

DDAL 08-09



FANGS AND FROGS

A Waterdeep Adventure

Your chase to wipe out the vampires of Undermountain leads to the Slitherswamp. The master vampire is close at hand!
Part Three of the *Vampire Hunt* trilogy.

A Two-Hour Adventure for Tier 2 Characters.

Optimized For: APL 10



CREDITS

Lead Designer: Toni Winslow-Brill

Editing: Claire Hoffman, Travis Woodall

D&D Adventurers League Guildmaster: Christopher Lindsay

Art Director and Graphic Designer: Rich Lescouflair

Cartography: Joe Abboreno

Interior Art: Provided by Wizards of the Coast

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

D&D Adventurers League Administrators: Greg Marks, Alan Patrick, Travis Woodall, Lysa Chen, Claire Hoffman, Amy Lynn Dzura

Playtesters: Daniel Chapman, Travis Fuller, Austin Haffke, Kerry Kaszak, Keith Lubeck, Chris McGovern, Dagny Mol, Kevin Neff, Daniel Oliveira, Timothy Roberts, JJ Tin, Marcello Velazquez

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ADVENTURE PRIMER

“Undermountain? Ah, yes. A great place to have fun, the most famous battlefield in which to earn a reputation as a veteran adventurer – and the largest known mass grave in Faerun today.”

—Elminster of Shadowdale

BACKGROUND

This adventure follows the events of DDAL08-07 *Into the Dark* and DDAL08-08 *Crypt of the Dark Kiss* and is the third part in the Vampire Hunt Trilogy.

The characters have been tasked by one of the masked lords of **WATERDEEP**, the vampire **ARTOR MORLIN, THE BARON OF BLOOD**, with finding a new lair. His responsibility lies in keeping the city free of the scourge of vampirism. In the prior adventures, his old lair was exposed due to the meddling of adventurers and as such, Artor Morlin is seeking a new home. The Baron has his sights set on this particular area of **UNDERMOUNTAIN**, but it is full of vampires and their spawn created by **RHACOPH THE BULBOUS** who is a bullywug vampire.

Having made their way through the perils of the Dungeon Level of Undermountain and having solved the chime/earring puzzle from the previous module, the players find themselves lost in the everchanging **SLITHERSWAMP** level.

EPISODES

The adventure is spread over three to five episodes that takes approximately two to four hours to play. These episodes are initially introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: How Do You Clean A Swamp?** At Artor request, the group ventures to Slitherswamp where they learn of the mystery of the bullywug vampire lord. This is the **Call to Action**.
- **Episode 2: Fairweather Friends.** The characters encounter other adventurers enthralled by two spirit Nagas called the Ssethian Scourges in possession of information regarding the bullywug vampire, Rhacoph. This is **Story Objective A**.

- **Episode 3: Frogs are Biters.** The characters encounter Rhacoph the Bulbous' vampire lair in a ruined temple to the forgotten serpent gods. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: The Whims of the Mad Mage.** The characters find that the level rearranges itself to suits its needs as they move deeper into the dungeon—full of fading, chaotic mind-affecting and reality warping effects lingering from the Mad Mage and his apprentice, Arcturia. Arcturia is known for her mind-affecting and transmutative abilities and has placed traps for the unwary. This is the bonus objective found in **Appendix 10**.
- **Bonus Objective B: The Rattle of Bones in the Dark of Night.** While the characters struggle to make sense of what is real and what is not real within the Slitherswamp, they run afoul of its original denizens and a pair of shadow assassins of Shar that Rhacoph has managed to enlist. This is the bonus objective that is found in **Appendix 11**.

EPISODE SEQUENCE

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

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session should last approximately two hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

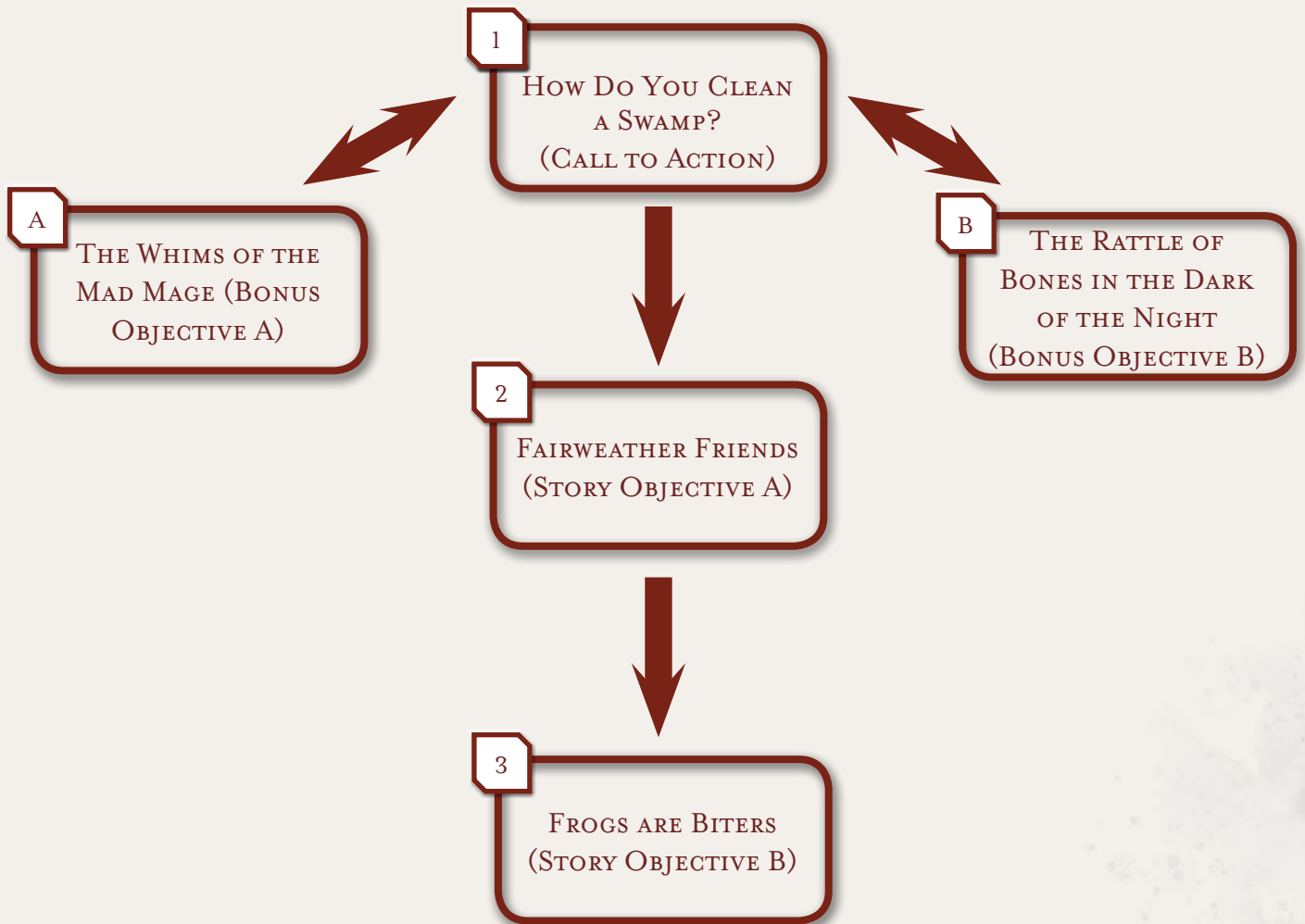
Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. These objectives branch off Episode 2 and 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.



ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.



EPISODE 1: HOW DO YOU CLEAN A SWAMP?



Estimated Duration: 30 minutes

SCENE A. THE FIRST SERPENT DOOR

The Undermountain is a strange place, subject to only itself and Halaster Blackcloak. As such, it often rearranges itself to trap or confuse the unwary. This portion of the Slitherswamp is home to Rhacoph the Bulbous, a bullywug vampire and his minions.

- **Played the *Umbral Aristocracy Trilogy*.** In the prior adventures, the characters were initially lured to Artor Morlin's lair by a false treasure map created by Jarlaxle Baenre. Having grown tired of his lair being intruded upon by treasure hunters, Artor Morlin has tasked the characters with finding a new home for him in Undermountain. One potential location is Slitherswamp. Artor Morlin instructs the adventurers to destroy any vampires found within and to return to him with any additional information they encounter.
- **Didn't Play *Umbral Aristocracy Trilogy*.** The adventurers have been contacted by a friend or relative of a missing adventurer who set out for the Slitherswamp and haven't returned, or simply are in search of adventure themselves. Along their travels, the characters have found or been given a magical earring with instructions on how to ring a set of crystalline chimes to enter the layer.

AREA INFORMATION

This area features:

Dimensions & Terrain. This 20-by-25-foot chamber has a 30-foot high ceiling. Much of the area is choked with long, thick vines, and the floor is carpeted with weeds and grasses—all fed by water that leaks through deep-rooted cracks in the porous stone walls. A circle of

crystals hangs in the air around a central crystalline pillar, swaying gently in an unseen breeze. An inscription has been engraved on the flood beneath the crystals:

"Death Ties Forever Life's Truths Dendar Saves."

The capital letters of each word are carved deeper than the rest. The instructions found with the earring indicates that they represent note to sound.

Lighting. The Slitherswamp is dimly lit by occasional patches of fragrant mold that glows with faint blue-gray light.

The Snake Door. At a glance, the large doorway set into the far wall shimmers, but closer inspection conjures the image of a beating heart into which bite six massive stone snakes. The intertwined snakes each have different-colored gems for eyes: blue, green, red, orange, purple, and black.

Detect magic reveals the whole room bathed in powerful conjuration magic, which a successful DC 15 Intelligence (Arcana) check reveals as a portal.

Touching the one of the snakes activates the door, which then opens into the designated room (see table below). However, the sockets of the black-painted snake are empty—its gems having been pried out by one of the other adventurers in the Slitherswamp (**Episode 2**) must occur before Black (**Episode 3**). It is suggested that the DM pre-roll the room order to smooth out play.

SNAKE PORTALS

Gem	Room
Purple	Episode 2
Red	Episode 1, Scene B
Green	Bonus Objective A
Blue	Episode 1, Scene C
Orange	Bonus Objective B
Black	Episode 3

Bonus Objectives. If you're not utilizing the Bonus Objectives, the green- and orange-gems are dull and lifeless; their magic spent long ago.

TREASURE

Any gems pried from the snakes' eyes crumble to worthless dust upon leaving Slitherswamp.

CALL TO ACTION

The objective of this adventure is to have the characters sent by Artor Morin to weave through all the rooms in this section of the Slitherswamp and clear out all vampires and vampire spawn that inhabit it. This includes the master vampire, Rhacoph the Bulbous.

SCENE B. THE HOLE IN THE WEAVE

This chamber functions much like an antimagic shell; any spells that are cast within this room fail, magical items cease to function, and spells that had been previously cast and are still up and running have their effects suppressed.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This natural 50-by-30-foot chamber has a ceiling that stretches almost 100 feet high, and a deep, 75-foot deep crevice that runs through the middle of this room. Broken pillars painted with the faded remains of brightly colored paint lay forgotten in pools of stagnant water. One side of the room has the twisting snake portal used to enter and on the other side, across from the chasm lies, another portal.

Skeletons. The bones of ancient skeletons are scattered around the room (likely by scavenging animals) but their forms are twisted and strange—mutated abominations or unsettling fusions of various creatures.

Lighting. The Slitherswamp is dimly lit by occasional patches of fragrant mold that glows with faint blue-gray light.

Dead Magic Zone. Some long-forgotten event removed this chamber from the Weave. The entire area functions like a permanent *antimagic field*.

TREASURE

Characters searching through this room find:

- An ancient scroll case struck through with hairline cracks. Despite the poor condition of the case, the *spell scroll of dispel magic* within has survived the always-present damp.

SCENE C. TASTE THE PAIN-BOW!

This room was one of many that Arcturia used for her fell experiments. While it's since fallen into disrepair, some of Arcturia's magic lingers within the remains of a fountain full of multicolored water.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This perfectly square, 40-by-40-foot room was once a laboratory. A number of gray slate tables, stained dark with blood and age, are scattered throughout. Shards of glass and glittering powder—the remains of beakers and vials—lie buried under the blanket of dust. A 5-foot wide font sits in the middle of the chamber, partially full of multicolored water.

Lighting. The room is dimly lit, but by strips of platinum inlaid along the edge of the ceiling that glow with yellow light. The ever-present plant life in the room grows thicker near these strips—greedily twisting to steal the sparse light for itself.

