome gladiators) comes to inspect them (making sure they have legitimate reasons for being in this area). They characters can attempt to talk their way out of this and thus avoid another Alarm point being earned. (So yes, if they have this fight they earn another Alarm Point). Note that they also have the opportunity with this fight to cut more tattoos/brands from the dead guards.

TEA, INTERRUPTED

The characters get to take an early shot at one of the "wandering monsters" of the final encounter. Killing him here won't eliminate him from the final encounter, but it does weaken him if he is forced to uses spells. Keep track of spells he uses that are only 3 or 1 time a day and inform the Epic Admin after the encounter.

> The tunnels are getting smoother, resembling wide hallways more than rough cut stone. A closed iron banded wooden double door marks the end of this passage. Faint voices can be heard from behind it

They are speaking in Infernal. A DC 20 Wisdom (Perception) check if the character knows Infernal results in the words "in spite of the attack, the ritual proceeds" being heard. Once combat is started they switch to telepathic communications. There are an **ultroloth**, an **nycaloth** and **four mezzoloth** in the room. The ultroloth stays only for the first round of fighting, trying to gauge the skill level of the characters.

The room resembles a barracks with a line of six individual nests on each side. The mezzoloths are laying down (2 on each side) in their nests chatting before going to sleep. The nycaloth and ultroloth are standing near the door on the far side of the room having a discussion. The room is 40-feet wide (door is in this wall and is centered) by 60-feet deep.

Because of how close this room is to the holding cells loud spells during combat add 2 Alarm points.

QUESTIONING PRISONERS

Interrogation of prisoners is difficult because they speak only Infernal and Abyssal. If the characters do manage to communicate then they can get the mezzoloth to tell them how to get to the prisoner cells (just down the hall to the right, then take the next two left hand turns and then a right). The mezzoloths haven't been used in there so that is all they know. If the characters somehow capture the ultroloth, he simply sneers at them "your despair shall add to the sweetness of the ritual that is to come."

TREASURE

Searching the room, they find gold and gems worth 5,000 gp, two *potions of vitality*, and +3 *scimitar.* Most of these are found in the larger nests next to the far door.

Continuing to Search

There are two traps before the characters reach the prisoner cells.

> The hallways are now all worked stone, 10-feet wide and 10-feet high. There have been a few empty rooms, which was handy as you managed to duck into one and avoid a patrol. The floor in this hallway is patterned with ornate K"s engraved in the stones.

The decorations are there to help hide the glyphs of the trap.

Dancing Glyph Trap

Complex trap, moderate threat (level 11-16)

Six of the 18 squares in the hallway have a *glyph* worked into their design
   Trigger. A creature steps on the trapped square
   Initiative: Dynamic element on 20
   Effect. The triggering creature must succeed on a DC 20 Wisdom saving throw, otherwise they begin a comic dance in place, shuffling, taping their feet. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. The dance last for one minute.
   Dynamic element: One round after the rune is triggered 2 ghouls are summoned. This occurs every round while the dance lasts.
   Countermeasures. The engraved floor makes passive Perception checks noticing the marks on the stones extremely difficult (DC 40). An active DC 20 Wisdom (Perception) check notices the faint marks. Once noticed a DC 20 Arcana check can suppress one rune for 1 minute.
   A *dispel magic* DC 20 on the victim can end the dance early.
   Once the first rune is noticed the Wisdom (Perception) DC to discover the other 5 runes lowers to 15.
   Arcane mark. If the characters have cut off the arcane mark found on previously encounter NPCs and EACH ONE has one, the glyph does not activate. However, if a character is carrying multiple arcane marks it activates the glyph.

Setting off this Trap earns them an Alarm Point.

This next trap is a bit tricky. If they don't trip the somewhat obvious tripwire, then when they step past it darts shoot out of the walls.

Trip You Once

Simple trap, dangerous threat (level 11-16)
The gnomes are evil, and they have set this trap such that if the trip wire is not tripped the trap activates.
   Trigger. A creature steps over the tripwire onto any of the squares in the 15 feet of hallway immediately past it

   Effect. Bolts fly out of the walls on both sides for 35 feet of hallway (the section with the trip wire and the 15 feet past the trip wire). Two attacks per 5'depth of hallway +8 attack, 55 (10d10) piercing damage each
   Countermeasures. The tripwire is very easy to see (DC 10 passive Wisdom (Perception). A DC 25 Wisdom (Perception) notices there is something strange about the squares past the tripwire (indicating they might play a role in the trap). A DC 20 Intelligence (Investigation) check reveals they are pressure plates of some type. If someone investigates the trip wire or attempts to disarm it a DC 20 Dexterity (thieves' tools) reveals that actually tripping the wire deactivates the trap for 5 minutes while the wire resets.

Setting off this Trap earns them an Alarm Point.

> Not long past the tripwire trap, you find a warren of prison cells. It looks like a large open space has had cells added in a hodgepodge manner with no uniformity in spacing or size. You can even hear water sloshing as if something is moving in a very large pool. The priestess must be in here somewhere.

Thus ends Part One.

Part 2. Prison Deception (Tier 3)

Before the start of Part 2, find out the total of Alarm Points and Distractions Points from the Epic Admin.

The characters have found the prisoner cells, now they need to go through them and find the priestess and what innocents that might be held captive here. Unbeknownst to them there is a subtle trap, seeded throughout the warren of cells are doppelgangers. They have had time with the priestess so that they might simulate her. There is one doppelganger per Tier 3 table situated in different parts of the cavern.

> As you look out at the warren of cells, other groups of your compatriots can be seen exiting nearby hallways.

This is more to let the characters know they do not have to search the entire chamber themselves than for anything strategic between the groups. Though it is possible that some smart players work out a method to let everyone else know if they find Hildehrune first.

It is not intended that they fight with creatures that are in the cells. Doing so means they are going "off mission". That said, there are stat blocks included, just in case. This could be tricky; a druid or ranger might try and make friends with the giant scorpion and bring it along. But that is the fun of Tier 3, right?

General Features

The area has these general features:

Light. Dim light produced by fungus growing on walls and ceiling.

Ceiling. Generally, forty feet high, curving down to 15 feet on the edges of the cavern

Cells. Most are 10-feet deep, 15-feet wide, 10-feet high with walls of bars (water tanks do not have ceilings).

Cell Bars. Each bar has AC 19, 18 hit points, and is immune to poison and psychic damage.

Cell Door Locks. The locks require a set of thieves' tools and a successful DC 17 Dexterity check to open. Additionally, there is a 1-in-6 chance that the lock is rusted. If so, the check made to unlock the lock is made with disadvantage. The locks are AC 19 (unless rusted, then AC drops to 14), 10 hit points, and are immune to psychic and poison damage.

Tanks. The tanks for aquatic critters have reinforced glass walls inside of cells. A 10-foot section of glass has AC 13, 27 hit points, and is immune to poison and psychic damage.

> Many of the cells are empty, some just have piles of bones inside. One large cell has a giant scorpion. The sloshing noise heard earlier seems to have come from a large tank inside reinforced with cell bars on the outside. A reefer shark swims in circles inside of it. One cell has a group of four ghouls feasting on human remains.

The empty cells are unlocked. If investigated, some show signs of having been used recently (semi-fresh blood, one corner was used as toilet of sorts). There are about four that had actual cots, a chair, and a chamber pot. These also showed signs of having been occupied recently.

There is also a cell whose bars are covered in silver. Inside are three wereboar, two of which are in boar form currently. These brothers are undernourished, and have a level of exhaustion. If released they can tell the characters that a lot of prisoners were added over the last tenday (there are scratches in the floor where they tried to keep track of time). All of them were taken away a while ago. They keep track by the two meals they get a day, at least they think that is how often they are fed a meager serving.

> As you near an intersection voices can be heard from the right.

The voices are speaking in orc, complaining about doing stupid patrols, they never have had a prisoner break out. There are five **orcs** and **an orc Red Fang of Shargaas.**

The characters can opt to hide, the orcs are not looking very hard, or simply slaughter them quickly. If the Red Fang is killed the rest are eager to bargain with the characters. Of course, the characters can see that the Red Fang has an *ioun stone* circling his head. The orcs speak Common and can tell the characters where the "priestess" is located. They believe the mage is coming for her soon. (They were lied to, just in case). The orcs intend to leave and not come back if given the chance. The Red Fang has a set of keys as well as the *ioun stone*.

Either by searching or using information given, the characters find the "priestess Hildehrune". She is in a nicer cell, but is tied to a chair, with her hands behind her back and gagged (to appear as if they don't want her to cast spells). This is the **doppelganger**. Her sole job is to get the characters to take her back out the way they came. She has enough knowledge to play the part but cannot cast spells. She tries to play this off as due to being

exhausted and not having done her devotionals for days.

She can be tripped up, but it requires the characters to use their own knowledge of Religion or History (basically opposed checks vs her +6 Deception, there has been time for some knowledge to be gained, but the doppelganger does not have the details.)

