

# CITY OF THE UNDEAD

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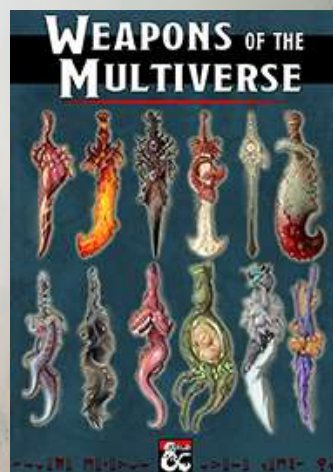
**AN INVESTIGATIVE ADVENTURE THROUGH THE STREETS  
OF NEVERWINTER AND THE SHADOWFELL**

# CITY OF THE UNDEAD

An investigative adventure through the streets of Neverwinter and the Shadowfell



**DANIELE SEVERIN**



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## INTRODUCTION

The “City of the Undead” is an adventure for DUNGEONS & DRAGONS fifth edition playable by a group of 5th- to 10th-level characters. The party crosses the streets of Neverwinter to investigate the disappearance of a young aristocrat. The clues will take them to Evernight, a city dominated by the undead located on the Shadowfell.

The names of the creatures are written in **bold**; unless otherwise specified, NPCs use the statistics of the **commoner**. Creature statistics can be found in the *Monster Manual* or in the Appendix at the end of this document. The parts of text inside a box are to be read or paraphrased to the players: everything else is for the Dungeon Master only.

## NEVERWINTER AND EVERNIGHT

The adventure takes place in two cities, Neverwinter and Evernight, which coexist in the same space but are on two different planes of existence.

**Neverwinter** is located on the Material Plane, north of the Sword Coast. Also called the “Jewel of the North,” Neverwinter has now almost completely recovered from the eruption of Mount Hotenow about fifty years ago. The river running through the city is warmed by the volcano’s activity, producing a mild and temperate climate that lasts all year round.

**Evernight** is the decayed and distorted version of Neverwinter. Located on the Shadowfell, the city is inhabited mostly by undead and is ruled by a ghoulish caste. Several portals connect the two cities, usually located in narrow alleys, dark corners, or abandoned houses.

## ADJUSTING THIS ADVENTURE

The module is optimized for a group of 5 characters whose average party level (APL) is 8. This adventure provides suggestions for adjusting for smaller or larger groups. 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 recommendation is not offered or appropriate for your group, you don’t have to adjust.

## BACKGROUND

Exactly one week before the beginning of this adventure, the young aristocrat Dorn Greycastle discovered that his beloved Rosalynne had disappeared. The love between the two had never been easy: the girl's humble origins would have prevented the Greycastle nobles from accepting such a marriage, so the two decided to keep their relationship secret. After days of anguish and fruitless research, Dorn decided to visit her family, hoping to get some news. Rosalynne's parents first blamed the boy for their daughter's disappearance, but then, noticing Dorn's despair, they became convinced of his innocence. Rosalynne's family had no clue about her daughter's fate: no note had been found, and all her belongings had remained at home. The only suspicion was an old legend spread in the neighborhood: it is said that a monster, nested in the sewers, uses demonic rats to kidnap people and feed on them in its lair. The young aristocrat didn't hesitate for a moment - he drew his sword and ventured into the sewers to find the monster. Once he reached the creature's lair, he discovered that it was a **swarm of cranium rats** (see *Volo's Guide to Monsters*). The hive mind revealed to Dorn that the missing people had been kidnapped by Agryndox, an undead inhabitant of Evernight, who kidnaps Neverwinter citizens to sell their blood to ghouls and vampires. The swarm possessed an object — a mummified claw of a dragon-lich — that can be used as a key to open a portal to Evernight. The monster used this object to conduct his business with the City of the Undead. Unfortunately, not long ago, the claw was stolen by a group of adventurers who came to raid his lair. According to his spies, the object was sold to a necromancer called Ishte Cressel. Dorn then went to the spellcaster, offering to buy the object, but she categorically refused to give it away. Determined not to give in to a refusal, Dorn hired a professional thief to take the claw from the enchantress. The night this adventure begins, the young man was going with his escort to the Moonstone Mask tavern to pay the first deposit to the criminal. On the way, he was attacked by Agryndox's servants, who, alerted by his spies to the boy's investigation, decided to kidnap him and transport him to his lair at Evernight.

## OVERVIEW

The adventure is divided into three chapters:

**Chapter 1: The Investigation.** The adventurers discover that a young aristocrat has disappeared, his escort slaughtered.

**Chapter 2: Evernight.** The investigation brings the characters to the City of the Undead, where they will have to find the kidnapper without ending up in the jaws of ghouls.

**Chapter 3: Agryndox Wineries.** The characters infiltrate the lair of the kidnapper, trying to bring whoever survived to safety.



## CHAPTER 1: THE INVESTIGATION

The characters have been in Neverwinter for a few days, looking for engagements and adventures. Since the characters will start at least from level 5, it is likely that they already have some accomplishments and their fame is well-known in the city. Our adventure begins a few minutes after sunset when the characters notice a half-hidden corpse in a little-known alley.

### 1. THE CRIME SCENE

When you are ready to start, read or paraphrase the following to the players:

The last lights of the sun caress the roofs of buildings before retreating to the horizon. The streets of Neverwinter become empty as merchants close the market stalls, and artisans prepare to return to their homes. A warm breeze blows through the wide street, which is heated by the hot waters of the river. While you are looking for an inn to spend the night, a detail attracts your attention: from a dark alley not far away, a puddle of blackish liquid slowly spreads. You approach to investigate and as soon as you turn the corner you realize that it is a puddle of blood. The bodies of two men lie lifeless, their face and chest torn apart by horrible claws.

The two men were Dorn Greycastle's escort. The group was attacked a few minutes ago by Agryndox's undead servants; the nobleman was kidnapped and taken to Evernight. If the players investigate the crime scene, they will discover the following clues:

**Corpses.** The dead bodies have terrible claw wounds, inflicted by some creature the size of a bear. If someone with proficiency in Medicine checks analyzes the corpses, they will notice that the men seem to have suddenly aged a decade, as if someone drained their vital energy (in practice, they have suffered necrotic damage). Characters can reach the same conclusion by succeeding in a DC 15 Wisdom or Intelligence (Investigation) check.

**Noble Sword.** In addition to the common weapons held by the two men, not far from the corpses there is a ceremonial sword, richly decorated. Characters with proficiency in History checks - as well as any citizen of Neverwinter - can recognize the symbols as belonging to the Greycastle family, an ancient noble dynasty very influential in the city.

**Developments.** The characters could decide to communicate the murder to the Greycastle family (see paragraph 2. Greycastle's House) or report the crime in a barracks or to a passing patrol (see paragraph 3. Report to the Authorities). If the players do not get there on their own, remind them that reporting the news and handing over the sword to the Greycastle family could earn them a small reward.



LORD  
GREYCASTLE

### 2. GREYCASTLE'S HOUSE

The Greycastle family home is relatively easy to find: any citizen of Neverwinter can provide directions to get there. They may arrive here immediately after investigating the crime scene (paragraph 1), or accompanied by guards (see paragraph 3). Adapt the following accordingly:

You easily reach Greycastle's House in a ten minutes walk. The building looks like a fortress more than a dwelling. Built of masonry, it is flanked by two side towers. The large wooden door resembles the drawbridge of a castle, but opens in two doors. You knock on the door and are greeted a few moments later by a bored butler.