The Font. The water in this font was once used upon Arcturia's unwilling subjects, and while its potency has faded, some of its magic remains. Any creature touching the liquid within the font must make a DC 15 Constitution saving throw. Creatures that drink from the fountain make the saving throw with disadvantage. If successful, the creature feels odd for a moment but suffer no ill effects. Otherwise, creatures that fail the saving throw are afflicted by the font's surviving magic.

Afflicted characters receive the **Monstrous Merger** story award. Characters in possession of this story award manifest minor monstrous features and flaws. Work with the characters to develop effects that play upon their hates or fears—the weirder the better. Some examples include: horns, vestigial wings, extra rows of teeth that constantly fall out, brilliantly colored flightless wings from their back, extra eyes sprouting from unusual places—such as inside their mouths, the palms of their hands, etc. The flaws should be similarly strange.

So long as an afflicted character is within the Slitherswamp, it's particularly susceptible to charm- and illusion-based spells as they have trouble distinguishing reality from fantasy and controlling their own instincts. Any saving throw that an afflicted character makes against such a spell or effect is made with disadvantage. This effect fades once the character leaves Slitherswamp. The story award can only be removed by a *remove curse*.





EPISODE 2: FAIRWEATHER FRIENDS



Estimated Duration: 45 minutes

SOME THRALLS BE CRAZY

As the characters continue to explore they run into another group of adventurers. This group has become dominated by a pair of **spirit nagas**.

PREREQUISITES

There are no prerequisites for this episode.

STORY OBJECTIVE A

Encountering the Nightsinger's Forgotten and freeing them is **Story Objective A**. Unless the characters possess robust spellcasting capabilities, this can be difficult. However, any of the adventurers that are exposed to the dead magic zone in **Episode 1, Scene B** are freed from the nagas' effects. The trick is figuring out how to get them all there.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This oval room is 60-feet long and 50-feet wide. A few faded words in Yuan-ti have been etched onto the walls but are incomplete and have little meaning. The crumbled remains of serpentine statues lay scattered around the room.

Lighting. Ingemar and Ouida carry torches.

CREATURES/NPCs

The Nightsinger's Forgotten, **Ingemar, Ouida, Detta, Vydis,** and **Sycunda** are here investigating the room.

Objectives/Goals. The **Nightsinger's Forgotten** aren't interested in the characters (unless they

present themselves as a threat); they're looking for the Blacktongue bullywug tribe (on behalf of their masters). They're not here to kill Rhacoph (**Episode 3**), rather they're looking for whatever information he possesses about his former tribe.

What Do They Know? Regardless of method, the Nightsinger's Forgotten know that Rhacoph rules this area of the Slitherswamp, and was once a typical bullywug. At some point, however, he left his tribe - the Blacktongues, though they're unsure if it was before or after he became a vampire (oh, did we not mention that?). As far as they know, Rhacoph's goal is to make as many vampires and spawn as possible—all of them under his control, of course. Once he forsook his tribe, Rhacoph embraced the faith of Shar (something that Ouida scoffs at; she believes Rhacoph unworthy of Shar's blessing). All of the adventurers know that Undermountain is subject to Halaster's whims.

THE SSETHIAN SCOURGES

This group has been enthralled by two spirit Nagas (Chapter 8, *Dungeon of the Mad Mage*) called the **Ssethian Scourges**—the only remaining nagas within the Slitherswamp. The rest having long-since been destroyed.

TREASURE

Ingemar carries the following items of note. If the characters free him from his compulsion, he freely gives them (or if he's slain, the characters recover):

- A *wand of lightning bolts*.
- A pair of black gemstones that fit into the sockets of the black stone snake carved in the serpent door. If replaced, the characters are able to activate the door and proceed to **Episode 3**.

PLAYING THE PILLARS

Combat

Adventurers are unpredictable creatures. If the characters attack, the Nightsingers show no mercy. Quickly trying to kill so they can continue their ensorcelled mission.

Exploration

This room is oddly empty of anything that could identify its original purpose. It seems that currently, the Nightsingers have been using it as a campsite while pursuing the compulsion that has been placed on them.

Social

Casting *dispel magic* on one of the adventurers automatically removes the thrall effect (though the others may not take kindly to unsolicited spellcasting). From there, the characters must figure out how best to convince the others to accompany them to The Hole in the Weave. See **Appendix 9** for this puzzle.



EPISODE 3: FROGS ARE BITERS



Estimated Duration: 60 minutes

WHO DECIDED TO GIVE A FROG TEETH?

Having finally made it to Rhacoph's lair, the bullywug is the characters' last obstacle in removing the vampiric threat from Slitherswamp.

PREREQUISITES

Characters must recover the black gemstones in **Episode 2**, before proceeding to this episode.

STORY OBJECTIVE B

Defeating Rhacoph the Bulbous and his two bullywug spawn is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Rhacoph lurks around on a half-sunken island that holds a once-magnificent—but now crumbling and ruinous ancient Naga temple. The island itself is 60-by-50 feet across—100 feet above which is the ceiling of the vast, flooded cavern it rests in. The long crushed remains that litter the island often make moving quickly difficult terrain. The water surrounding the island is 70-feet deep and stagnant. What appears to be a half-destroyed statue of a naga resting at the bottom of the murky depths is Rhacoph's coffin.

Lighting. The Slitherswamp is dimly lit by occasional patches of fragrant mold that glows with faint blue-gray light. Rhacoph doesn't need light.

PLAYING THE PILLARS

Combat

Rhacoph utilizes the water to his advantage—submerging himself within and summoning swarms while charming intruders. Once defeated, Rhacoph flees to his submerged coffin.

Exploration

If undetected, the characters overhear Rhacoph conversing with his mistress, Keresta Delvingstone via *sending*. Keresta—now in Vanrakdoom—is disappointed that Rhacoph hasn't already disposed of Artor Morlin's "slaves."

Social

Ever vain, Rhacoph can be entreated by tribute—be it pretty baubles, actual treasure, or even grand-sounding titles. He can't, however, be convinced to leave Slitherswamp or betray Keresta. Eventually, he's likely to grow bored of the increasingly less-impressive attempts to woo him and attacks.