A character succeeding on a DC 25 Wisdom (Insight) check reveals that something seems a bit off. If the character participated in DDAL06-02 *The Redemption of Kelvan*, the check is made with advantage.

SENDING STONES

Of course, if they believe her then they should be informing their Tier 2 partners "We got her" which might prompt the Tier 2 Tables (if they have not thought of it) to contradict them. Do not remind them of the *sending stones*, that is their job!

If they believe her, they might also yell, or otherwise try to let the other Tier 3 tables know that they have found Hildehrune. Which could end up revealing the ruse.

Hopefully at some point they are either informed of the deception or they figure it out. If questioned, the doppelganger reveals that Kelvan/Keraptis anticipated a rescue attempt and they (the doppelgangers) were a delaying tactic. He has a number of their relatives' captive in another part of the dungeon and were forced to do this (a complete lie). If let go, they flee. A successful DC 15 Charisma (Intimidation) check convinces the doppelganger to reveal that the ritual sacrifice of the priestess is taking place in an arena just on the other side of the various exits (on the side opposite the one they came in) and that the ritual is likely already started.

TREASURE

The red fang has an *ioun stone (Fortitude)* and 500 gp in gems.

THE ARENA & THE RITUAL

> The hallways from the prison cavern lead to an open area in front of three double doors.

If time allows Table Captains might meet to coordinate plans regarding who goes into which door. Unlike other locations there are three doors no matter how many tables of Tier 3 are participating.

> Entering you see rows of men in splint mail, lined up 15 feet apart (how many rows depend on how many tables they are staggered to avoid extremely easy death by spells). Against the walls stand Large creatures who glitter with jewels dressed in dark swirling robes. Past the armored men are large humanoids with green skin, horns, wings and a great axe. Just past those creatures are a man in a black hooded robe and a blond woman tied to a chair. There appears to be some sort of pit past which three levels rise to the back of the large area. The light is dim so while movement can be seen what actually is happening on the far side is difficult to see.
>
> There is a palpable air of despair and fear in the room.

For each table of Tier 3 participating there are three **veterans,** two **nycaloths,** and a **dao**.

The Groups also are dealing with attacks from wandering NPCs a flying **ultroloth**, a **warlord**, and the **shadow black dragon** that has been overseeing the ritual from above (the latter run by an Epic Admin). The first two may have taken from the Tier 2 tables already. The shadow black dragon only engages now that the ritual is in danger by the appearance of the Tier 3 tables.

THE RITUAL

The ritual feeds off the despair of those drowning in the trough.

The Epic Admin should notify you of the current total Power points the ritual has when your team enters. **The total number of power points needed is equal to the number of Tier 2 Tables times 15.** Once that number is reached Kelvan/ Keraptis can sacrifice Hildehrune, creating a permeant shadow passage and tying Keraptis to the Shadowfell. There is a temporary passage here, which is how the shadow black dragon arrived.

Until the epic Admin informs you that the captives have been saved add 3 power points per number of Tier 2 tables each round. Hildehrune has already been damage such that one cut by a dagger (4 points of damage) kills her. If the target number is achieved, then Keraptis strikes on his turn.

Kelvan/Keraptis

He has a *contingency* spell cast that specifies that if attacked *greater invisibility* takes effect. On his turn, he uses *misty step* to reach his simulacrum (who had been hiding under an *invisibility* spell until then) and gives it the order to attack those who just entered (Tier 3 tables). If he feels the power for the ritual is almost complete (3 points or less away) he moves back toward the priestess on his turn and sacrifices her, but otherwise he simply teleports away. If there are characters near her, he simply teleports away. The simulacrum continues following the last command.

If he completes the ritual, he laughs and teleports away. He doesn't care if the characters defeat his associates. He has time on his side now.

Once Kelvan/Keraptis leaves and the wandering monsters have been slain all others either try to flee or surrender. Note that this is true for both tiers.

TREASURE

From the wandering monsters, and various dead NPCs 10,000 gp worth of gems.

CONCLUSION

Once the NPCs are defeated, either after Hildehrune is saved or after she is sacrificed, the characters can make their way out of the dungeon without conflict. What few NPCs remain stay out of their way. If they saved Hildehrune they gain the **Favor of Selûne** Story Award. If the Captives were all save they gain the **Favor of the Merchant Savil** Award

Rewards (Tier 2)

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: 5,625/9,375)

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
Berserker	450
Bandit Captain	450
Orc	100
Mezzoloth	1,800
Nycaloth	9,000
Crawling Claw	10
Swarm of centipedes	100
Bard	450
Banderhobb	450
Ghoul	100
Dao	7,200
Efreeti	7,200
Necromancer	5,000
Archmage	8,400
Ultroloth	10,000

Non-Combat Awards

Task or Accomplishment	XP Per Character
Simple trap	100
Complex trap	200
Peacefully Obtain Bard's Key	450 ea.
Priestess Hildehrune rescued	200
All the captives rescued	300
Rescue captive guards	150

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
From gnome captains	20
Key Room	200
Chambers	1,000

Dead NPCs (part two)	1,000
Faction payment	500
Faction bonus	500

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*.

Cube of Force

Wondrous Item, rare (requires attunement)

This six-sided item can produce barriers of various types. This item is described in **Player Handout 5**.

Ioun Stone of Protection

Wondrous Item, rare (requires attunement)

This item is described in **Player Handout 6**.

Spell Scroll of Animate Dead

Scroll, uncommon

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

Necromancer's Spellbook

This spellbook consists of rigid sheets of vellum bound in pale, white leather. It contains the following wizard spells: *animate dead, bestow curse, Bigby's hand, blight, blindness/deafness, circle of death, cloudkill, dimension door, false life, mage armor, ray of enfeeblement, ray of sickness, stoneskin, vampiric touch, stoneskin*. This item is described in **Player Handout 1**.

Mage's Spellbook

The spells of this spellbook are written on sheets of high-quality parchment in golden and silver ink. The pages are bound between plates of blue-painted wood. It contains the following spells: *banishment, cone of cold, counterspell, detect magic, detect thoughts, fire shield, fly, globe of invulnerability, lightning bolt, mage armor, magic missile, mind blank, mirror image, misty step, scrying, shield, stoneskin, teleport, time stop, wall of force.* This item is described in **Player Handout 2**.

Story Awards

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

Favor of Selûne. For your efforts in saving the Priestess of Selûne, you may redeem this story award and receive free spellcasting services from any temple of Selûne on the Sword Coast. This story award can be used three times. This story award can't be used to receive the benefit of a spell higher than 6th level. This story award can be found in **Player Handout 3**.

Favor of the Merchant Savil. For your efforts in saving the Merchant, you can purchase mundane gear from his shops in Neverwinter and Baldur's Gate at half price for the next year. Available items include all of the Adventuring Gear listed on page 150 of the PHB, except for the spyglass, vials of poison and druidic focuses. If you aren't in either town, but you're in the Sword Coast region, you must spend 5 downtime days. If you're not in the Sword Coast region, you must pay 10 downtime days. This story award expires one year from when it's earned. This story award can be found in **Player Handout 4**.

Player Rewards

The characters earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG).*

DM Reward

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

Rewards (Tier 3)

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: 8,625/14,375)

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
Gladiator	1,800
Mezzoloth	1,800
Vampire Spawn,	1,800
Fire Elemental	1,800
Salamander	1,800
Dao	7,200
Efreeti	7,200
Nycaloth	9,000
Ultroloth	10,000
Orc	100
Red Fang of Shargress	700
Doppelganger	700
Warlord	8,400
Veteran	700
Giant Scorpion	700
Wereboar	1,100
Archmage	8,400
Young black shadow dragon	5,900
Shadow	100

Non-Combat Awards

Task or Accomplishment	XP Per Character
Save the priestess Hildehrune	300

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
Entrance guards (each)	200
Warmer/Tea	5000
Various dead NPCs (part two)	10,000

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*.

Ioun Stone of Fortitude
Wondrous Item, very rare (requires attunement)

When you use an action to toss this stone into the air, the stone orbits your head at a distance of 1d3 feet and it confers a benefit to you. This item can be found in **Player Handout 7**.

+3 Scimitar
Weapon (Scimitar), rare

Formerly owned by an efreeti the sword glows with a dull red if a marid is within 60 feet. This item can be found in **Player Handout 8**.

Potion of Vitality
Potion, very rare

This item can be found in the *Dungeon Masters Guide.*

Necromancer's Spellbook
This spellbook consists of rigid sheets of vellum bound in pale, white leather. It contains the following wizard spells: *animate dead, bestow curse, Bigby's hand, blight, blindness/deafness, circle of death, cloudkill, dimension door, false life, mage armor, ray of enfeeblement, ray of sickness, stoneskin, vampiric touch, stoneskin*.
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DM Reward

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

DM Appendix. Dramatis Personae

The following NPCs are featured prominently in this adventure:

Hildehrune (HIL-da-rune). Hildehrune is an Illuskan cleric of Selûne who come to Neverwinter from Good Mead in Ten Towns. As a teen she felt the call of her goddess and came to Neverwinter. She has devoted her life to studying the history of ancient Netheril to better understand the enemies of her faith. An educated barbarian of the north, she is a no-nonsense woman who prefers direct conversation.