If the city guards are not present, the butler will be reluctant to let the characters in. If the characters are convincing or show the man Dorn's ceremonial sword will be let in immediately

The main door opens heavily on a dimly lit corridor decorated only by a dusty scarlet carpet. The butler guides you to the main room, where you can see a large staircase leading to the upper floor. A young servant girl with neat hair waits. Behind her, a roughly dressed child is spying on you from around the corner with a curious look. The butler gives orders to the girl and then takes you to an adjoining room. "The Lord will be with you in a few minutes," announces the servant, "in the meantime, can I offer you a glass of wine?" he asks you, heading towards the cupboard without waiting for your answer.

Let the characters chat for as long as you deem necessary. After a few minutes, the Lord enters the room.



The door of the room opens wide: a man enters the room with imperious and heavy steps. Despite the refined robes and golden rings, Lord Greycastle reminds you more of a soldier than a nobleman. As he advances with martial stride, his hard gaze rests on each of you. "I hope it is important," he says dryly, smoothing his mustache with one hand.

Lord Pontyr Greycastle is a **noble** in his fifties, with a severe appearance and muscular physique. From his military past, the Lord is easy to anger and used to giving orders.

When the characters tell him about the crime scene and show him the sword, Greycastle reacts with anger, cursing alleged rivals. The Lord will explain that the sword belongs to his son: his immediate concern will be to find him and bring him home safe and sound. The characters will be asked to investigate: the Lord offers as a reward 2,000 gold coins each character. Alternatively, the DMs can replace the reward with a magic item of their choice.

**Developments.** If the players don't do it first, Lord Greycastle will ask the servants where his son was going tonight; however, the servants don't know anything about it. At that moment, the child will pop up from behind the door, shyly admitting that he heard Dorn talking to his escort: the young man was planning to go to the Moonstone Mask tavern (see paragraph 4. The Moonstone Mask).

Of course, Lord Greycastle will also ask the city guard to investigate. If the characters have not arrived with the guards, the Lord will order to immediately prepare a carriage for the barracks (if the characters decide to accompany him, see paragraph 3. Report to the Authorities).

### 3. REPORT TO THE AUTHORITIES

Whether they decide to turn to a patrol that has just discovered the crime scene or to accompany Lord Greycastle to the barracks, the characters will, in any case, find themselves talking to Sergeant Botor (use the statistics of a **veteran**). The sergeant is a six-foot tall elderly half-orc. He seems posed and thoughtful. Botor will ask the characters circumstantial questions, asking them how they found the bodies and if they noticed anything particular. The sergeant is able to immediately recognize the symbols on Dorn's ceremonial sword as belonging to the Greycastle house. As soon as the name Greycastle comes up, the half-orc will reveal:

The sergeant makes a thoughtful face, massaging his jaw just below the protruding canines. "Exactly seven days ago, the young Dorn Greycastle came into the barracks to report the disappearance of a woman... a certain Rosalyn. She's a young girl from the slums. The boy was very agitated and worried, but when I asked him what his relationship with the girl was, he was rather evasive. We went to question her family, but we found no clues or suspects".

## SERGEANT BOTOR



**Developments.** The city guard will begin investigating the murder, but these will go slowly due to the lengthy bureaucracy: in any case, the guards will not oppose a parallel investigation conducted by the characters.

If the characters request it, Sergeant Botor provides the address of Rosalyné's family (see paragraph 6). If the Greycastle family has not yet been informed of the crime, the guards will ask the adventurers to accompany them as witnesses to tell the Lord what they saw (see paragraph 2. Greycastle's House).

## 4. THE MOONSTONE MASK

The Moonstone Mask is one of the most famous taverns of Neverwinter and the Sword Coast. It is a manor built on five floors, which, in addition to the common room, includes guest rooms and a ballroom. The tavern stands on a flying island above the sea, floating sixty feet above the coast. To make transport easier, a portal has been built connecting the tavern to the shore.

When the characters arrive in sight of the inn, read or paraphrase the following:

You cross the Protector's Enclave to get to the port. Here you will immediately notice a large island floating in the sky, sixty feet above the Sword Sea. Large chains keep the island hooked to the mainland and a long, shaky bridge allows the passage. On the island stands a luxurious five-story building, a manor that would make the nobles and the richest merchants envy. Just before the bridge, there is a portal - formed by two totems with magical flames on their tips - that connects the floating island to the mainland.

If the characters enter the tavern, continue:

One step into the portal is enough to transport you to the flying island. A short staircase leads you to the elegant palace: you reach a large room full of tables occupied by elegant patrons.

The customers are served by a group of waitresses, dressed in a black toga and with part of their face covered by a luminescent moonstone mask. Behind a counter, a masked woman is preparing drinks. On the opposite side, a staircase leads to the upper floors.

Dorn Greycastle is a well-known customer of the tavern; however, no one has seen him recently. If the characters ask around, they are pointed out to two men sitting at a table drinking liquor. Dorn has often been seen in the company of these people.

The two men are between twenty and thirty years old. One of them is aspirating some flavored tobacco in a long pipe; he is a half-elf with long, gathered hair, with a white shirt through which you can see his muscular figure. The second is a half-orc with refined clothing and a relaxed look. On the table, there is a glass bottle containing a thick amber liquid, now almost finished, and two finely worked glass goblets. When you approach their table, the two men look curiously at you.

The two men are Korfel Liadon and Gubrash Holg, two aristocratic friends of Dorn Greycastle. In recent times Dorn did not show up very often, and even in the moments they spent in his company he seemed distracted and absent.

GUBRASH HOLG







The two began to make increasingly fanciful assumptions about Dorn's strange behavior: in the end, caught in a vice between curiosity and worry, the two nobles decided to follow him. The explanation of the mystery turned out to be rather unsatisfying — Dorn had fallen in love. The boy spent almost every night secretly meeting a young girl. The reason for such secrecy is simple: his beloved is poor as a church mouse. Korfel and Gubrash have suspected it ever since they spied on their romantic walk from the Winged Wyvern bridge.

When they followed them to her house, the suspicion materialized: the girl lives in a hovel in the suburbs, not far from where the Chasm stood a few years earlier.

### Unexpected Interest

The conversation between the characters and the two nobles is listened very carefully by a man sitting alone at a couple of tables away. Although the man tries to conceal his interest, the characters have a chance to discover it. If at least one of the characters has a passive Perception of 15 or greater, read the following:

As you talk to the two nobles, you notice that your conversation has attracted the attention of a man sitting at two tables away from you. He is an elf, sitting alone, dressed in a tight-fitting dark coat and a fox shawl. As soon as your eyes meet, the man turns his head simulating indifference.

If the characters approach him, the elf will calmly get up and head for the exit. If forced into a confrontation, the elf denies any interest in the characters' affairs and demands to be left alone. If a character

succeeds in a DC 15 Wisdom (Insight) check they realize that the man is lying. In order to get him to talk, the characters will have to use convincing arguments and succeed in a DC 15 Charisma (Deception, Intimidation, or Persuasion) check.

Lucan Amakiir (a **spy**) is a professional thief and con man. He is at the Moonstone Mask because he has an appointment with Dorn Greycastle, but the nobleman is several hours late. Lucan was about to leave when the characters came in to ask questions about the boy. The thief then tried to spy the conversation to understand what was going on.

Lucan had to meet with Dorn to receive an advance on a job that the nobleman had commissioned him: he was supposed to steal an object from the house of a necromancer, Ishte Cressel. Dorn had explained to him that it was the key to a planar portal, an amulet consisting of the claw of a dragon-lich. To complete the job, Lucan asked Dorn for 200 gp on acceptance and another 2,000 gp when the job was finished.

**Developments.** If requested, Korfel and Gubrash are able to provide directions to Rosalyne's house (see paragraph 6. Family of Rosalyne). Lucan can provide the address of the enchantress (see paragraph 5. The Necromancer).