CREATURES/NPCs

Rhacoph the Bulbous is a fat and lazy bullywug vampire. He was once a member of the bullywug tribe the Blacktongues but broke away and embraced the faith of the dark goddess, Shar. Two bullywug **vampire spawn** emerge from the water should combat ensue—constantly praising Rhacoph.

Objectives/Goals. Rhacoph the Bulbous exists to serve his secret master, Keresta Delvingstone, and has been charged with creating an army of vampires and vampire spawn to invade the city above. He views intruders as threats to his success.

What Does He Know? Rhacoph knows very little about his mistress; mostly that she is a powerful cleric of Shar in Vanrkdoom. The best way for the adventurers to find out this information is to eavesdrop on a magical conversation that Rhacoph is having with Keresta about the interference of Artor Morlin. He's aware that Artor Morlin has been sending adventurers into Undermountain in search of a new lair and knows of the Lord of Blood's particular distaste for other vampires.

TREASURE & REWARDS

Though greedy and angry, Rhacoph hasn't yet had enough time to collect anything of value for the characters to find. However, do find the following items inside of his coffin:

- A *potion of heroism*, a *spell scroll of suggestion*, and a pair of yellow snake portal eyes.

ADJUSTING THE SCENE

- **Very Weak:** Replace **Rhacoph** with two **vampire spawn**.
- **Weak:** Replace **Rhacoph** with a **vampire spawn** with Rhacoph's legendary actions.
- **Very Strong:** Add a **vampire spawn**.

WRAP-UP

Once Rhacoph has been defeated, the characters are able to return to Waterdeep utilizing a set of yellow snake eyes that were in the vampire lord's possession. Reporting to Artor Morlin of their success in killing Rhacoph as well as any additional information they may possess, the party is curtly thanked and waved away. As they leave, Artor reminds them softly that their business with him is not to be discussed. The threat his words carry are implicit.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A:** Free the Nightsinger's from the nagas' enchantments
- **Story Objective B:** Defeat Rhacoph

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

- **Bonus Objective A:** Navigate Arcturia's traps
- **Bonus Objective B:** Defeat the shadow assassin and bone nagas.

PLAYER REWARDS

The characters earn the following player rewards for completing the adventure:

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Wand of Lightning Bolts. This black wand is decorated with an intricate symbol of the dark goddess Shar. Each time this wand is used, the wielder forgets all their bonds for 10 minutes. This item can be found in **Appendix 13**.

STORY AWARDS

During this adventure, the characters may earn the following story award:

Monstrous Merger. You decided to take a chance and touch or drink the multicolored water that spilled from a broken fountain in Arcturia's abandoned laboratory. Doing so has changed you forever. Arcturia was a master of transmutation and she must have used this water to assist her in her unholy experiments. While you no longer carry the negative effects associated with this, it seems the physical trait you manifested still lingers. This story award can only be removed by a *remove curse*.

More information can be found in **Appendix 12**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Artor Morlin (ARR Tore MORE Linn)**. Known also as the Baron of Blood. This masked lord is a vampire, but very few live to hold this knowledge. While wholly evil, Artor is calculating and respectful. His clothing, while fine, is outdated in fashion and smells of dust and ancient blood.

Personality: I send minions to deal with threats.

Ideal: I'm always one step ahead of my enemy.

Bond: Knowing my secrets means death.

Flaw: If I must fight, my bloodlust consumes me.

- **Detta (DET Ta)**. A soft speaking, brunette duergar battlerager. She is often seen disagreeing with her party members.

Ideal: Only other duergar are truly worthy of my consideration and respect.

Bond: I owe my life to the Nightsinger's Forgotten and will never turn my back on them, even if I don't really like them.

Flaw: I look for fights in the most unlikely of places.

- **Ingemar (ING eh MARR)**. A stooped though young, human wizard who unfortunately has become enthralled to the Ssethian Scourges. Having spent too much time in Undermountain, he has become mentally and emotionally unstable.

Personality: I'm easily excitable and distracted.

Ideal: Naturally curious, I question everything.

Bond: Ouida is the love of my life.

Flaw: Undermountain speaks to me, but how?

- **Ouida (OU ee DAH)**. This short blonde human is a devote worshiper of the dark goddess, Shar. She seeks adventure instead of boredom in her life.

Personality: Don't dare challenge my faith.

Ideal: Life is loss; our pain defines who we are.

Bond: I am the only one who can sooth Ingemar.

- **Rhacoph (RHA Cough)**. Rhacoph the Bulbous is a bullywug vampire who left his tribe called the Blacktongues to follow Keresta Delvingstone and the goddess Shar. He is fat, lazy, and demanding.

Personality: I don't tolerate challengers to my rule. Ideal: I will one day overthrow Keresta.

Bond: All must acknowledge my greatness.

Flaw: Intellectualism isn't my strong point.

- **Sycunda (SEEH coon DA)**. An emaciated drow rogue who never sits still. He has flourished since escaping the yoke of drow society and is still learning the social constructs of non-drow. Younger brother to Vydís.

Personality: I am quick, confident, and friendly.

Ideal: That others are hesitant to kill confuses me.

Bond: My brother is a simpleton; pay him no mind.

Flaw: I'm willing to trust anyone that isn't a drow.

- **Vydís (VAYEE Dis)**. A thickly muscled drow warlock. He long ago cast aside Lloth's worship and in doing so made a pact with an unknown power. Older brother to Sycunda.

Personality: I seem not to, but I'm watching.

Ideal: Sacrifices must be made from time to time.

Bond: My brother's freedom has made him weak.

Flaw: I am paranoid to my own detriment.



APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

BONE NAGA

Large undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common plus one other language

Challenge 4 (1,100 XP)

Spellcasting. The naga is a 5th-level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells.

If the naga was a guardian naga in life, its spellcasting ability is Wisdom, and it has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*
1st level (4 slots): *command, shield of faith*
2nd level (3 slots): *calm emotions, hold person*
3rd level (2 slots): *bestow curse*

If the naga was a spirit naga in life, its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

Cantrips (at will): *mage hand, ray of frost, shocking grasp*
1st level (4 slots): *charm person, sleep*
2nd level (3 slots): *blur, hold person*
3rd level (2 slots): *lightning bolt*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10ft., one creature. Hit: 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

DETTA (BERSERKER)

Medium humanoid (dwarf), neutral evil

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Duergar Resistance. Detta has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage or (2d12 + 3) while enlarged.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5ft., or range 30/120 ft., one target. Hit: 6 (1d6+3) piercing damage or 9 (2d6+3) piercing damage while enlarged.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, Detta magically increases in size, along with anything she is wearing or carrying. While enlarged, Detta is Large, doubles her damage dice on Strength-based weapon attacks and makes Strength checks and Strength saving throws with advantage. If Detta does not have the room to become Large, she attains the maximum size possible in the space available.