Kelvan (KEL-van). Kelvan appears to be a friendly, but eccentric young foreigner. He has a soft-spot for adventurers, in particular, gnomes, and he is happy to offer significant rewards for good work. He has a roundabout way of speaking and due to his foreign birth and he frequently choses a close, but not quite correct word.

In reality, Kelvan is Keraptis reborn; an arch-wizard from the world of Oerth who has been forced to relive his life due to a failed experiment. He hopes to reclaim his mastery over White Plume Mountain and pick up where he left off.

Talcorus (Tal-KOH-rus). Male Triton Bard. Just when he was considering retirement from a life of adventure his luck run out. Now he is under a geas and must play a part in Keraptis's evil plans.

Amberlee (AM-ber-lee). Female dwarf bard. Extremely talented, but inexperienced she fell for a gambling scam and is paying off her debts. She has lost hope.

Krija (KREE-ja). Dragonborn bard. Once a member of a proud mercenary group, hos first evil act, saved his life at the cost of his freedom. But life in the Mountain is not that bad and maybe if he plays his cards right he can get a promotion and some variety in his life here.

Appendix. Monster Statistics (Tier 2)

Archmage

Medium humanoid (human), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 99 (18d8 +18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13
Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Damage Immunities psychic
Senses passive Perception 12
Languages Common, Elven, Infernal, Abyssal, Ignan, Terran
Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic, mage armor*, magic missile, shield*
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): *counterspell, fly, lightning bolt*
4th level (3 slots): *banishment, greater invisibility, stoneskin**
5th level (3 slot): *cone of cold, scrying, wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank**
9th level (1 slot): *time stop*
*The archmage begins with these spells already cast

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Banderhobb

Large monstrosity, neutral evil

Armor Class 15 (natural armor)
Hit Points 84 (8d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +8, Stealth +7
Damage Vulnerabilities radiant
Condition Immunities charmed, frightened
Senses darkvision 120 ft., passive Perception 12
Languages understands common.
Challenge 5 (1,800 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or object in its possession, such as a lock of hair or splinter of wood, it knows the most direct to that creature or object if it is within 1 mile of the banderhobb.

Shadow Stealth. While in dim light or darkness, the banderhobb can take the Hide action as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22(5d6 + 5) piercing damage and the target is grabbled (escaped DC 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature *Hit:* 10 (3d6) necrotic damage, and the target must make a DC 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. + The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the creature is swallowed, and the grapple ends. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the banderhobb, and it takes 10 (3d6) necrotic damage at the start of each of the banderhobb's turns. A creature reduced to 0 hit points in this way stops taking the necrotic damage and becomes stable.

The banderhobb can have only one creature swallowed at a time. While the banderhobb isn't incapacitated, it can regurgitate the creature at any time (no action required) in a space within 5 feet of it. The creature exits prone. If the banderhobb dies, it likewise regurgitates a swallowed creature.

Shadow Step. The banderhobb magically teleports up to 30 feet to an unoccupied space of dim light or darkness that it can see. Before or after teleporting, it can make a bite or tongue attack.

Bandit Captain

Medium humanoid (rock gnome), chaotic evil

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses darkvision 60 ft., passive Perception 10
Languages Gnomish, Common
Challenge 2 (450 XP)

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

Reactions

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Bard (Talcorus)

Medium humanoid (triton), lawful neutral

Armor Class 15 (chain shirt)
Hit Points 44 (8d8 +8)
Speed 30 ft., swim 30 feet

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

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Damage Resistance cold
Senses passive Perception 15
Languages Common, Primordial
Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra d6 of hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Guardian of the Depths. Tritons ignore any drawbacks caused by a deep underwater environment

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Melee Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Control Air and Water. A child of the sea, triton can call on the magic of elemental air and water. The triton can cast fog cloud with this trait and gust of wind. (Talcorus is not high enough level to cast wall of water). Once he casts a spell with this trait, he can't do so again until he finishes a long rest. Charisma is his spellcasting ability for this trait.

Bonus Action

Taunt (2/day). The bard targets one creature within 30 feet of it that can hear the bard. The target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Bard (Amberlee)

Medium humanoid (female mountain dwarf), neutral

Armor Class 15 (chain shirt)
Hit Points 52 (8d8 +16)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Damage Resistance poison
Senses passive Perception 15, darkvision 60 feet
Languages Common, Dwarvish
Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra d6 of hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Dwarven Resilience. The bard has advantage on saving throws against poison.

Actions

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

Shortbow. *Melee Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Action

Taunt (2/day). The bard targets one creature within 30 feet of it that can hear the bard. The target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Krija (Bard)

Medium humanoid (dragonborn), chaotic evil

Armor Class 15 (chain shirt)
Hit Points 44 (8d8 +8)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +3
Damage Resistance lightning
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages Common, Draconic
Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The bard has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*
2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra d6 of hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 3) piercing damage.

Shortbow. *Melee Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Breath Weapon. The bard exhales a 30-foot line of lightning. Each creature in the area must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) lightning damage, or half as much on a successful save.

Bonus Action

Taunt (2/day). The bard targets one creature within 30 feet of it that can hear the bard. The target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

BERSERKER

Medium humanoid (rock gnome), chaotic evil

Armor Class 13 (hide armor)
Hit Points 76 (9d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	9 (−1)

Senses darkvision 60 ft., passive Perception 10
Languages Gnomish, Common
Challenge 2 (450 XP)

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

Gnome Cunning. You have advantage on all Intelligence, Wisdom, and Charisma saving throws.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (−3)	10 (+0)	4 (−3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 0 (10 XP)

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

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

Dao

Large elemental, lawful evil

Armor Class 18 (natural armor)
Hit Points 187 (15d10 + 105)
Speed 30 ft., burrow 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+22)

Saving Throws Int +5, Wis +5, Cha +6
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 12
Languages Terran (Common from use of *tongues*)
Challenge 11 (7,200 XP)

Earth Glide. The dao can burrow through nonmagical unworked earth and stone. While doing so, the dao doesn't disturb the material it moves through.

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The dao's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, stone shape*
3/day each: *passwall, move earth, tongues,*
1/day each: *conjure elemental (earth elemental only), gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*

Actions

Multiattack. The dao makes two fist attacks or two maul attacks.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Maul. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is Huge or smaller creature, it must succeed on a DC 18 Strength check or be knocked prone

Efreeti

Large elemental, lawful evil

Armor Class 17 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 30 ft., fly 90 ft.

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

Saving Throws Int +7, Wis +6, Cha +7
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 12
Languages Ignan (Common from use of *tongues*)
Challenge 11 (7,200 XP)

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

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

At will: *detect magic*
3/day each: *enlarge/reduce, tongues,*
1/day each: *conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire*

Actions

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

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

Hurl Fire. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (2d6 + 6) fire damage.

Ghoul

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (−2)	10 (+0)	6 (−2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

Actions

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mezzoloth

Medium fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)
Hit Points 75 (10d8 +30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3
Damage resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage immunities acid, poison
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 5 (1,800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The mezzoloth can cast the following spells, requiring no material components:

2/day each: *darkness, dispel magic*
1/day: *cloudkill*

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

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

Actions

Multiattack. The mezzoloth makes two attacks one with its claw and the other with its trident.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident. *Melee or ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage or 8 (1d8 +4) piercing damage when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

NECROMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)
Hit Points 66 (12d8 +12)
Speed 30 ft.

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

Saving Throws Int +7, Wis +5
Skills Arcana +7, History +7
Damage Resistance necrotic
Senses passive Perception 11
Languages Common, Elven, Infernal, Ignan,
Challenge 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch, dancing lights, mage hand, mending*
1st level (4 slots): *false life*, mage armor^, ray of sickness**
2nd level (3 slots): *Blindness/deafness,* ray of enfeeblement*, web*
3rd level (3 slots): *animate dead*, bestow curse*, vampiric touch*,*
4th level (3 slots): *blight,* dimension door, stoneskin*
5th level (2 slot): *Bigby's Hand, cloudkill*
6th level (1 slot): *circle of death, **

*Necromancy spell of first level or higher
^spell cast before the start of combat

Grim Harvest (1/Turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spells level, or three times if it is a necromancy spell

ACTIONS

Withering Touch. *Melee Spell Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5(2d4) necrotic damage.