### If the characters hire Lucan

The characters could decide to close the deal left unfinished by Dorn, commissioning Lucan's job (if they are able to pay for it). The Dungeon Master is invited to think in advance how to settle this possibility. If you decide to allow it, the characters will have to pay a down payment of 200 gp and another 2,000 gp at the end of the deal. While Lucan executes the job, the characters might want to follow Rosalyne's track indicated by Korfel and Gubrash. After a few hours, Lucan and the characters meet again at the Moonstone Mask: the elf will give the players the dragon-lich claw and Cressel's diary, contained in the casket in the workshop (see paragraph 5. The Necromancer - Treasure). If you want to prevent the characters from commissioning the heist, you could make Lucan refuse because he does not trust the adventurers; or the thief could ask for a disproportionate payment. As a last chance, Lucan might fail the job, increasing the pool of undead in Cressel's service.



## 5. THE NECROMANCER

Ishte Cressel's house is located in the Blue Lake District, on the slopes of the river not far from Castle Never.

The house of the enchantress is an old two-story building, with dirty walls and stained with moisture. The entrance is a wooden double door, with a newly added metal door knocker depicting the head of a demon. From the windows of the upper floor comes a greenish light and a noise similar to boiling water.

If the characters knock on the door, add the following:

The noise of the knocker on the door rumbles inside the house, similar to a gloomy gong. After a few moments, the door opens: an animated skeleton, dressed in a fine blue tunic, stares at you as if wondering what you want.

Cressel has created skeletons to take care of his home, do housework and defend it from aggressors. If the characters declare to the skeleton that they want to talk to Cressel, the undead lets them in.

The skeleton opens the door inviting you to get inside and then leads you into the dwelling. You cross a short corridor with two doors on each side; in the only open room, you notice a second undead sweep a small dining room.

You arrive in a circular room, illuminated by a single flashlight hanging on the wall, with a spiral staircase in the center. The old walls, the almost-darkness, and the smell of mold give you the impression of being in a crypt. Your guide stops in front of the staircase, pointing to it and inviting you to climb it.

The room on the upper floor is Cressel's laboratory, where the necromancer conducts her studies and creates her lifeless servants.

The room is almost completely occupied by junk: books, ampoules, clothes, and tools of various kinds cover the floor and every available surface. Parchments, old tomes, vials, alembics, scalpels and sewing instruments are piled on two wooden sideboards. The pungent smell of dried blood permeates the room, despite the incense and the open balcony. In the middle of the room is an operating table, where a large human corpse's chest is held wide open by pliers fixed to the worktop.

Ishte Cressel is an elderly **necromancer** tiefling (use the necromancer statistics in *Volo's Guide to Monsters* or in the Appendix at the end of this document) completely absorbed by her work. The necromancer is an acrid and lonely person, with a croaking voice and sarcastic tone. Extremely selfish and disinterested in others, the only thing she cares about is her experiments: the tiefling does nothing to help or harm others unless it means facilitating her work or removing an obstacle.

ISHTE  
CRESSEL



Cressel spends every night working in her office while she rests downstairs during the day. When the characters enter the room, Cressel is busy working on the corpse. If the characters ask her to talk, the tiefling will make them wait for a few minutes, puffing annoyed that she has a job to finish.

If the characters ask her about Dorn, the necromancer says that the nobleman came to see her two days before, asking to buy an object in her possession. If pressed, Cressel reveals that Dorn was interested in a talisman, a planar key capable of opening a portal on other planes of existence. The tiefling got the object from some adventurers about a month ago. Dorn was willing to pay a large sum for the claw; when Cressel refused, the nobleman first pleaded with her, claiming that he needed the talisman to save his beloved. At yet another refusal, Dorn became enraged and violent: the tiefling had to order his servants to kick him out.

### Obtaining the Talisman

Arguing with Cressel is not an easy task: the necromancer gives short and dry answers, trying to get rid of the visitors as soon as possible. The tiefling categorically refuses to hand over the talisman, claiming that she needs it for her experiments; in fact, Cressel intends to use it to explore Evernight. In order to convince the necromancer, the characters must use good arguments or credible threats. For example, the characters might offer to provide her with magical components to Evernight, or they might threaten to reveal to the city guard that her house is full of corpses of dubious provenance. In addition to presenting arguments, the characters will also have to succeed in a DC 15 Charisma (Persuade or Intimidate) check to convince Cressel; if this check fails, the tiefling may decide to kick them out of her house or even attack them!

In any case, Cressel will ask the characters to return the talisman once they are finished; if they do not, the necromancer will go to the city guard to report the theft.

Of course, the characters can always decide to take the talisman by force; if a fight breaks out 2 suits of **animated armor** activate to defend their mistress.

**Treasure.** An unlocked chest is near to the operating table. It contains the dragon-lich claw, Cressel's diary, several vials of blood, human organs preserved in ceramic jars, and 3 black onyxes worth 150 gp each.

**Developments.** Cressel knows that the dragon-lich claw opens a portal to Evernight located inside the Ardik Durthane crypt in Neverdeath Cemetery (see paragraph 8. The Cemetery). The characters can discover this information by convincing Cressel to help them or by reading her diary: in the middle of the notes of her work there is a paragraph dedicated to the dragon-lich claw.



### Sneak In

If the characters decide to steal the dragon claw, use the following specifications.

**Windows.** Every room on the ground floor has at least one window. All windows are protected by iron bars: removing a bar requires a successful DC 20 Strength check; noise alerts anyone in the room. The windows are covered with heavy curtains that prevent anyone from seeing inside.

**Door.** A character can unlock the door using thieves tools with a successful DC 15 Dexterity check. Breaking the door requires a DC 15 Strength check. Opening the door in any way alerts at least one skeleton.

**Balcony.** The balcony is located 10 feet above street level. The balcony is closed from dawn until lunchtime and is open the rest of the time. A character can unlock the balcony door using thieves' tools with a successful DC 15 Dexterity check. Breaking the glass to open the balcony without making noise requires a DC 20 Dexterity (Stealth) check. On a failed check, a skeleton is alerted.

**Ishte Cressel.** The necromancer rests in her bedroom from dawn to lunchtime, working in the laboratory the rest of the time. Cressel will attack anyone who enters her home without permission.

**Skeletons.** There is a 25% chance that a room is occupied by a skeleton engaged in some domestic work. In the corridor to front of the door there is always a skeleton. If a skeleton is alerted, it will warn Cressel of the intrusion as quickly as possible.

**Laboratory.** From dawn to lunchtime the laboratory is protected by an alarm spell. If activated, the spell wakes Cressel instantly. In the laboratory, there are 2 suits of **animated armor** that will attack the characters if the alarm is triggered.

#### Adjusting this Encounter

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

- **Very Weak:** remove the 2 **animated armors** and replace the **necromancer** with a **mage**.
- **Weak:** remove the 2 **animated armors**.
- **Strong:** replace an **animated armor** with a **flesh golem**.
- **Very Strong:** replace the 2 **animated armors** with 3 **flesh golems**.

## 6. ROSALYNE'S FAMILY

The characters can get Rosalyne's address from Sergeant Botor (see paragraph 3. Report to the Authorities) or from Dorn's friends (see paragraph 4. The Moonstone Mask). The house is located in a suburb, not far from the Chasm.

The address you got leads you to a hovel built with old wooden planks and remains of other buildings. The cry of a newborn baby and the voice of a sobbing woman singing a lullaby come from inside the house.

Inside the house are Rosalyne's mother, Ardena, and her son Bevyn, just a few months old. His father, Ferghus, works every night as a fisherman. Ardena will not easily let strangers into her house at night. To get inside the characters must at least mention Rosalyne or Dorn.