Invisibility (Recharges after a Short or Long Rest). Detta magically turns invisible until she attacks, casts a spell, or uses her Enlarge, or until her concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Detta wears or carries is invisible with her.

INGEMAR (NECROMANCER)

Medium humanoid (human), chaotic neutral

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 Resistances necrotic

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. Ingemar is a 12th level spellcaster. His spellcasting ability is Intelligence (spell save DC15, +7 to hit with spell attacks).

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 slots): *Bigby's hand, cloudkill*
6th level (1 slot): *circle of death*

Grim Harvest (1/Turn). When Ingemar 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 spell's level, or three times if it is a necromancy spell.

ACTIONS

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

SYCUNDA (DROW SHADOWBLADE)

Medium humanoid (elf), neutral evil

Armor Class 17 (studded leather)

Hit Points 150 (20d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	21 (+5)	16 (+3)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Dex +9, Con +7, Wis +6

Skills Perception +6, Stealth +9

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon, Common

Challenge 11 (7,200 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. Sycunda's innate spellcasting ability is Charisma. He can innately cast the following spells (Spell save DC 13). Requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Shadow Step. While in dim or darkness, Sycunda can teleport as a bonus action up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of its turn.

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

ACTIONS

Multiattack. Sycunda makes two attacks with his shadow sword. If either attack hits and the target is within 10 feet of a 5-foot cube of darkness created by the shadow sword on a previous turn, the drow can dismiss that darkness and cause the target to take 21 (6d6) necrotic damage. The drow can dismiss darkness in this way no more than once per turn.

Shadow Sword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage and 10 (3d6) poison damage. The drow can then fill an unoccupied 5-foot cube within 5 feet of the target with magical darkness, which remains for 1 minute.

Hand Crossbow. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. Hit: 8 (1d6 + 5) piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

VYDIS (WARLOCK OF THE FIEND)

Medium humanoid (drow elf), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +5, Cha +11

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 11

Languages any two languages (usually Abyssal or Infernal)

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. Vydis' innate spellcasting ability is Charisma. He can innately cast the following spells (Spell save DC 15). Requiring no material components:

At will: *alter self*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*

1/day: *feeblemind*, *finger of death*, *plane shift*

Spellcasting. Vydis is a 17th level spellcaster. His spell-casting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st–5th level: (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

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

Dark One's Own Luck (Recharges after a Short or Long Rest).

When Vydis makes an ability check or saving throw, he can add a d10 to the roll. He can do this after the roll is made but before any of the roll's effects occur.

ACTIONS

Mace *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

RHACOPH THE BULBOUS

Medium undead (shapeshifter, bullywug), neutral evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

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

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages bullywug, Common

Challenge 13 (10,000 XP)

Amphibious. Rhacoph can breathe air and water.

Shapechanger. If Rhacoph isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, Rhacoph can't speak, its walking speed is 5 feet, and has a flying speed of 30 feet. His statistics, other than its size and speed, are unchanged. Anything he is wearing transforms with him, but nothing he is carrying does. He reverts to his true form if he dies.

While in mist form, Rhacoph can't take any actions, speak, or manipulate objects. He is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and he can't pass through water. He has advantage on Strength, Dexterity, and Constitution saving throws, and he is immune to all nonmagical damage, except the damage he takes from sunlight.

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

Misty Escape. When he drops to 0 hit points outside of his resting place, Rhacoph transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that he isn't in sunlight or running water. If he can't transform, he is destroyed.

While he has 0 hit points in mist form, he can't revert to his vampire form, and he must reach his resting place within 2 hours or be destroyed. Once in his resting place, he reverts to his vampire form. He is then paralyzed until he regains at least 1 hit point. After spending 1 hour in his resting place with 0 hit points, he regains 1 hit point.

Regeneration. Rhacoph regains 20 hit points at the start of his turn if he has at least 1 hit point and isn't in sunlight or running water. If Rhacoph takes radiant damage or damage from holy water, this trait doesn't function at the start of Rhacoph's next turn.

Speak with Frogs and Toads. Rhacoph can communicate simple concepts to frogs and toads when he speaks in Bullywug.

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

Standing Leap. Rhacoph's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. Rhacoph has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Vampire Weaknesses. The spawn 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 (Vampire Form Only). Rhacoph makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5ft., one creature. Hit: 8 (1d8+4) bludgeoning damage. Instead of dealing damage, Rhacoph can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature or a creature that is grappled by Rhacoph, incapacitated, or restrained. Hit: 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Rhacoph 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. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under Rhacoph's control.

Charm. Rhacoph targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by Rhacoph. The charmed target regards Rhacoph as a trusted friend to be heeded and protected. Although the target isn't under Rhacoph's control, it takes Rhacoph's requests or actions in the most favorable way it can, and it is a willing target for Rhacoph's bite attack.

Each time Rhacoph or Rhacoph's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Rhacoph is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). Rhacoph magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, Rhacoph can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, action as allies of Rhacoph and obeying its spoken commands. The beasts remain for 1 hour, until Rhacoph dies, or until Rhacoph dismisses them as a bonus action.

LEGENDARY ACTIONS

Rhacoph can only 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. Rhacoph regains spent legendary actions at the start of its turn.

- **Move.** Rhacoph moves up to his speed without provoking opportunity attacks.
- **Unarmed Strike.** Rhacoph makes an unarmed strike.
- **Bite (Costs 2 Actions).** Rhacoph makes a bite attack.

SHADOW ASSASSIN

Medium undead, chaotic evil

Armor Class 14

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +7, Int +4

Skills Perception +7, Stealth +10

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 60ft., passive Perception 17

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

Challenge 9 (5,000 XP)

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

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

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

ACTIONS

Multiattack. The shadow assassin makes two Shadow Blade attacks.

Shadow Blade. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) 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 shadow (See the *Monster Manual*) rises from the corpse in 1d4 hours.

VAMPIRE SPAWN

Medium humanoid (any race), any alignment

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 (1,180 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. The spawn 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.