NYCALOTH

Large fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)
Hit Points 123 (13d10 +52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4
Damage resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage immunities acid, poison
Condition immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 9 (5,000 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The mezzoloth can cast the following spells, requiring no material components:

At will: *darkness, detect magic, dispel magic, invisibility (self only), mirror image*

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

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

ACTIONS

Multiattack. *The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.*

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 4) slashing damage. If the target is a creature it must succeed on a DC15 Constitution saving throw or take 5 (2d4) slashing damage at the start of its turn due to a fiendish wound. Any creature can take an action to staunch the wound with a Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. *Melee or ranged Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Teleport. +The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (−2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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.

Swarm of Centipedes

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)
Hit Points 22 (5d8)
Speed 20 ft., climb 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
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages --
Challenge 1/2 (100 XP)

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 insect. The swarm can't regain hit points or gain temporary hit points.

Paralyzing Bites. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

Actions

Bite. 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.

Ultroloth

Medium fiend (yugoloth), neutral evil

Armor Class 19 (natural armor)
Hit Points 153 (18d8 +72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	19 (+4)

Skills Intimidation +9, Perception +7, Stealth +8
Damage resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage immunities acid, poison
Condition immunities charmed, frightened, poison
Senses truesight 120 ft., passive Perception 17
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 13 (10,000 XP)

Innate Spellcasting. The ultroloth's innate spellcasting ability is Charisma (spell save DC 17). The ultroloth can

cast the following spells, requiring no material components:

At will: *alter self,* clairvoyance, *darkness, detect magic, detect thoughts, dispel magic, invisibility (self only), suggestion*

3/day each: *dimension door, fear, wall of fire*

1/day: *firestorm, mass suggestion*

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

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

Actions

Multiattack. The ultroloth can uses its Hypnotic Gaze and makes three melee attacks.

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

Hypnotic Gaze. The ultroloth's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the ultroloth, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed until the end of the ultroloth's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the ultroloth's gaze for the next24 hours

Teleport. The ultroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Warlord

Medium humanoid (human), lawful evil

Armor Class 20 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

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

Saving Throws Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses passive Perception 15
Languages Common, Giant
Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Legendary Actions

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

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16

Appendix. Monster Statistics (Tier 3)

Archmage

Medium humanoid (human), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 99 (18d8 +18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13
Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Damage Immunities. psychic
Senses passive Perception 12
Languages Common, Elven, Infernal, Abyssal, Ignan, Terran
Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The archmage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic, mage armor*, magic missile, shield*
2nd level (3 slots): *detect thoughts, mirror image, misty step*
3rd level (3 slots): *counterspell, fly, lightning bolt*
4th level (3 slots): *banishment, greater invisibility, stoneskin**
5th level (3 slot): *cone of cold, scrying, wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank**
9th level (1 slot): *time stop*
*The archmage begins combat with these spells

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Dao

Large elemental, lawful evil

Armor Class 18 (natural armor)
Hit Points 187 (15d10 + 105)
Speed 30 ft., burrow 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	14 (+22)

Saving Throws Int +5, Wis +5, Cha +6
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 12
Languages Terran (Common from use of *tongues*)
Challenge 11 (7,200 XP)

Earth Glide. The dao can burrow through nonmagical unworked earth and stone. While doing so, the dao doesn't disturb the material it moves through.

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The dao's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, stone shape*
3/day each: *passwall, move earth, tongues,*
1/day each: *conjure elemental (earth elemental only), gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*

Actions

Multiattack. The dao makes two fist attacks or two maul attacks.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Maul. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage. If the target is Huge or smaller creature, it must succeed on a DC 18 Strength check or be knocked prone.

Doppelganger

Medium monstrosity (shapechanger), neutral

Armor Class 14
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Skills Deception +6, Insight +3
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Efreeti

Large elemental, lawful evil

Armor Class 17 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 30 ft., fly 90 ft.

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

Saving Throws Int +7, Wis +6, Cha +7
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 12
Languages Igan (Common from use of *tongues*)
Challenge 11 (7,200 XP)

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

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

At will: *detect magic*
3/day each: *enlarge/reduce, tongues,*
1/day each: *conjure elemental (fire elemental only), gaseous form, invisibility, major image, plane shift, wall of fire*

Actions

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

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

Hurl Fire. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 17 (2d6 + 6) fire damage.

Fire Elemental

Large elemental, neutral

Armor Class 13
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-1)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., Passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until the creature takes an action to douse the fire, the target takes 5 (1d10) fire at the start of each of its turns.

Gladiator

Small humanoid (rock gnome), lawful evil

Armor Class 16 (studded leather, shield)
Hit Points 114 (17d6 + 51)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	12 (+1)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6
Skills Athletics +10, Intimidation +5
Senses passive Perception 11, darkvision 60 feet (treat as dim light)
Languages Common, Gnomish
Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

Gnome Cunning. The gnome ha advantage on all Intelligence, Wisdom and Charisma saving throws against magic.

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Ghoul

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (−2)	10 (+0)	6 (−2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

Actions

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

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giant Scorpion

Large beast, unaligned

Armor Class 15 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (−5)	9 (-1)	3 (−4)

Senses blindsight 60 ft., passive Perception 9
Languages --
Challenge 3 (700 XP)

Actions

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grappled (escape DC 12). The scorpion has two sets of claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much on a successful one.

Kelvan's Simulacrum

Medium humanoid (human), any alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 44
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6
Skills Arcana +13, History +13
Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)
Damage Immunities psychic
Senses passive Perception 12
Languages Common, Elven, Infernal, Abyssal, Ignan, Terran
Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The archmage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*
1st level (4 slots): *detect magic, mage armor*, magic missile, shield*
2nd level (4 slots): *detect thoughts, mirror image, misty step*
3rd level (2 slots): *counterspell*, invisibility*, *fly, lightning bolt*
4th level (3 slots): *banishment, stoneskin**
5th level (3 slot): *cone of cold, scrying, wall of force*
6th level (1 slot): *globe of invulnerability*
7th level (1 slot): *teleport*
8th level (1 slot): *mind blank**
9th level (1 slot): *time stop*
*The simulacrum begins combat with these spells

Actions

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing 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.

Mezzoloth

Medium fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)
Hit Points 75 (10d8 +30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3
Damage resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage immunities acid, poison
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 5 (1,800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The mezzoloth can cast the following spells, requiring no material components:

2/day each: *darkness, dispel magic*
1/day: *cloudkill*

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

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

Actions

Multiattack. *The mezzoloth makes two attacks one with its claw and the other with its trident*.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident. *Melee or ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage or 8 (1d8 +4) piercing damage when held with two claws and used to make a melee attack.

Teleport. +The mezzoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Nycaloth

Large fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)
Hit Points 123 (13d10 +52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4
Damage resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage immunities acid, poison
Condition immunities poisoned
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 9 (5,000 XP)

Innate Spellcasting. The nycaloth's innate spellcasting ability is Charisma (spell save DC 11) The nycaloth can cast the following spells, requiring no material components:

At will: *darkness, detect magic, dispel magic, invisibility (self only), mirror image*

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

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

Actions

Multiattack. *The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.*

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 4) slashing damage. If the target is a creature it must succeed on a DC15 Constitution saving throw or take 5 (2d4) slashing damage at the start of its turn due to a fiendish wound. Any creature can take an action to staunch the wound with a Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. *Melee or ranged Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Teleport. +The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (−2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

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

Orc Red Fang of Shargaas

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)
Hit Points 52 (8d8 + 16) 76 hp with *ioun stone (fortitude)*
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+1)	16 (+3)	15 (+2)	9 (-1)	11 (+0)	9 (-1)

Skills Intimidation +1, Perception +2, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Common, Orc
Challenge 3 (700 XP)

Cunning Action. On each of its turns, the orc can use a bonus action to take the Dash, Disengage, or Hide action.

Hand of Shargaas. The orc deals an extra 2 dice of damage when it hits a target with a weapon attack (included in its attacks).

Shargaas's Sight. Magical darkness doesn't impede the orc's darkvision.

Slayer. In the first round of a combat the orc has advantage on attack rolls against any creature that hasn't taken a turn yet. If the orc hits a creature that round who was surprised, the hit is automatically a critical hit.

Actions

Multiattack. The orc makes two scimitar or dart attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Veil of Shargaas (Recharges after a Short or Long Rest). The orc casts *darkness* without any components. Wisdom is its spellcasting ability.

Salamander

Large elemental, neutral

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities fire
Senses darkvision 60 ft., Passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)

Heated body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or 10/60 ft., one target. *Hit*: 11 (2d6 + 4) piercing damage or 13 (2d8 +4) if using with two hands to make a melee attack, plus 3 (1d6) fire damage

Tail. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit*: 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple is ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

Shadow

Medium undead, chaotic evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	14 (+2)	13 (+1)	6 (−2)	10 (+0)	8 (−1)

Skills Stealth +4 (+6 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Ultroloth

Medium fiend (yugoloth), neutral evil

Armor Class 19 (natural armor)
Hit Points 153 (18d8 +72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	19 (+4)

Skills Intimidation +9, Perception +7, Stealth +8
Damage resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage immunities acid, poison
Condition immunities charmed, frightened, poison
Senses truesight 120 ft., passive Perception 17
Languages Abyssal, Infernal, telepathy 60 ft.
Challenge 13 (10,000 XP)

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

At will: *alter self, clairvoyance, darkness, detect magic, detect thoughts, dispel magic, invisibility* (self only)*, suggestion*

3/day each: *dimension door, fear, wall of fire*
1/day: *firestorm, mass suggestion*

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

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

Actions

Multiattack. The ultroloth can uses its Hypnotic Gaze and makes three melee attacks.