A middle-aged woman comes to open the door, holding a newborn baby in her arms. The woman is dressed in a grey dress mended in several places. Her eyes are moist and reddened as if she had recently cried.

The woman is desperate for the disappearance of her daughter. Dorn's visit had given her some hope, but the boy hasn't shown up for three days now.

If the characters ask about Rosalyne, Ardena tells how her daughter disappeared a week earlier, leaving no clues. Three days ago, they discovered that Rosalyne was having an affair with an aristocratic young man called Dorn Greycastle. The boy showed up at their house for news of Rosalyne, and he was very desperate when he found out she hadn't been home for days.

### The Legend of the Many-Jaws

Ardena tells of how she and Dorn discussed Rosalyne and what might have happened to her. Unfortunately, neither of them had the slightest clue about the girl's fate. The only suspicion they had was an old legend spread in the neighborhood: it is said that a monster haunts the sewers under the city, using demonic rats to kidnap the victims and take them to its lair, where it slowly devours them with its thousand little jaws. Ardena reports that as soon as he heard the story, Dorn decided to venture into the sewers, ready to flush out every single rat in order to get his beloved back. The young man has not been seen since then.

**Developments.** Ardena can point to the drains Dorn descended on his expedition. If the characters decide to follow in his footsteps, see paragraph 7. The Lair of the Many-Jaws.



FIRST FLOOR



GROUND FLOOR

## 7. THE LAIR OF THE MANY - JAWS

Neverwinter's underground sewers are a labyrinthine network of tunnels and passages — most of them abandoned and decaying, at least in this part of the city. The characters run the serious risk of getting lost. The only way to find the lair of the Many-Jaws is to follow the groups of rats that infest the underground. Play the following encounter (“The Rat Path”) to give the characters a path. Below you will find other, optional encounters that can be played in the sewers.

### The Rat Path

The smell of excrement and garbage attacks your nostrils like a stab wound. Advance into the sewers, surrounded by darkness and trying to avoid the strange liquid dripping from the ceiling. The tunnel you walk through is formed by a central sewer channel where the waste and sewage of the entire city flows and the walkway on which you are standing.

You walk for a few dozen feet, but you stop when you see in front of you a myriad of red dots shining in the darkness. Slowly, your eyes get used to the darkness, and you can see the silhouettes of a dozen rats, as big as cats. Rodents stare at you with their ferocious glances. Suddenly, the group of rats start to squeak in unison, making their verses echo in the burrow. Finally, the rats retreat in the opposite direction to yours, stop at a crossroads, and take the corridor on the right.

If the characters take the same path as the rats, you can go directly to the “Cranium Rat Lair” encounter, or you can play the other optional encounters first.

#### OPTIONAL ENCOUNTERS

d4	Encounter
1	The Corpse
2	The Incision
3	Black Slime
4	Kobolds!

#### The Corpse

The characters find the skeleton of a dragonborn that died several months ago. The clothes are crumbled and the bones have been gnawed by small, sharp teeth. The corpse still carries a silver dagger in its fist.

#### The Incision

Someone roughly carved a human figure in the wall, surrounded by a semicircle scattered with dots. Carefully analyzing the drawing, you realize that all the dots are set in pairs as if they were eyes. This carving was made by a wererat to symbolize himself in front of the cranium rat.

#### The Black Slime

From the central channel emerges a **black pudding**, which immediately attacks the adventurers. Characters that fail a DC 12 Wisdom (Perception) check are surprised.



#### Kobolds!

A group of 8 **kobolds** set an ambush for the adventurers. The characters arrive at a crossroads: the kobolds attack divided into two groups, coming from two corridors.

This should be an extremely easy confrontation for the characters. The last remaining kobold will surrender to the characters and ask for mercy: if the adventurers question him about the Many-Jaws, the kobold will say that to find its lair they must follow the swarms of rats.

#### The Lair of Cranium Rats

You follow the movement of the rats until you see them turn right into a tunnel that crosses your corridor. From the direction taken by the rodents comes a faint light from a torch.

The corridor you are traveling along ends in a room. An almost exhausted torch weakly illuminates the space; half-hidden around the corner, you can see a table and an old wooden chair. Broken mugs and empty bottles are scattered on the floor.

In this room, there are 5 **wererats**, assigned as guards at the entrance of the den. The swarm of rats warned them of the characters' presence, just in time to prepare an ambush: three wererats will attack anyone just around the corner, while two others will go around the corridor to catch the group behind them.

In the room there is a door that leads to a ladder; following this direction, the characters can reach the lair of Many-Jaws.

### Adjusting this Encounter

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

- **Very Weak:** use 3 **wererats**.
- **Weak:** use 4 **wererats**.
- **Strong:** use 4 **weretigers**, describing them as wererats.
- **Very Strong:** use 4 **werebears**, describing them as wererats.

### Many-Jaws

The ladder leads you into a dark room. The only way out is a long corridor, at the end of which you can see a fluorescent red light. From this direction comes a strange buzz, a mixture of whispers and the swarming of insects. After a few moments, you realize that you do not perceive the strange noise through your hearing: it's as if the buzzing is rumbling in your head.

If the characters keep going, continue:

As you approach the red light, the buzz in your head gets louder and louder. The whispers are outlined until they form words, the meanings of which, however, continue to elude you.

When you reach the end of the corridor, you find yourself in a semicircular room: steps are dug into the walls, forming differences in height similar to an amphitheater. A huge swarm of rats occupies the steps. The rats are immobile, as if they had taken their place to watch a show. A strange discharge of red electricity runs through the swarm while it silently stares at you. In their midst are four wererats, facing you in an attack position.

"What more do you want, marauders?" says the voice in your head. "We have no more treasures to be stolen."

Many-Jaws is a **swarm of cranium rats** (see Appendix), protected by 4 **wererats**.

### Adjusting this Encounter

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

- **Very Weak:** remove all the **wererats**.
- **Weak:** remove 2 **wererats**.
- **Strong:** remove all the **wererats** and add 2 **weretigers**, describing them as wererats.
- **Very Strong:** remove all the **wererats** and add 4 **werebears**, describing them as wererats.

If the characters interrogate the swarm, it can provide the following information: three days earlier, a young human arrived in its lair, asking for the release of his woman. The swarm has assured him that it has not kidnapped anyone: the sewers provide all the nourishment it needs. The various disappearances that have occurred on the surface are instead caused by an evil being called Agryndox, an undead creature who kidnaps its victims to extract their blood. The monster lives in Evernight, a city similar to Neverwinter but situated on the Shadowfell. This place is inhabited and ruled by the undead: Agryndox has developed a flourishing trade by selling the blood of its victims to its peers.

Many-Jaws could once move at will between the two cities, thanks to a portal located in the cemetery of Neverdeath, in the tomb of Ardik Durthane. To activate the portal, however, a key was required, a claw of a dragon-lich. The key was stolen, along with all its other treasures, by a group of adventurers about a month ago (for this reason the characters were initially mistaken for marauders by Many-Jaws). The talisman is now in the hands of a necromancer called Ishte Cressel, who lives in Neverwinter.

**Developments.** If the characters successfully interrogate the swarm, it will indicate Ishte Cressel as the current owner of the dragon-lich claw (see paragraph 5. The Necromancer). If the characters attack Many-Jaws, it surrenders when it reaches half of its hit points, revealing all the information in its possession.



MANY-JAWS



## 8. THE CEMETERY

The necropolis of Neverwinter, also called Neverdeath, consists of two square areas bordered by stone walls. The gates of the cemetery are closed at night, but the characters can easily climb over them. The area is controlled by the followers of the Eternal Order of Kelemvor. For the purpose of this adventure, it is not necessary that the characters interact with them, but if necessary use the **cultist** stat block.