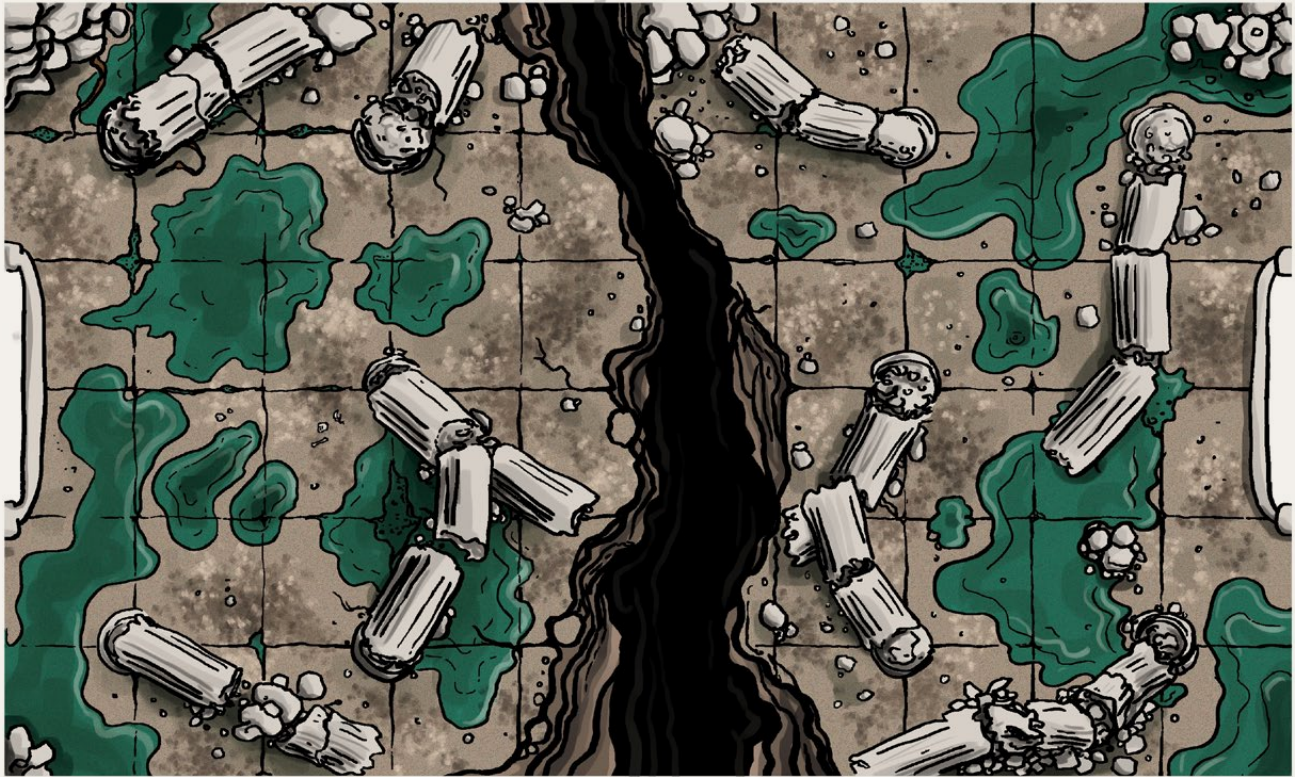
REACTIONS

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

APPENDIX 3: SNAKE PORTAL ENTRY MAP



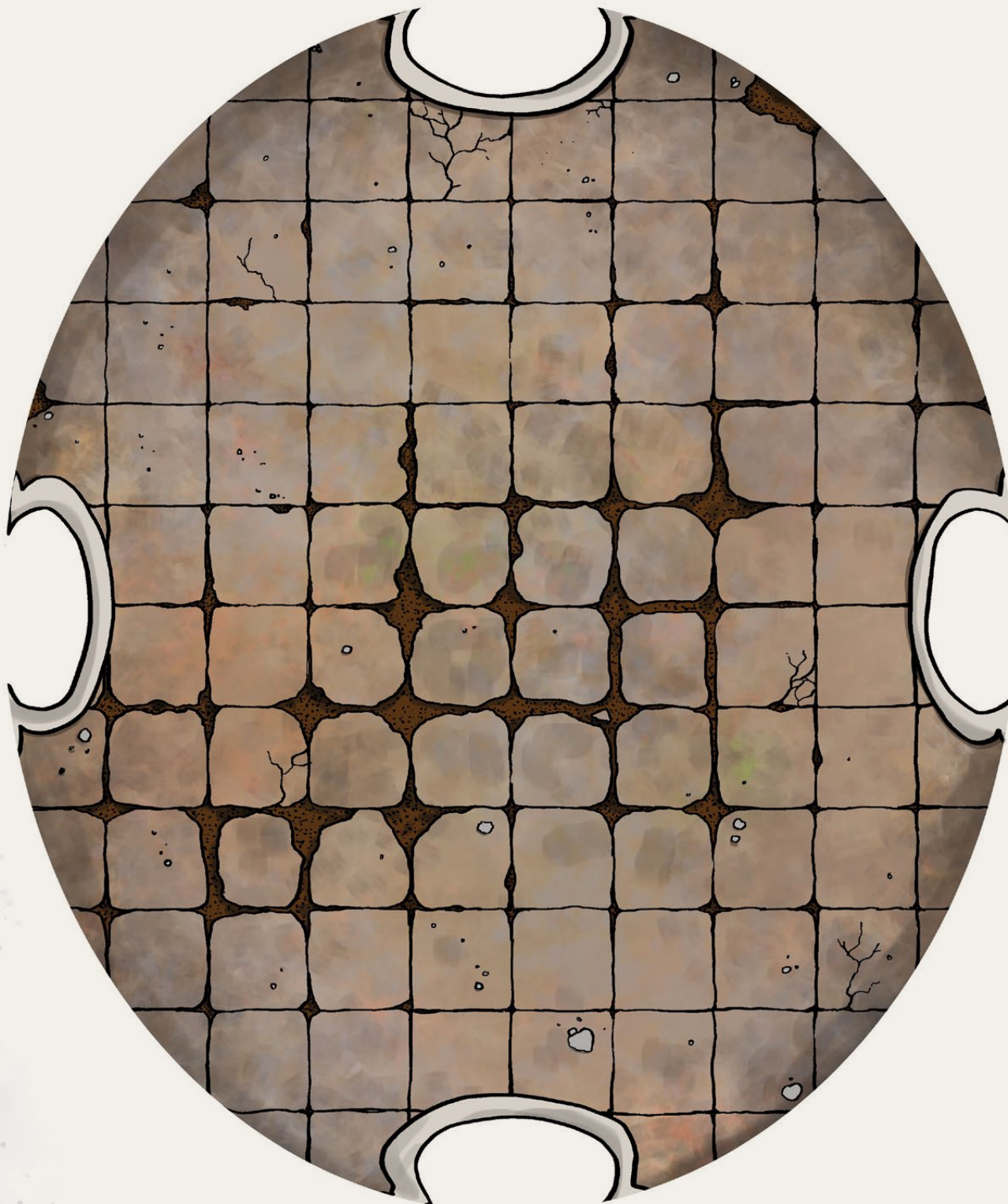
APPENDIX 4: THE HOLE IN THE WEAVE MAP



APPENDIX 5: TASTE THE PAIN-BOW MAP



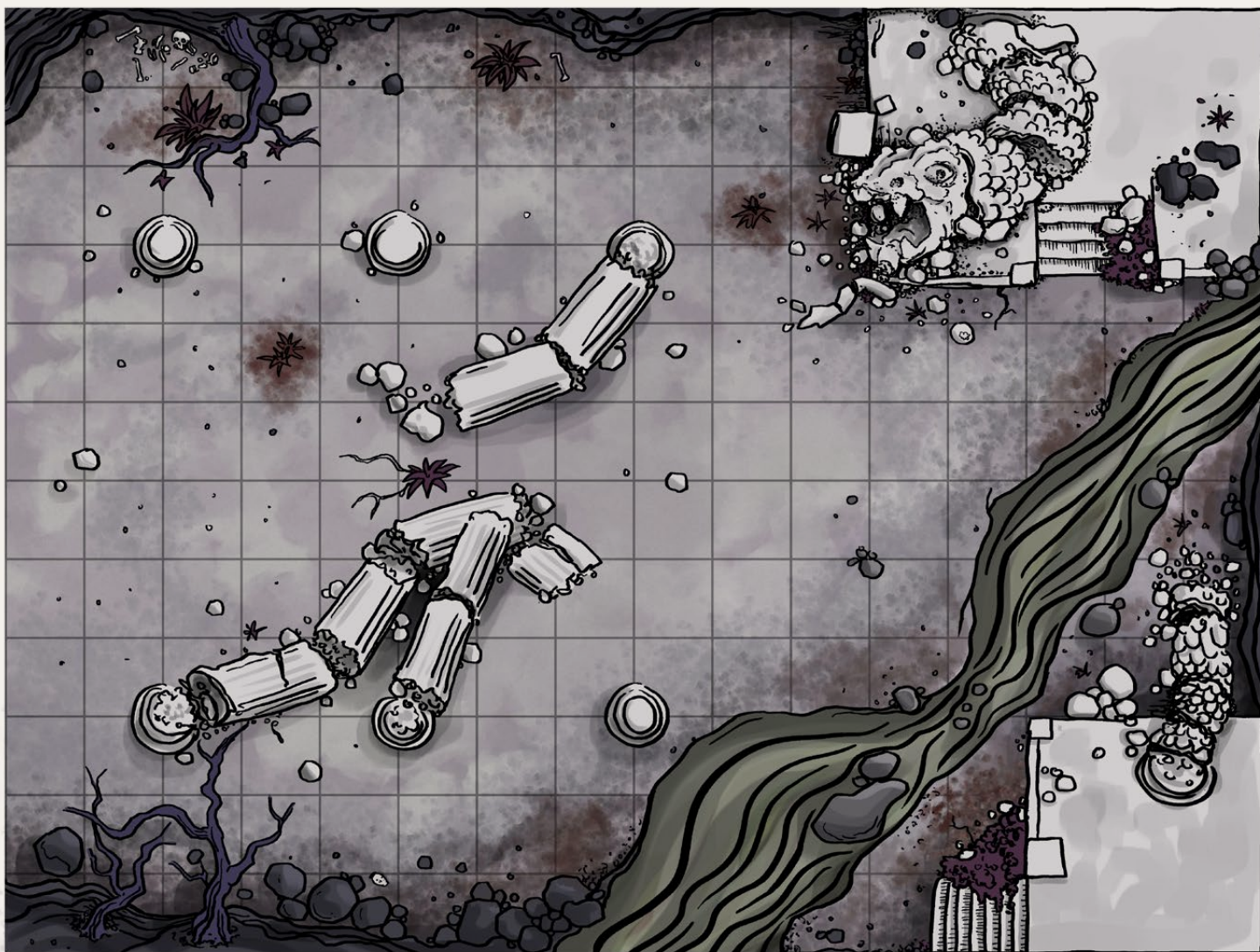
APPENDIX 6: FAIRWEATHER FRIENDS MAP



APPENDIX 7: FROGS ARE BITERS MAP



APPENDIX 8: THE RATTLE OF BONES IN THE DARK OF NIGHT MAP



APPENDIX 9: CONVINCING THE NIGHTSINGER'S FORGOTTEN

Convincing the Nightsinger's Forgotten to willingly enter the magic-dead room found in "The Hole in the Weave" depends on which, if any, of the Nightsinger's the characters dispel the enthrallment on first. Each of the Nightsinger's Forgotten have a unique relationship with the other members of their party and can only be convinced by certain other members of their troupe. The group's relationships can be summed up in the below manner:

NIGHTSINGER'S FORGOTTEN

Member	Listens to:	Ignores
Detta	Ingemar	Vydis
Ingemar	Ouida	Sycunda
Ouida	Vydis	Detta
Sycunda	Detta	Vydis
Vydis	Sycunda	Ouida

Solution: Ingemar > Detta > Sycunda > Vydis > Ouida

APPENDIX 10: THE WHIMS OF THE MAD MAGE (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

SCENE A. GREEN EYES AND CAPRICES

The Slitherswamp has led the characters into an archaic trap designed by Halaster's apprentice, Arcturia.

PREREQUISITES

Use of this bonus objective must happen before **Episode 3**.