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

Hypnotic Gaze. The ultroloth's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the ultroloth, the target must succeed on a DC17 Wisdom saving throw against this magic or be charmed until the end of the ultroloth's next turn. The charmed target is stunned. If the target's saving throw is successful. The target is immune to the ultroloth's gaze for the next24 hours

Teleport. The ultroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Vampire Spawn

Medium undead, neutral evil

Armor Class 15 (natural armor)
Hit Points 60 (11d6 + 22)
Speed 30 ft.

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

Saving Throws Dex +6, Wis +3
Skills Perception +3, Stealth +6
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 5 (1,800 XP)

Regeneration. The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. Lela has the following flaws:

- *Forbiddance*. The spawn can't enter a residence with an invitation from one of the occupants.
- *Harmed by Running Water*. The spawn takes 20 acid damage when it ends its turn in running water.
- *Stake to the Heart*. The spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- *Sunlight Hypersensitivity*. The spawn takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the spawn has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The spawn makes two melee attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the spawn can grapple her target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by the spawn, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Reactions

Insightful Defense. When an attacker the spawn can see hits it with an attack, the spawn can halve the damage against it.

Veteran

Medium humanoid (any race), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

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

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Warlord

Medium humanoid (human), lawful evil

Armor Class 20 (plate)
Hit Points 229 (27d8 + 108)
Speed 30 ft.

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

Saving Throws Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses passive Perception 15
Languages Common, Giant
Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

Actions

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Legendary Actions

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

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16

Wereboar

Medium humanoid (human, shapechanger), neutral evil

Armor Class 10 in humanoid form, 11 (natural armor) in bear and hybrid form
Hit Points 78 (12d8 + 24)
Speed 30 ft. (40 ft. in boar form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

Skills Perception +2
Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered
Senses passive Perception 12
Languages Common, Orc (can't speak in bear form)
Challenge 4 (1,100 XP)

Shapechanger. The wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Charge (Boar or Hybrid Form Only). If the wereboar moves at least 15 feet straight toward a target and then hits it with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the wereboar takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The wereboar makes two attacks, only one of which can be with its tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Tusks (Boar or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wereboar lycanthropy.

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DDEP6-02 Return to White Plume Mountain

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Young Black Shadow Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5
Skills Perception +6, Stealth +10
Damage Resistances necrotic
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, physic, or radiant.

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

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) necrotic damage.

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

Shadow Breath (Recharge 5–6). The dragon exhales shadow in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) necrotic damage on a failed save, or half as much damage on a successful one.

A humanoid reduced to 0hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in initiative count. The shadow is under the dragons control.
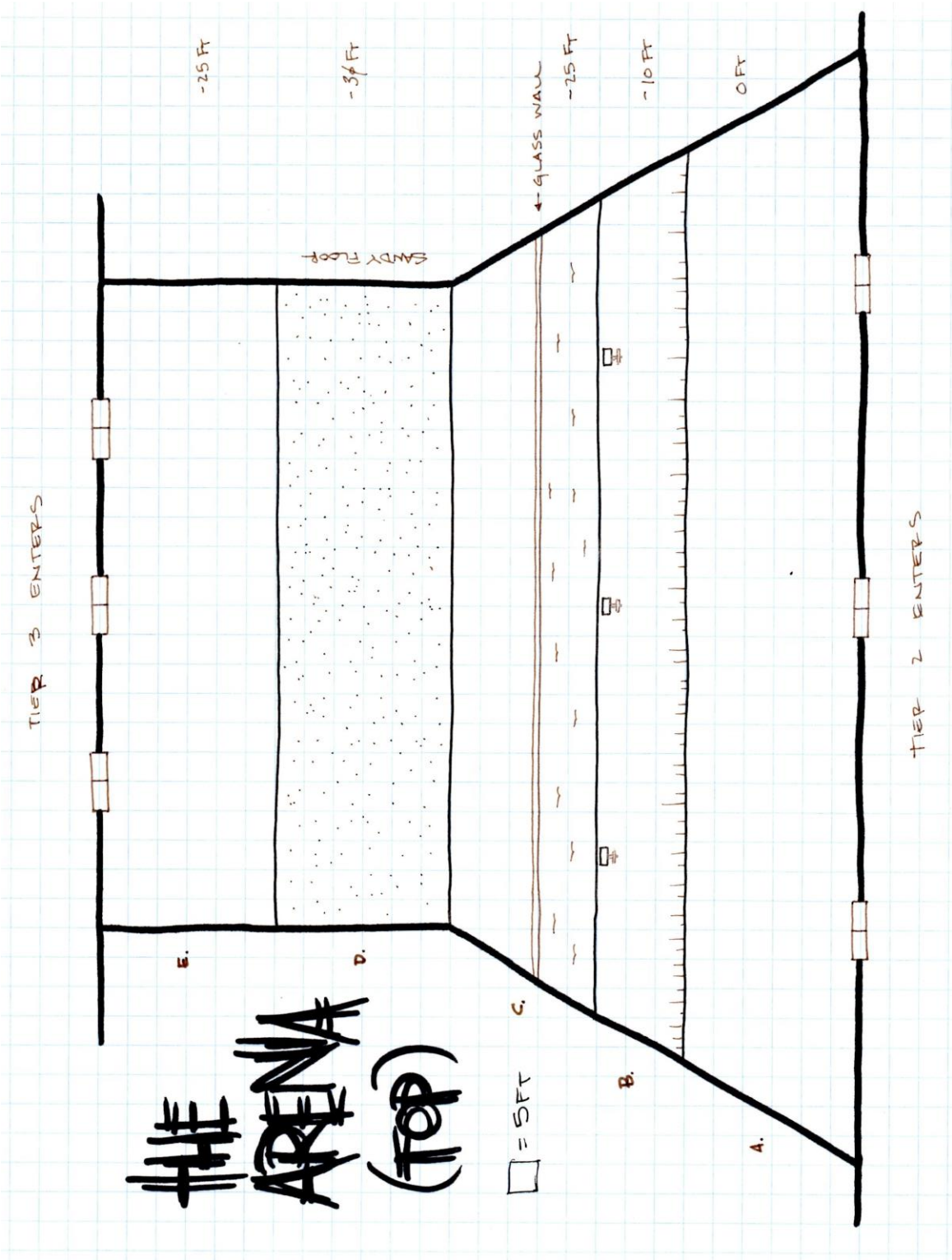
Appendix. Maze Portion Map