Finding the crypt of Ardik Durthane without directions takes about an hour of time. When the characters find the tomb, read the following:

The crypt of Ardik Durthane is an imposing marble and stone construction. The thick layer of moss and surface cracks suggest that the structure is in a neglected state. The main door is made of sturdy wood, which, despite the presence of mold between the cavities, has withstood exposure to the elements pretty well.

Ardik Durthane was an important craftsman who died about two centuries ago. His skill was legendary, and his handmade products were sold all over the Sword Coast. The dwarf specialized in mechanical devices, such as water clocks, fountains, and mills. A few decades after his death, however, it was discovered that his skills had a dark origin. The young Ardik had made a pact with a devil, which would make him an artist of inimitable qualities, in exchange for his soul. Since the pact was discovered, Durthane's name has fallen into disgrace, his art branded as cursed.

The crypt's interior is gloomy and dusty. A light bluish light penetrates from the mosaic windows, which illuminate the central sarcophagus. Thin marble columns join the ceiling to form decorative arches. When you approach one of these arches, a vortex of dark energy materializes between the columns, and a black portal that seems to swallow every ray of light in the room.

The portal opens only if the characters have the dragon-lich claw with them. Three ghosts come out of the portal and immediately attack the characters. If the adventurers escape inside the portal, the ghosts chase them. In that case, continue the fight at Evernight.

### Adjusting this Encounter

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

- **Very Weak:** Use 2 **ghosts**. The DC to resist the ghosts' abilities is 10.
- **Weak:** Use 2 **ghosts**.
- **Strong:** Use 4 **ghosts**.
- **Very Strong:** Use 4 **ghosts**. The DC to resist the ghosts' abilities is 15.







## CHAPTER 2: EVERNIGHT

**E**vernight is the dark and decayed reflection of the city of Neverwinter. The City of the Undead has stone buildings marked by cracks and putrescent wooden houses. Its streets are mostly on beaten ground, while the many missing tiles make the path difficult in the few paved streets. The sky is a grey field where the sun never rises.

The city is inhabited mostly by the undead. Zombies, wights, and vampires spend their unlife in Evernight, ruled by the ghoul caste. The few living beings present in the city are necromancers, mad spellcasters, worshippers of demonic entities; in any case, only those who find a way to make themselves useful to the undead keep the right to live.

Evernight's government takes the form of a tribunal, composed of particularly powerful **ghoul inquisitors** (see Appendix). The organ proclaims very few edicts: its main task is to resolve disputes between those who have disagreed. This role is rarely invoked since those found guilty by the court are devoured.

The court is responsible for a very unpopular law among the undead: the organ is able to declare a living being as a citizen of Evernight, granting it safety from the hunger of vampires and ghouls.

### Characters in the City of the Undead

If a mortal is in the city of Evernight, the undead will assume that it has the right to be there. This means that the characters will be able to walk the streets of the city with the reasonable hope of not being attacked on sight. However, if the characters attract too much attention, upset someone, or are simply unlucky, they are questioned by some undead who asks them for proof of their right to be in the city. If the characters cannot prove that they have the protection of someone important and cannot come up with a credible excuse, they will be attacked immediately.

The information the characters have may vary a lot, depending on how they behaved in the previous

chapter. They might only know that Dorn Greycastle went to Evernight for some reason, or they might have found out that an undead named Agryndox kidnaps the mortals from Neverwinter to sell their blood in the City of the Undead (if they talked to Many-Jaws). In the first case, the characters will be more confused, and they won't be able to do much more than ask around about Dorn; in the second case, they might guess that the victims' blood is being sold at the market, or they will ask around about Agryndox. If the characters wander around Evernight looking for information, roll or choose a random encounter from the Encounters at Evernight table, or have them end up near the White Spider Tavern. If they decide to go to the market, see the paragraph The Bone Market.

### ARRIVAL AT EVERNIGHT

After passing through the portal in the crypt of Ardik Durthane (see 1.8 The Cemetery), the characters find themselves in one of Evernight's alleys. If the ghosts have not been defeated, they will chase them through the portal. The alley in which the characters are transported is isolated enough to allow them to fight the ghosts without drawing attention.

As soon as you set foot in the portal, you are surrounded by blinding darkness; noises and smells disappear in the distance: you can only perceive your bodies swirling furiously in absolute darkness.

A moment later, everything stops: your eyes get used to the darkness, your senses start working normally again.

You find yourself in a dark alley. Everything around you comes in various shades of black and gray: you do not see even the smallest source of light. The sky is a grey and gloomy field, covered with black clouds. It seems that you are still in Neverwinter, but all the houses and streets are shabby and in ruins: pieces of plaster come off the walls, the wood is rotten and putrescent, puddles and slush invade the streets.

The characters are in an alleyway overlooking the main street. If they face the street the adventurers will realize they are distorted and decayed version of the Protector's Enclave, without any kind of illumination.

You notice some lugubrious figures moving in the streets; some barely walk, moving with poor pace; others advance with confidence at a great stride. You realize that they are undead: zombies, vampires, and ghouls infest the city, walking like citizens at rush hour.

Many of these creatures are heading south, where there is what appears to be an open-air market, with several stalls set up (see The Corpse Market).

#### ENCOUNTERS AT EVERNIGHT

d4	Encounters
1	A Debt to Settle
2	The Red Wizard
3	Bloodlust
4	The Broken One

#### A Debt to Settle

The characters stumble into a chase: a group of 6 **ghouls** pursue a **wight**, growling threats and trying to claw it. The race ends in a dead-end: the wight is surrounded, with the ghouls ready to jump on it. If the characters do not intervene, the ghouls attack the wight and devour it in less than a minute. If the characters decide to help the wight, they will gain an ally.

Grin is a relatively young undead by Evernight standards: he was revived by a necromancer only a few decades ago. Despite this, the wight certainly doesn't look good. In particular, the skin on his face, or what's left of it, is so tight that it shows the bones of his skull; his lips are completely absent, resulting in a perennial grin studded with putrescent teeth.

Grin got into trouble with an important priest of Orcus: he has contracted a debt that he is unable to repay; for this reason, the priest has unleashed its ghouls in pursuit.

**Developments.** To thank the characters, Grin can give them some information. The wight had seen, several hours earlier, a group of shadows carrying a young mortal. He knows that the shadows are in the service of an undead named Agryndox, a merchant who kidnaps living beings from Neverwinter to sell their blood. Grin can show the characters to Agryndox's home (see Chapter 3).

#### The Red Wizard

The characters meet Toryr Marquis, a Red Wizard of Thay (use the **mage** stat block). The wizard is a middle-aged (living) human being, wearing a distinctive red tunic and has a shaved head covered with tattoos. The man carries a necromancy tome ("Assequi Effugium Mortis"), walking haughtily without glancing at the characters.

**Developments.** The characters can try to get information from Toryr, asking him for help, deceiving, or intimidating him. In order to get information, one of the characters will have to succeed in a DC 15 Charisma (Deception, Intimidation, or Persuasion) check. The DM can provide an advantage or disadvantage to the check according to the characters' argument. If successful, Toryr will advise the characters to go to the Corpse Market and talk to Bhaashmir, a ghoul who is always well-informed about the events of Evernight (see The Bone Market). On a failed check, the wizard goes on his way, telling them to leave him alone. If the check fails by 5 or more, Toryr will begin to question the characters' right to be in Evernight, publicly accusing them.



## Bloodlust

The characters are halted by 2 bloodthirsty **vampire spawn**. The two undead have gone too long without feeding themselves, so they interrogate the characters, looking for an excuse to attack them. The adventurers will have to be very convincing or quickly eliminate the two undead before they attract too much attention.