BONUS OBJECTIVE A

Resisting the mad whisperings that permeate throughout the Undermountain and avoiding Arcturia's traps is Bonus Objective A.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Murals of a beautiful, winged woman adorn the east wall of this room. She appears benevolent, with sylph-like wings spread wide in glory. Unusually bright colors have resisted the passage of time and her eyes are wild and haunted. The same wall is featured on the west wall, though her beauty has faded and been replaced with a grotesque mockery of life—a desiccated, human-shaped corpse consisting of a writhing mass of half-rotten worms. Undeath mingles with madness in her murky, gloating eyes. Those that look into the eyes of either mural trigger a trap.

Lighting. Unlike many of the sections of the Slitherswamp, this area is brightly lit. Magical globes of green stone, struck through with veins of silvery-blue metal radiating magical flames hang from the wall at evenly spaced intervals.

Traps & Puzzles. This room is laced with an illusion trap, placed here by Halaster's apprentice Arcturia. Whenever a character looks at either representation of Arcturia in the eyes, one of the traps below:

- The worm woman smiles and steps into the room; advancing hungrily, removing her mask and opening her mouth as long, black puss-filled worms pour from within. Any creature that can see her must make a

DC 15 Wisdom saving throw or be overcome with a paralyzing fear for 1 minute and take 27 (5d10) psychic damage, or half as much on a successful save. Any spellcaster that fail this saving throw temporarily gains the Wild Magic Surge class feature (*Player's Handbook*, p.104) for the remainder of the adventure.

- The beautiful winged-woman smiles, stretching her arms out before stepping out of the mural. Any creature that can see her must make a DC 15 Wisdom saving throw or take 21 (6d6) necrotic damage, or half as much on a successful save. Any creature that fails this saving throw is cursed. Until the curse is removed, black, slimy worms occasionally burrow from beneath their skin. A character cursed in this way is vulnerable to necrotic damage.
- Both images of the women grin and step from their respective murals to hold hands in the center of the room. Any creature that can see them must make a DC 15 Wisdom saving throw or take 27 (5d10) psychic damage as the two women merging into a single, grotesque mockery being of terrible beauty before vanishing in a flash of light. A creature that succeeds on the save takes half damage. A character that fails their saving throw believe that one of their companions has been possessed by the grotesque creature, but they can't be sure which one. They obtain the flaw "*a hideous creature hides within the body of a fellow adventure, and I must find it.*"

ARCTURIA, HALASTER'S APPRENTICE

Arcturia was the most ambitious of Halaster Blackcloak's apprentices—collectively known as the Seven. Ancient rumors tell she was in love with her insane master and that following Halaster into Undermountain drove her mad.

Arcturia's magical specialties were illusion and transmutation, and she was given to strange and cruel experiments on living creatures, including herself. She found fault with all intelligent life and couldn't resist tampering with it. Initially giving herself blue armored scales and transparent sylph-like wings, the wizard continued to alter her own body. After her death, Arcturia's magic transformed her into an undead creature known as a Worm that Walks.

APPENDIX 11: THE RATTLE OF BONES IN THE DARK OF NIGHT (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

SCENE A. ORANGE EYES

Entering into this room causes the bones of two slain bone nagas to rise and attack.

PREREQUISITES

Use of this bonus objective must happen before **Episode 3**.

OBJECTIVES

Destroying the two remaining denizens of this chamber is Bonus Objective B.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This naturally carved cavern spans 80-by-60 feet. Black water runs freely from a eons-old natural spring in the floor. Cracks riddle the floor, ceiling, and walls, and rubble and broken pillars fill the room. Half of a crumbling snake throne sits in the north section of the room. Detect magic reveals that the whole room radiates powerful conjuration magic.

Lighting. Unlike many of the sections of the Slitherswamp, this area is completely lightless.

CREATURES/NPCs

Within this room lie the corpses of two **bone nagas**; consequences of a long-forgotten war. They rise and attack when the characters enter and disturb their unending slumber. It is at this point that the **shadow assassins**, who have carefully followed the characters through the prior areas of the Slitherswamp, take the opportunity and join the bone nagas in attacking the adventurers.

Objectives/Goals. The bone nagas have been twisted by their deaths, now seeking only to kill. The shadow assassins take the opportunity to rid their master of some troublesome adventurers.

What Do They Know? The bone nagas are consumed with hatred for the living and do not care why the characters have disturbed their undead slumber. They speak of a long-ago war with the Yuan-ti that destroyed both civilizations.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Have the combat consist only of a single shadow assassin and a bone naga.
- **Weak:** Remove a shadow assassin.
- **Very Strong:** Add another bone naga to the combat.

PLAYING THE PILLARS

Combat

The shadow assassins will hide within one of the numerous split surfaces within the room before springing out and attacking. They will then use their bonus action to hide within a nearby crack, making them difficult opponents.

Exploration

The bone nagas have been bound to this area in death and the shadow assassins are creatures of opportunity. Should any characters not wish to fight, they can flee this room and the nagas will be unable to follow. Having lost their distraction, the assassins will also cease their attacks.

Social

The bone nagas are victims of their hatred. They bemoan the fate of their civilization and lash out at those who disturb them. If characters pay attention, they do learn that two spirit nagas have escaped the destruction of their society. These spirit nagas still remain within the Slitherswamp and are known as the Ssethian Scourges.

APPENDIX 12: STORY AWARDS (PLAYER HANDOUT 1)

The characters may earn the following story award during the course of this adventure.

MONSTROUS MERGER

You decided to take a chance and touch or drink the multicolored water that spilled from a broken fountain in Arcturia's abandoned laboratory. Doing so has changed you forever. Arcturia was a master of transmutation and she must have used this water to assist her in her unholy experiments. While you no longer carry the negative effects associated with this, it seems the physical trait you manifested still lingers. This story award can only be removed by a *remove curse*.

APPENDIX 13: MAGIC ITEM

Characters completing this adventure's objective unlock this magic item.

WAND OF LIGHTNING BOLTS

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. One a 1, the wand crumbles into ashes and is destroyed. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

This black wand is decorated with symbol of the goddess Shar. The wielder forgets their Bonds for 10 minutes each time the wand is used.

APPENDIX 14: DUNGEON MASTER TIPS

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

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To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session.

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

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

ADJUSTING THIS ADVENTURE

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you're not bound to these adjustments; they're here for your convenience and consideration.

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

DETERMINING PARTY STRENGTH

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



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