THE MAZE

☐ = 5FT
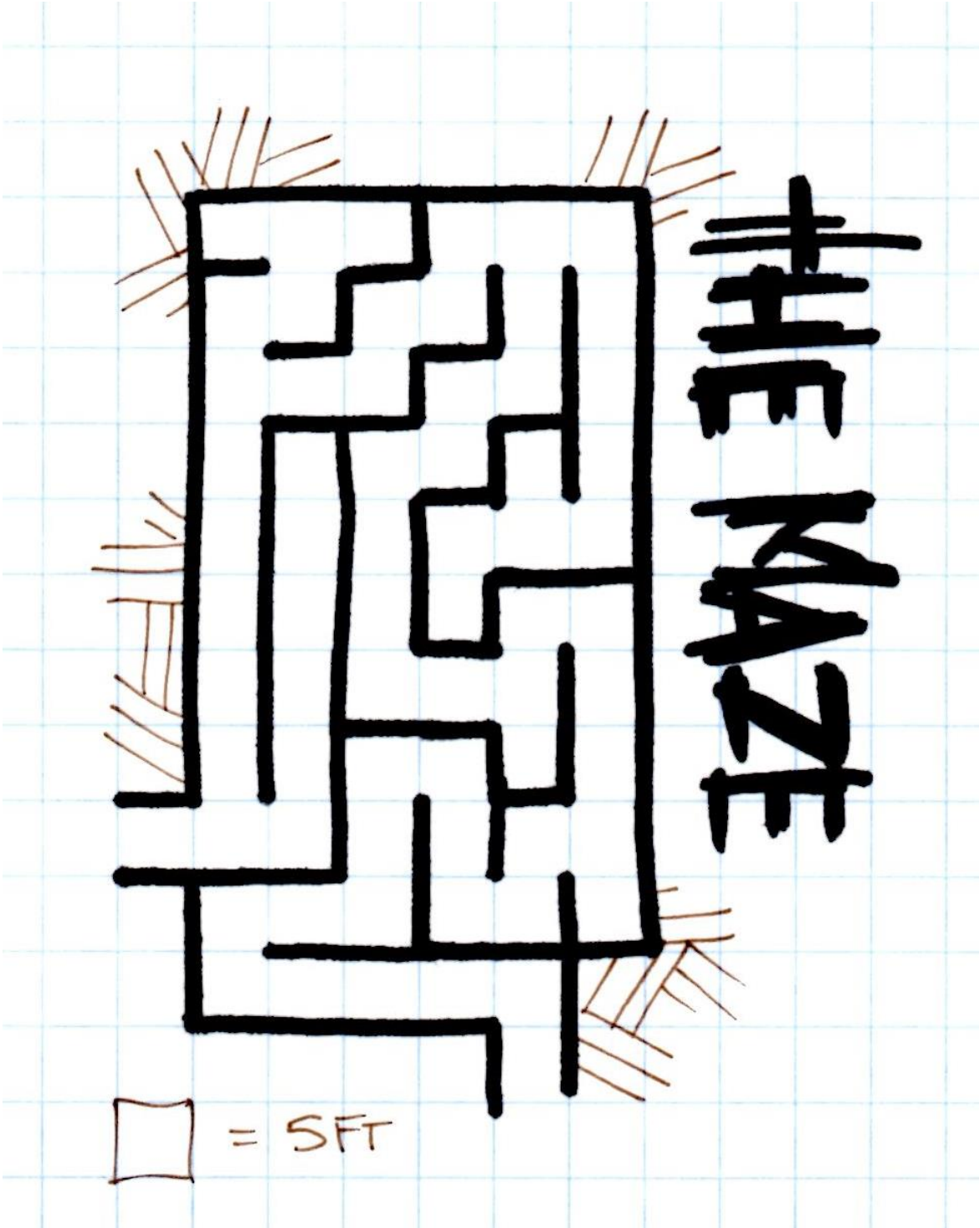
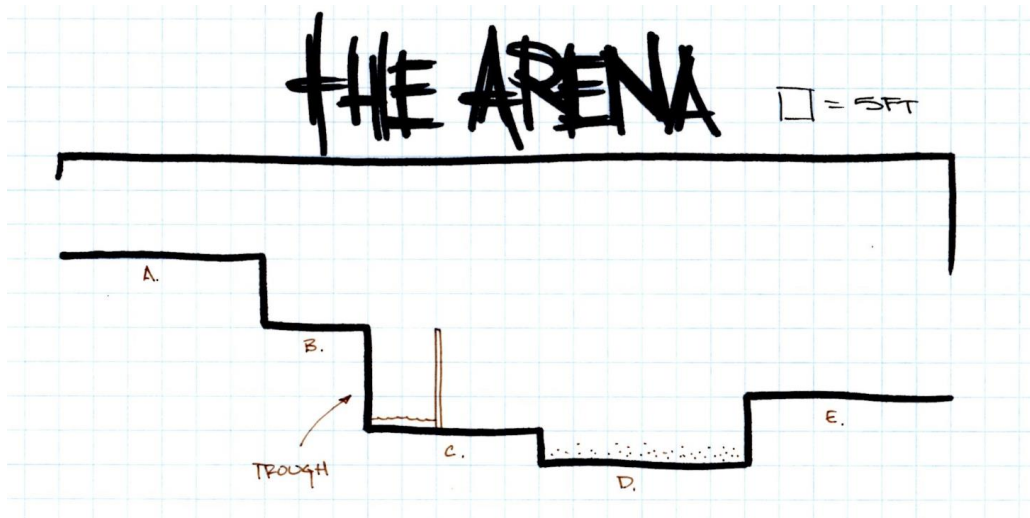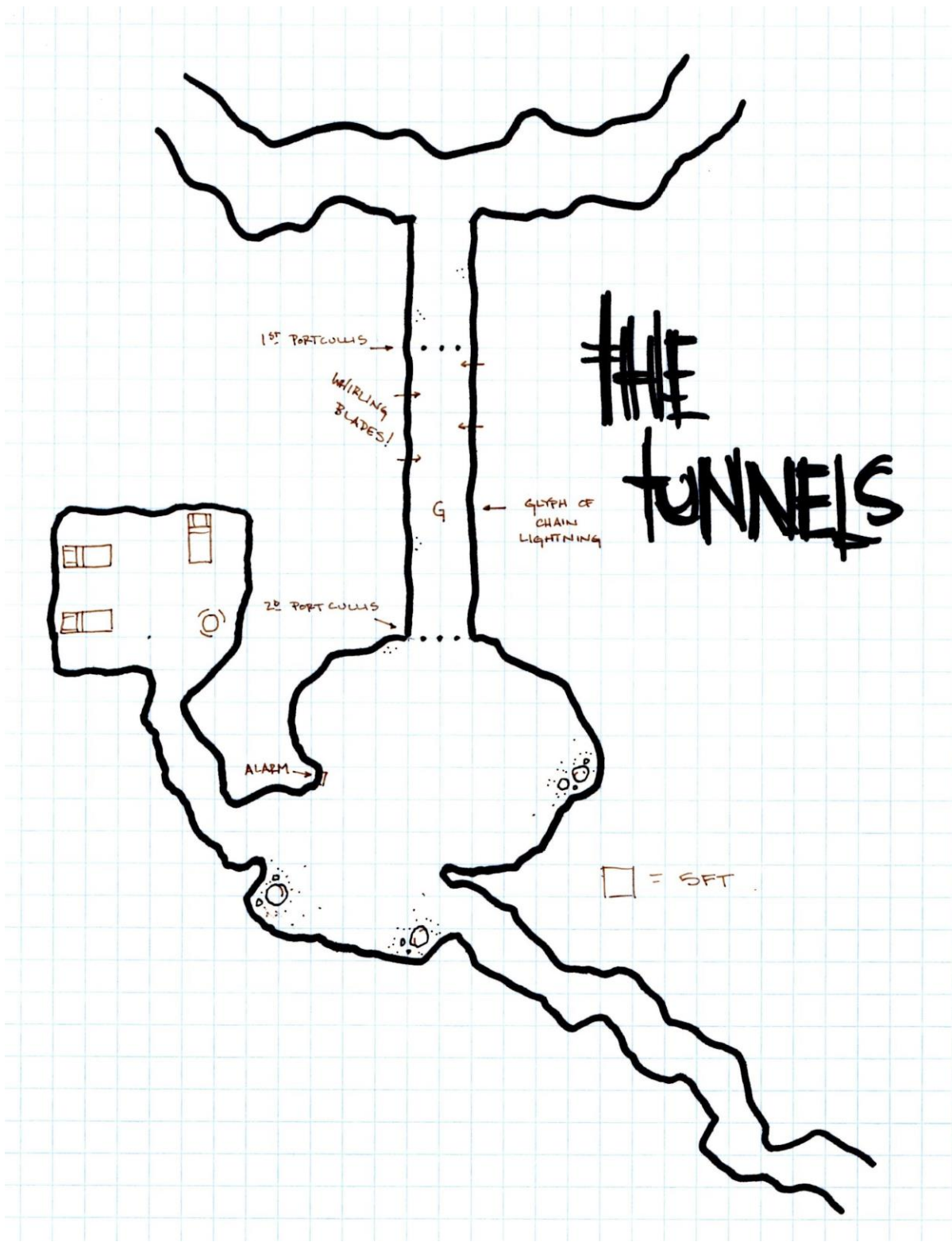# Appendix. Torture Cell Map (Tier 2)
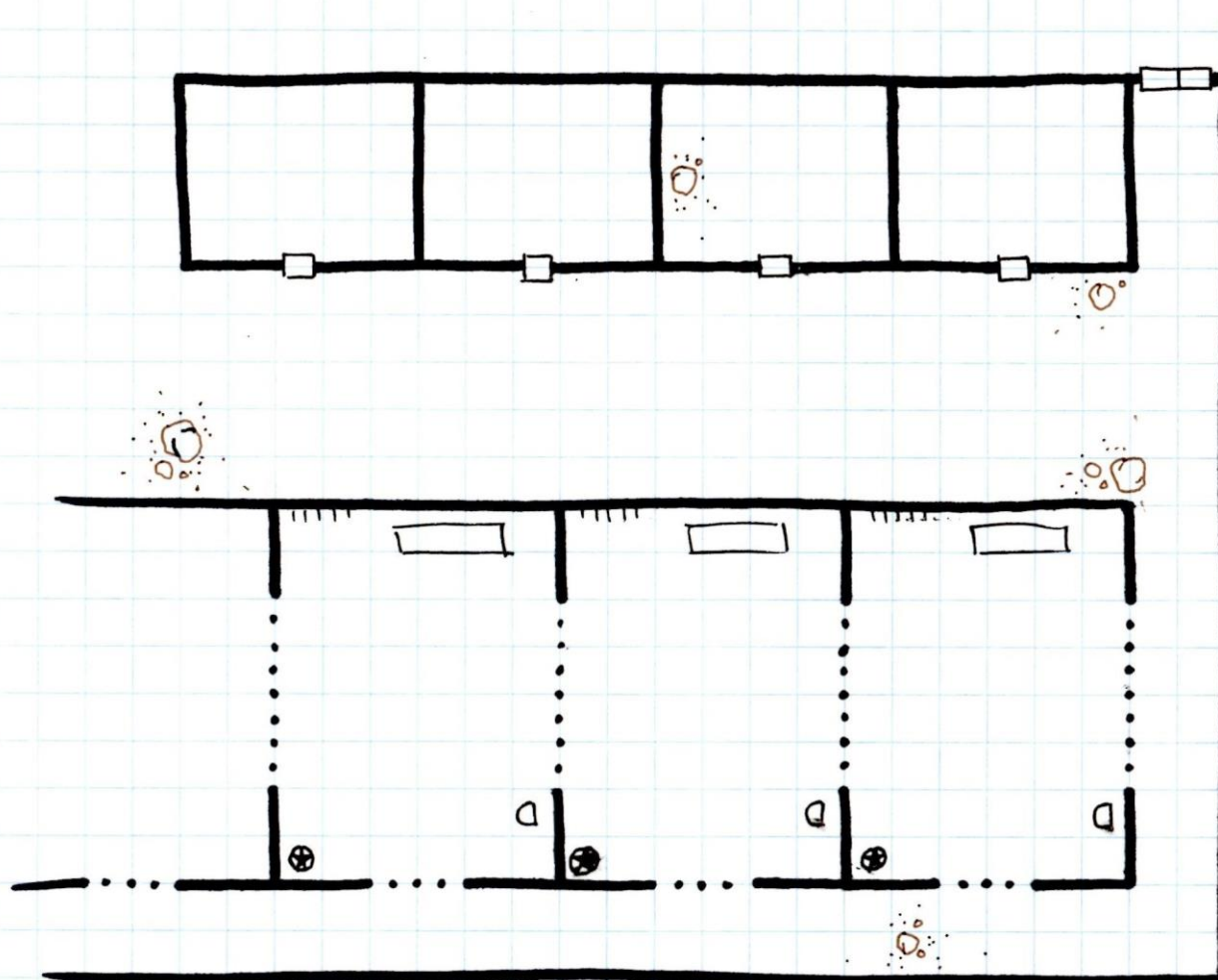
TORTURE CELLS