### Adjusting this Encounter

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

- **Very Weak:** Use 1 **vampire spawn**.
- **Weak:** Use 1 **vampire spawn** and 2 **ghouls**.
- **Strong:** Use 3 **vampire spawn**.
- **Very Strong:** Use 4 **vampire spawn**.

## The Broken One

An old building collapsed and invaded part of the street, leaving a pile of rubble in its place. A **ghoul** was overwhelmed by the collapse, which broke his legs and left him immobilized. When the characters pass in front of the debris, the ghoul calls them in a tone of authority, ordering them to help him.

The ghoul is called Gorion and is an elderly inhabitant of Evernight. If the characters decide to help him, the undead will be accompanied to his home, a few dozen feet away.

Gorion has an acidic and despotic temper, but if the characters manage to ingratiate themselves with him, he could become a precious ally. Gorion will immediately understand that the characters are in the city without any rights: to reward them, he will allow them to use his name as a guarantee in case someone wants to interrogate them. If the adventurers ask him for help with their investigation, Gorion advises him to go to the marketplace for information.

## “YOU HAVE NO RIGHT TO BE HERE!”

If an Evernight inhabitant discovers that the characters don't have the right to be in the city and manages to raise the alarm, in a few moments 5 **ghasts** come to attack the characters. Roll at the beginning of each turn on the table below. With a result of more than 15, other enemies join the fight; keep rolling on the table until the characters run away from their pursuers or return to Neverwinter. If the characters try to escape, you can use the chase rules in Chapter 8 of the *Dungeon Master's Guide*, rolling on the table below at the beginning of each round. If the characters are defeated, instead of killing them, they could be captured and awaken a few hours later in the House of Scream.

d20	Monsters
1 – 15	—
16	2 <b>bone naga</b>
17	1 <b>revenant</b>
18	1d4 <b>vampire spawn</b>
19	4 <b>wight</b>
20	2 <b>wraith</b>



## THE WHITE SPIDER TAVERN

This tavern is a meeting place for the undead and necromancers of the city, who come here to relax or to do business. The restaurant is equipped with a sophisticated menu with macabre drinks and dishes).

The tavern is run by a pale four-armed wight called Tuz'gan, who can often be seen behind the counter preparing concoctions and meals. The tavern's name comes from the innkeeper's appearance, similar to an arachnid.

If the characters are near the White Spider, read or paraphrase the following:

You are crossing the streets of Evernight when you see a female half-elf with short red hair dressed as an adventurer, open the door of a shabby building using a ghostly hand floating in front of her. The building has a wooden sign that reads "The White Spider" and looks like a decaying tavern.

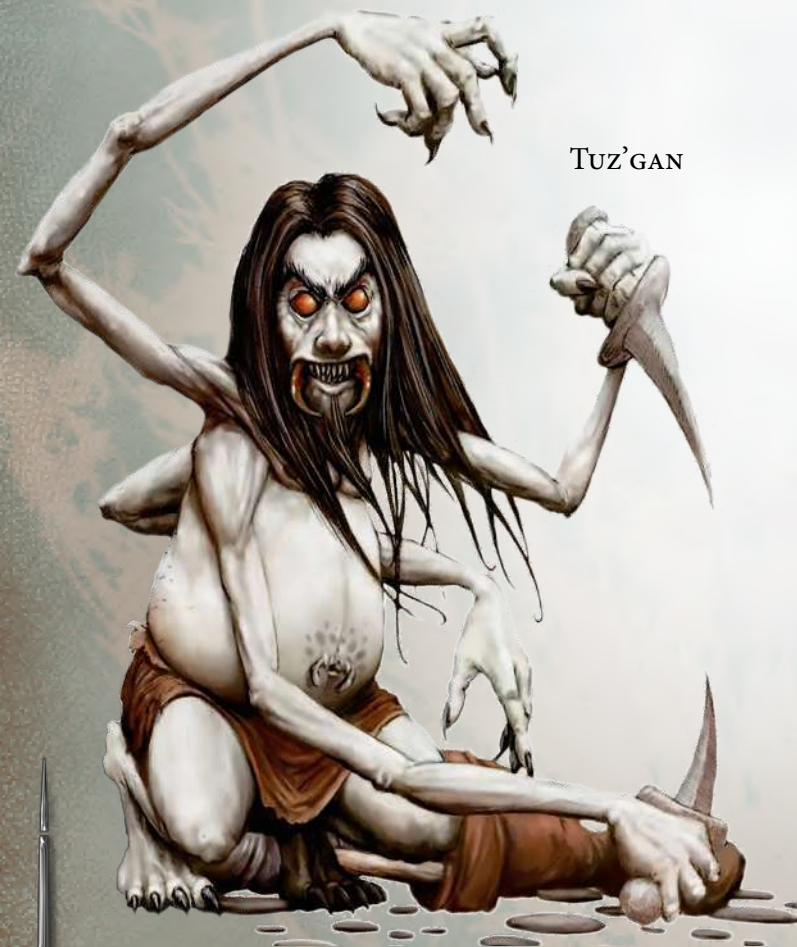
The White Spider is a single dirty and moldy room. The innkeeper is a pale wight, with four arms and two small legs: he is crouching over the counter intent on preparing the customers' orders.

The red-haired half-elf joins a gambling table. A group of 8 ghouls sitting at a nearby table is devouring a dish made of human bones. In the middle of the room, there is a motionless, vacuous looking zombie: graffiti is carved all over its skin and notices are nailed into its body. Sitting alone in a corner, the ghost of a female dwarf has her gaze lost in the void.



BRUNILDE  
STONEAXE

TUZ'GAN



**The Table Game.** The half-elf is playing dice with a **ghoul** (called Grolkyr) and a **wight** (known as Askor). Her name is Chamir: she's an henchman who works for a priest of Orcus who resides in the city. She's a **spy** who can cast the *mage hand* cantrip and can make the hand invisible (she often uses this ability to cheat dice).

Players wager 1 gold piece and roll two six-sided bone dice. Each player rolls the dice with the aim of getting the result as close as possible to 7. If the result exceeds 7, the player immediately loses. Each turn, a player can reroll one of his dice, until he is happy with the result or the total exceeds 7. The winnings are divided equally between whoever has rolled the higher result.

When it's Chamir's turn, the DM secretly rolls an extra d6 and can substitute it for one of hers. If a character succeeds on a DC 15 Intelligence (Investigation) or Wisdom (Perception) check, they notice the odd bounce of the dice and realize that the half-elf is cheating. If the characters accuse Chamir, she will pretend to be offended and ask the characters for proof that they have the right to be at Evernight. If the adventurers are unable to respond, the undead in the inn are likely to attack them immediately. Otherwise, Chamir will try to escape.

**The "Pole."** The weird **zombie** in the center of the room is harmless and doesn't react even when attacked. Graffiti, blasphemies, and esoteric symbols are engraved on his skin. A pebble of polished stone, still dirty with brain matter, is embedded in his forehead. Several papers bearing advertisements of various kinds have been nailed to his chest, most of which advertise goods and businesses located in the Bone Market. If the characters wonder aloud where this market is, the zombie raises an arm pointing in the right direction.

**Brunilde Stoneaxe.** Brunilde was an adventurer born in Gauntlgrym, who went to Neverwinter to visit her relatives. During her stay in the Jewel of the North, she was kidnapped by Agryndox's servants and transported to his manor. The undead drained all of the dwarf's blood, causing her to die. Brunilde awoke as a **ghost** a few days ago and wandered the streets of Evernight until she came across the White Spider. The dwarf has settled in the tavern, hoping to meet adventurers willing to recover her body and deliver it to her relatives in Neverwinter, so far with no luck. Due to Evernight's malicious influence, Brunilde is stuck in a limbo between life and death, and cannot even communicate with those around her. Her voice has a distant and ghostly tone, and it distorts into an endless echo. Characters can stabilize Brunilde's voice (and thus communicate with her) by casting a *speaking with dead*, *remove curse*, *dispel good and evil*, *lesser restoration* or *greater restoration* spell. Dungeon Masters are encouraged to reward players' ideas—if they can find an alternative way to communicate with Brunilde, allow it.

If the characters manage to communicate with Brunilde, the dwarf tells her story and is able to take the characters to Agryndox's manor. If her body is brought back to her relatives, the Stoneaxe clan rewards the characters with a +2 *greataxe*.



## HOUSE OF SCREAM

Evernight courthouse is one of the most impressive and oldest buildings in the city. Here the council of ghouls settles the disputes of the citizens, almost always condemning the guilty to be devoured. If the characters are captured during their stay in Evernight, they are taken to the palace cell. If the party is drained from previous battles, consider allowing them to complete a long rest.

The cell you are in is damp and dark, in which the rhythmic dripping of water echoes on the stone floor. The only visible exit is a gate made up of iron bars. Without warning, the gate clicks open, revealing a long dark corridor.

At the end of the corridor, there is a square arena with a side of 40 feet. The stands, protected by a net, are occupied by dozens of undead of different types, while in the central stage are six **ghoul inquisitors** (see Appendix) dressed in long black tunics. When the characters enter the arena, a heavy iron door closes behind them.

**The Trial.** Adventurers are subjected to a summary trial in which is determined their right to be in the city. The inquisitors ask the characters questions to find out why they are at Evernight and their intentions. Unless an undead resident of Evernight can vouch for the characters (claiming to be their master or employer, for example), they will be found guilty and sentenced to death. With a ritual, the ghoul inquisitors summon a **glabrezu** and 2 **barlgura** who immediately attack the party. The combat is meant to be challenging, but if you find it too easy, you can have one of the ghoul inquisitors occasionally cast a spell to trouble the adventurers. In the event of victory, the characters are deemed too useful to be put to death and the inquisitors commute the sentence to perpetual slavery.

The six magistrates join their hands, evoking a purple flame. One of them performs arcane gestures by dividing the flame into small globes, which he then hurls at you. The orbs hit you in the chest, marking your skin with a necromantic symbol that disappears after a few moments.

The characters are freed, but the mark placed by the inquisitors remains inactive until they decide to summon the party. When this happens, the mark begins to glow with purple light: until the characters show up before the court, they will automatically suffer a level of exhaustion every evening at sunset.

The inquisitors will ask the characters to carry out missions on their behalf (this is left as a cue to the Dungeon Master to create new adventures). The only way to get rid of the curse is through a *wish* spell.

### Adjusting this Encounter

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

- **Very Weak:** remove 2 **barlgura**.
- **Weak:** remove 1 **barlgura**.
- **Strong:** remove 2 **barlgura** and add a **glabrezu**.
- **Very Strong:** add a **glabrezu**.

## THE CORPSE MARKET

The market starts in a sixty-foot long downhill street, which then flows into a small, circular market. The stands house collections of human skulls, aquariums inhabited by small reptiles, surgical tools, reanimated animals, and spell components. A cart pulled by a skeletal horse slowly passes next to you; zombies carry sacks and crates on behalf of their masters; a group of ghouls pass you with a fierce glance, only to be distracted by a stand of human bones; a noble vampire negotiates the price of an evening dress while he judges the fabric with his hands.

In the center of the square there is a statue of a woman whose face is deformed in an evil grin. From the jug she holds in her hands spurt jets of blackish and smelly water. Your attention is captured by a merchant, who addresses you in a deep and hissing tone: "Here, mortals, here! Come closer!" The merchant is an abomination almost seven-foot tall and extremely fat. His gray skin is studded with arcane tattoos. As he speaks to you, he makes signs with his claws soaked in coagulated blood. "From Bhaashmir you will find only the best merchandise!" The filthy ghoul shows his products with a proud gesture: skinned human busts with ripped limbs hanging on hooks from chains, like butcher's cattle; glass jars with floating eyes immersed in a greenish liquid; the severed head of an elf, magically still alive, emitting a silent cry of despair while worms and larvae infest his mouth, nose, and eyes.

"Oh, these?" asks the ghoul, mistaking your disgust for interest. "<<Souls in larval state, excellent for the palate. I raise them myself! Or perhaps you prefer some torture instruments? Or maybe a bottle of refined blood: very fresh, with this one you will look great at parties!" The bottle he shows you is filled with a dense ruby liquid; the elegant label mentions the producer: "Agryndox's Winery."

Bhaashmir (a **ghoul**) is able to provide all the information the characters need, but, in return, he wants to be paid with their blood. The adventurers will have to provide an amount corresponding to 50 hit points, which will be deducted from their maximum hit points. Characters can divide the hit points as they prefer: for example, one character could give 10 hp, while two other characters could give 20 hp each. The maximum hit points are restored at the end of a long rest, by a *lesser restoration* spell, or an equivalent effect.

Bhaashmir collects the characters' blood through rubber tubes in glass jars.

**Developments.** Bhaashmir is informed about many of the affairs that are conducted at Evernight. The ghoul can let the characters know that a young nobleman was taken from Neverwinter by Evernight directed by the undead who provides him with human blood, Agryndox (see Chapter 3: Agryndox's Winery).

BHAASHMIR





## CHAPTER 3: AGRYNDOX'S WINERY



Agryndox's home is an old, dilapidated manor located in what in Neverwinter would be called the River District. The building has collapsed in several places, but what remains standing retains its ancient appeal.

### Features of the Area

**Light.** All areas of the house are in total darkness.

**Smells.** The house is impregnated with a stench of closed, mold, and blood.

**Rubble.** Part of the building collapsed on itself, making some of the rooms uninhabitable. The rubble can only be removed with several hours of work.

### 1. ENTRANCE

The old front door is semi-destroyed, with one of the wings abandoned on the ground.

The entrance to the manor consists of a corridor leading to a room. The stone floor is cracked and ruined, with fragments scattered on the ground; only fragments remain of an ancient carpet. The walls are marked by hundreds of claws as if a fierce beast had been trapped in the corridor for too long. At the side of the main door, two complete suits of armor guard the entrance.

### 2. LOUNGE

This room is partially covered by a pile of debris, perhaps transported here from somewhere else. A shabby spiral staircase occupies the center of the room and leads to the upper floor.

**Debris.** Scattered rubble throughout the room is difficult terrain.

**Enemies.** 10 **vargouilles** (see Appendix) come from the staircase and attack the characters.

#### Adjusting this Encounter

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

- **Very Weak:** Use 5 **vargouilles**.
- **Weak:** Use 7 **vargouilles**.
- **Strong:** Use 1 **chasme** and 6 **vargouille**.
- **Very Strong:** Use 2 **chasmes** and 5 **vargouilles**.

### 3. CELLAR

The blood extracted from people kidnapped by Agryndox is stored in this room.

Wooden shelves cover every wall of this room; dozens of barrels and bottles are stacked side by side, some filled with a reddish liquid, others empty. On each one, there is a label bearing the words "Agryndox Winery."



## 4. COFFINS

In this mortuary, the vampire spawn at Agryndox's service come to rest for the night. In this room there are eight coffins, arranged in two rows. The coffins are all open and empty.

**Treasure.** In one of the coffins, there is a gold necklace worth 50 gp.

## 5. DINING ROOM

What was once an elegant dining room is now a ruined alcove. The walls are stained with clotted blood, while the floor is sprinkled with broken chairs and tables. Among the debris are bones and shreds of human limbs devoured by ravenous jaws.