□ = 5 FT

Appendix. Final Map (Top View)

The image shows a hand-drawn top-view map of an arena on graph paper. Labels visible include:

- ~25 FT
- ~3 FT
- GLASS WALL →
- ~25 FT
- ~10 FT
- 0 FT
- SANDY FLOOR
- TIER 3 ENTERS
- TIER 2 ENTERS
- E.
- D.
- C.
- B.
- A.
- ☐ = 5 FT
- # ARENA (TOP)

Appendix. Final Map (Side View)

THE ARENA

□ = 5FT

A.

B.

TROUGH

C.

D.

E.

Appendix. Tunnels Map (Tier 3)
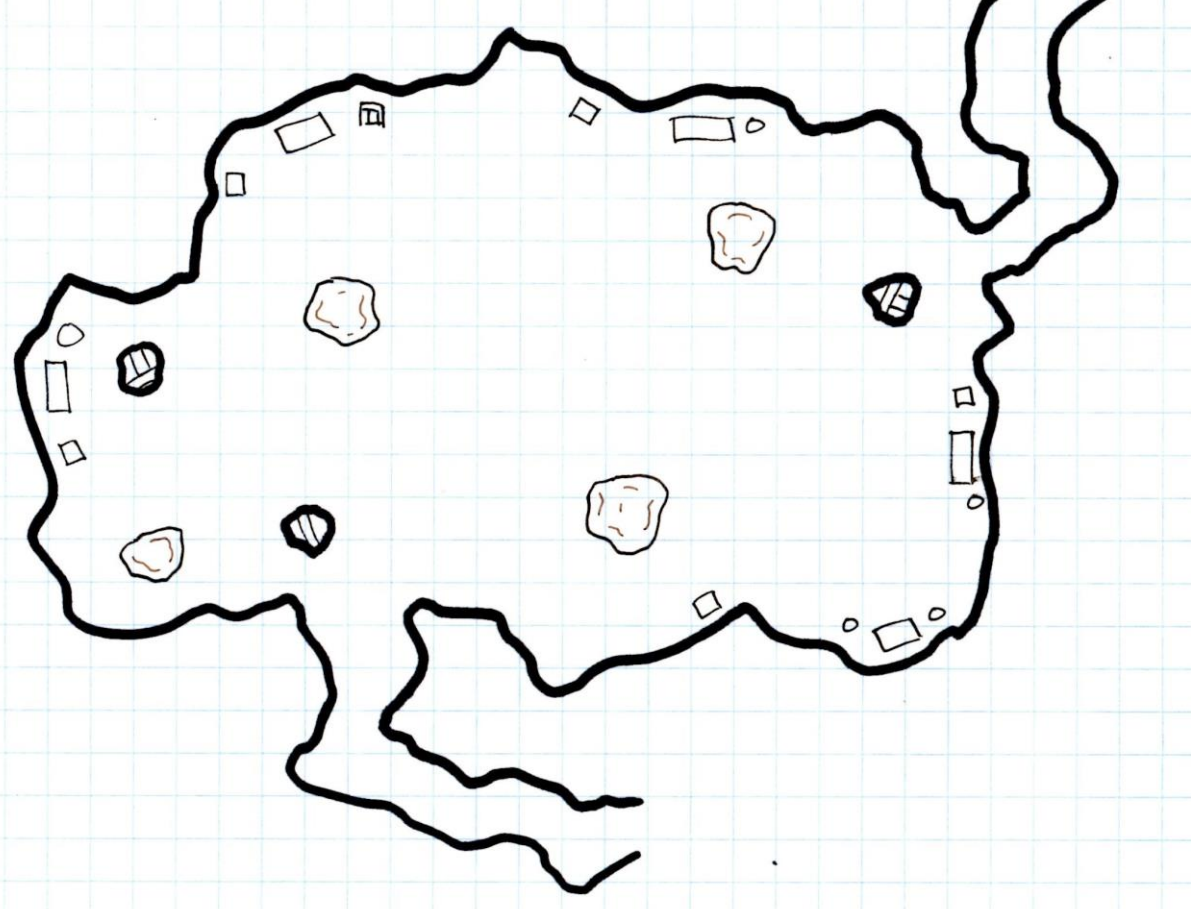
Player Handout 1. Necromancer's Spellbook

In the course of this adventure the characters can come across the following spellbook:

Necromancer's Spellbook

This spellbook consists of rigid sheets of vellum bound in pale, white leather. It contains the following wizard spells: *animate dead, bestow curse, Bigby's hand, blight, blindness/deafness, circle of death, cloudkill, dimension door, false life, mage armor, ray of enfeeblement, ray of sickness, stoneskin, vampiric touch, stoneskin.*

Player Handout 2. Mage's Spellbook

In the course of this adventure the characters can come across the following spellbook:

Mage's Spellbook

The spells of this spellbook are written on sheets of high-quality parchment in golden and silver ink. The pages are bound between plates of blue-painted wood. It contains the following spells: *banishment, cone of cold, counterspell, detect magic, detect thoughts, fire shield, fly, globe of invulnerability, lightning bolt, mage armor, magic missile, mind blank, mirror image, misty step, scrying, shield, stoneskin, teleport, time stop, wall of force.*

Player Handout 3. Story Award

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

Favor of Selûne

For your efforts in saving the Priestess of Selûne, you may redeem this story award and receive free spellcasting services from any temple of Selûne on the Sword Coast. This story award can be used three times. This story award can't be used to receive the benefit of a spell higher than 6th level.

Player Handout 4. Story Award

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

Favor of the Merchant Savil

For your efforts in saving the Merchant, you can purchase mundane gear from his shops in Neverwinter and Baldur's Gate at half price for the next year. Available items include all of the Adventuring Gear listed on page 150 of the PHB, except for the spyglass, vials of poison and druidic focuses. If you aren't in either town, but you're in the Sword Coast region, you must spend 5 downtime days. If you're not in the Sword Coast region, you must pay 10 downtime days. This story award expires one year from when it's earned.

PLAYER HANDOUT 5. CUBE OF FORCE

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

CUBE OF FORCE

Wondrous Item, rare (requires attunement)

This cube is about an inch across. Each Face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn.

You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each face has a different effect. If the cube has insufficient charges remaining nothing happens. Otherwise, an invisible barrier of force springs into existence, forming a cube 15' on a side. The barrier is centered on you, moves with you, and lasts for one minute, until you use an action to push the cube's sixth face, or the cube runs out of charges. You can change the barrier's effect by pressing a different face and expending the requisite number of charges, resetting the duration.

If your movement causes the barrier to come in contact with a solid object that can't pass through the cube, you can' move any closer to that object as long as the barrier remains.

Cube of Force Faces

Face	charges	Effect
1	1	Gases, wind, and fog can't pass through the barrier
2	2	Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
3	3	Living matter can't pass through the barrier.
4	4	Spell effects can't pass through the barrier.
5	5	Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion
6	0	The barrier deactivates

The cube uses charges when the barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown in the table below:

Spell or Item	Charges Lost
Disintegrate	1d12
Horn of blasting	1d10
Passwall	1d6
Prismatic spray	1d20
Wall of fire	1d4

This item can be found in the *Dungeon Masters Guide*.

PLAYER HANDOUT 6. IOUN STONE OF PROTECTION

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

IOUN STONE OF PROTECTION

Wondrous Item, rare (requires attunement)

When you use an action to toss the stone into the air, the stone orbits your head at a distance of 1d3 feet and it confers a benefit to you. Thereafter another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect. A Stone has AC 24, 10 hit points, and resistance to all damage. It is considered an object that is being worn while orbiting your head.

You gain a +1 bonus to AC while this dusty rose crystal orbits your head. This item can be found in the *Dungeon Masters Guide*

Player Handout 7. Ioun Stone of Fortitude

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

Ioun Stone of Fortitude

Wondrous Item, very rare (requires attunement)

When you use an action to toss the stone into the air, the stone orbits your head at a distance of 1d3 feet and it confers a benefit to you. Thereafter another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect. A Stone has AC 24, 10 hit points, and resistance to all damage. It is considered an object that is being worn while orbiting your head.

   Your Constitution score increases by 2, to a maximum of 20 while this pink rhomboid orbits your head. This item can be found in the *Dungeon Masters Guide*

Player Handout 8. +3 Scimitar

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

+3 Scimitar

Weapon (Scimitar), rare

You gain a +3 bonus to attack and damage rolls made with this weapon. This item can be found in the *Dungeon Masters Guide*

Formerly owned by an efreeti the sword glows with a dull red if a marid is within 60 feet.

ADMINISTRATORS APPENDIX

This adventure is designed to be run by **six to twelve** tables of players simultaneously, ideally split between the two tiers. Having more than 12 tables is trickier to manage, especially if there are more than 6 tables of Tier 2 for both plot and logistical reasons. The Introduction and Part One should take 2 hours. A short break for the Epic Admins to calculate final Distraction and Alarm Points is followed by Part Two which should take an hour.

EVENT ORGANIZATION.

- At least one Administrator to oversee all tables. This person makes sure the sections start and stop on time. They also track Distraction Points and Alarm points and answer DM questions.
- If running 7 or more tables having an assistant to oversee Distraction and /or Alarm points might be prudent.
- Six DMs (minimum). DMs should track their tables progress and insure the Administrator is kept appraised of developments (use the Table Captains when necessary).
- One Table Captain per table. The table captain is responsible for communicating to other Table Captains and the Administrator.
- Tables of the same tier need to be adjacent both to save time and facilitate interaction.

DISTRACTION AND ALARM POINTS:

These are the tool used to determine how well the plan is working. This is important because it impacts how tough some of the encounters become.

- The more Distraction Points earned by specific time/location hacks the easier encounters are for Tier 3
- The more Alarm Points earned by specific time/location hacks the easier encounters are for Tier 2 & increases difficulty of encounters for Tier 3

DISTRACTION POINTS ARE GAINED BY:
- Having more Tier 2 tables than Tier 3 (1 point per table)
- Tier 2 forces a second wave of opponents in the *Knock Knock* (1 point per table with a bonus of 3 points if ALL tables manage this)
- When a group reaches the *Key Room* at the end of the *Maze* (1 point per table with a bonus of 3

points if they ALL manage this within 5 minutes real time)
- Using loud spells such as *Thunderwave* in the Chambers section (1 point per occurrence)
- Complete the Optional Encounter at the end of the Chambers Section

ALARM POINTS ARE GAINED BY:
- Failing to stop the guards from hitting the Alarm (3 points per table)
- Setting off the Shocking Glyph, if they did prevent the general alarm being sounded earlier (1 point per table)
- Using loud spells such as *Thunderwave* in the Tunnel section (1 point per table per occurrence unless otherwise noted)
- Combat with wandering patrols (1 point per table per occurrence)
- Triggering traps near the prison cells (2 points per tbale)

NOTIFICATION AND EBB AND FLOW

Have some way of keeping your DMs apprised of the running totals. Consider having a Poster (use different colors) that everyone can see, or a projected image.

A form is provided as an option for notification when Points are earned. Consider printing them out on different colored paper for ease of tracking.

When points need to be reported they write the table number and number of points on the card and have the Table Captain hold it up for the Administrator to gather (or have Table Captains take it to the Administrator).

By having the numbers posted where everyone can see DMs can quickly adjust encounters to match the current situation. The DMs have instructions on when to check the totals based on how far their table has gotten. Thus, the need for a prominent sign. If this is not feasible then you need a way to quickly inform the DMs when the totals change (having a runner with a piece of paper that indicates the current total to hand to each DM is an option).

At the end of Part One all Distraction Points and Alarm Points should be totaled and the information given to the DMs. This has significant impact on how Part Two Plays out.

SENDING STONES

Each table is given a sending Stone that communicates to at least one table in the other Tier. Ideally this is a one to one ratio and you can assign

tables at the start of play. If there is an imbalance, then adjust as best you see fit. If at all possible, try and avoid having all the Tier 3 tables connected to all the Tier 2 tables. This cuts out a possible interaction during Part Two.

Running Wandering Monsters In Part Two

You are going to be VERY Busy during Part Two and I STRONGLY urge you to have at least one assistant to run the Wandering Monsters.

When the Tier 2 Tables start combat in Part Two, in most instances the Tier 3 tables are not present (they should not be in any case but never say never). Until they show up there is a duo of NPCs that, one having drunk *potions of flying* wander the battle field attack a group for a round or at most two then switching to another table. These are the the **warlord** and the **ultroloth** (who can fly normally). As the Tier 3 parties join the combat These characters switch their attention to those groups (and the black shadow dragon gets involved). If the Tier 3 tables arrive separately then when the first table joins one of the NPCs moves off, when half of the Tier 3 tables arrive the second peels and the **black shadow dragon** joins them. If the Tier 3

tables arrive at the same time, a possibility, then they all break off at once and start harassing the Tier 3 tables.

If you do not have the personal to do this, inform your DMs to add an attack from one of the two (Tier Two) each round to simulate the experience. You will need to collect totals of damage done from the Tier 2 tables so that the information can be communicated to the Tier 3 tables in this case.

If there are only three Tier 3 tables then you have the option of assigned one of the three wandering monster to each of the tables Make sure they know current hit point total in that case.

Sending Stones in Part Two

During Part Two you need to monitor if the *sending stones* have been used to inform tables of either the finding of the doppelganger priestess or the finding the real priestess. This impacts when the Tier 3 tables join the fight.

The Water, The Captives & The Ritual

During Part Two, the groups have a chance to impact the ritual by saving the captives. This involves removing the immediate threat by drowning. For each Tier Two table there are 15 captives in danger of drowning. Five of those are commoners who will need to start making death saving throws after 5 turns of combat and ten of which have better Constitutions that have to start making saving throws after ten rounds of combat. The DMs should be informing you of the following

- The commoners need to make death saving throws
- The other guard types need to make death saving throws
- The water has been turned off (per table)
- The glass wall has been lowered or shattered (per table)
- One or more drains have been opened (per table)
- Commoners die
- The other captives die

You could give them color coded note cards for each of these conditions to make this quicker. This impacts how far along and how powerful the ritual is when the Tier 3 tables enter.

The ritual Needs a specific number of power points before the sacrifice can be made. The formula for this is # of Tier 2 tables times 15.

- Commoners are making death saving throws: for each group of commoners the ritual has 2 power points

- The stronger humans are making death saving throws: for each group of stronger humans making death saving throws the ritual has 5 power points
- Three points are gained if either group dies BEFORE THE TIER 3 TABLES ENTER
- Once the Tier 3 tables enter give them the current total. (They have instructions regarding adding points for their table from that point.)
- Inform the Tier 3 tables if the captives are no longer drowning

-

RESULTS:

Final results are dependent on what a majority of the tables succeed at. For the following:

- Commoners saved
- Other Captives saved
- Hildehrune rescued
- Ritual failed/completed

ADMINISTRATION APPENDIX.
DISTRACTION/ALARM POINTS REPORTING FORMS

Table Number: _____
Gained _____ Distraction Points
Lost _____Distraction Points
Gained _____Alarm Points

Table Number: _____
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Table Number: _____
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Administration Appendix.
Captains Forms

Spells / Actions table #_____ takes to assist in scouting:

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Spells / Actions table #_____ takes to assist in scouting:

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