## 6. BALLROOM

What remains of the floor of this room is made of black and white ceramic tiles, like the surface of a chessboard.

The center of the room is covered by a mountain of collapsed debris from the upper floor.

**Enemies.** Lurking behind the debris mound are 3 **ghouls** and 1 **vampire spawn**.

### Adjusting this Encounter

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

- **Very Weak:** use 4 **ghouls**
- **Weak:** use 1 **ghoul** and 1 **vampire spawn**.
- **Strong:** use 3 **vampire spawn**.
- **Very Strong:** use 4 **vampire spawn**.

## 7. ALTAR OF ORCUS

This room consecrated to Orcus is used by Agryndox to revive the bodies of his victims and transform them into his eternal servants.

This room is pervaded by a faint blue light, emanating from an arcane circle in the center of the floor. The glyph, drawn with human blood, is composed of a pentacle studded with runes.

Inside the arcane circle, there are three black stones, also shining blue light.

Around the glyph, there are three corpses. The bodies belonged to human beings - two males and a female - judging by their condition, dead for several weeks.

**The Ritual.** A character with proficiency in Arcana realizes that the glyph and the bodies are prepared in preparation for a ritual to reanimate the bodies as undead. The corpses thus reanimated will be under the control of those who have completed the ritual. To finish the process, it is necessary to insert the black stones in the mouth of the corpses and to pronounce a magic formula inscribed in the arcane circle.



Whoever tries to complete the ritual must succeed in a DC 20 Intelligence (Arcana) check. With a success, the corpses are revived as **zombies** under the control of the character who performed the ritual. If the result of the check is between 19 and 15, nothing happens. With a result of less than 15, the corpses are reanimated but immediately attack the characters. In any case, the stones are consumed at the end of the task, and the ritual cannot be re-tried a second time.

## 8. THE PRISONERS' ROOM

In this room, Agryndox and his servants have imprisoned the people kidnapped from Neverwinter; here, the blood extraction process takes place.

Six iron cages hang from the ceiling of this room. Three human beings - alive but unconscious - are imprisoned here. Multiple tubes stuck in their flesh suck their blood and convey it into glass jars placed on the floor.

In one of the cages, there is the corpse of a female dwarf, who died a few days ago completely exsanguinated (see The White Spider Tavern in Chapter 2).

**Enemies.** **Agryndox** (see Appendix) is in this room, along with two **vampire spawn**.

### Adjusting this Encounter

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

- **Very Weak:** remove 2 **vampire spawn**. Remove Agryndox's Multiattack.
- **Weak:** remove 2 **vampire spawn**.
- **Strong:** add 1 **vampire spawn**.
- **Very Strong:** Add 2 **vampire spawn**. Agryndox can make 3 attacks with his Multiattack.

**Agryndox.** The undead is a boneclaw (see Appendix), a being who attempted transformation into a lich but failed, not having enough power. The result is a horrid, decayed creature, with unnaturally long arms and claws, enslaved to darkness, hatred, and pain.

Agryndox is a recent resident of Evernight: his transformation was completed only a couple of months ago. The undead has occupied the residence, eliminating the vampire who previously lived there, and taking at his service the offspring who have decided to stay with him. The blood trade he set up serves to finance research in order to finally complete his transformation into a lich.

**Treasure.** Agryndox wears around his neck a pouch containing 8 black diamonds, worth 1,000 gp each. The undead also carries the key to open the prisoners' cages.

**Developments.** If the characters succeed in defeating Agryndox, they have a chance to rescue Dorn, Rosalyne, and the third prisoner, an old man named Boris. The three are unconscious: to be awakened, they must be healed of at least 1 hit point or rest for 1 hour. Alternatively, the characters can carry the survivors on their shoulders, but they will have their speed halved in doing so. To return to Neverwinter, the characters must return to the portal from which they came. On the way, there is a risk of attracting unwanted attention: the DM may decide to end the characters' visit in Evernight with a spectacular chase.

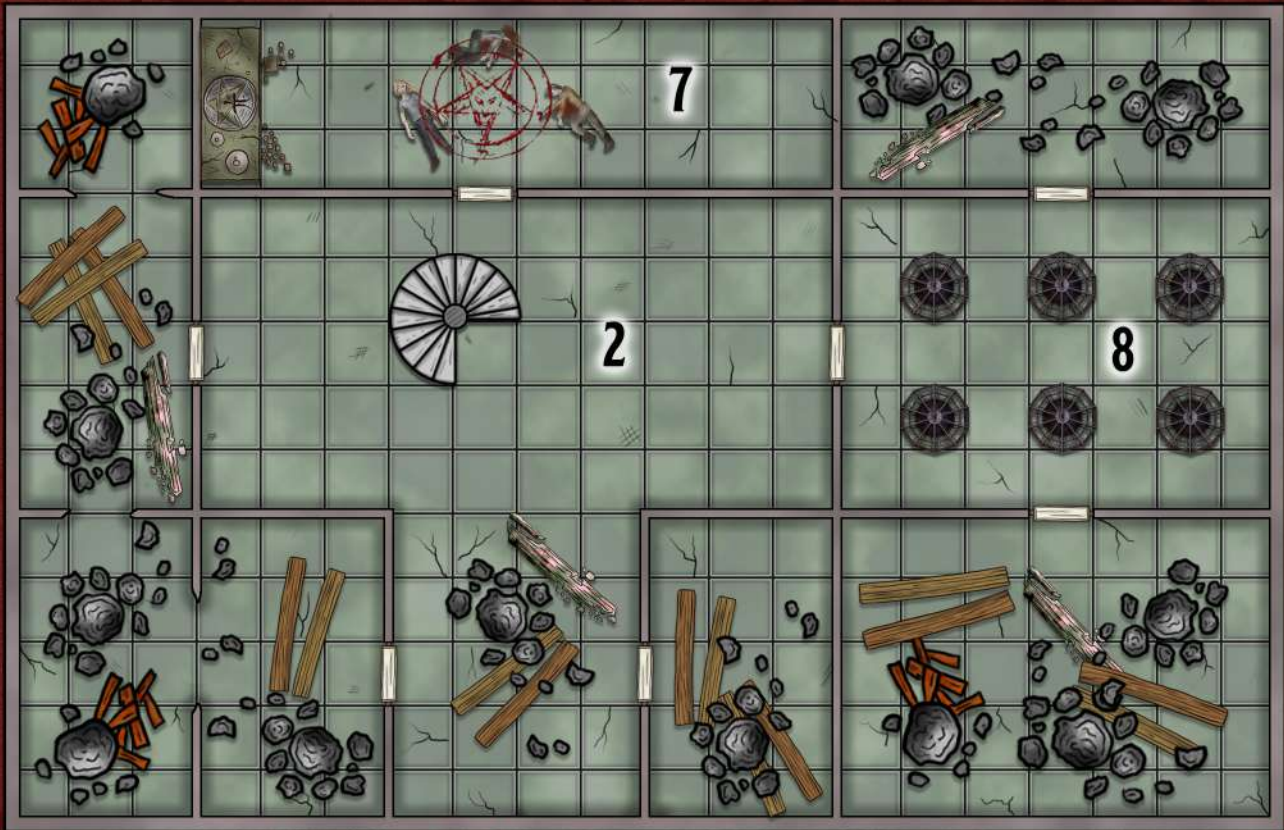
## EPILOGUE

If the characters manage to bring Dorn to safety, Lord Graycastle will deliver the promised reward. Rosalyne's family is only able to repay the characters with their gratitude, but Dorn may decide to give the party an additional reward if his beloved is saved (2,000 gp or an uncommon magic item would be appropriate).

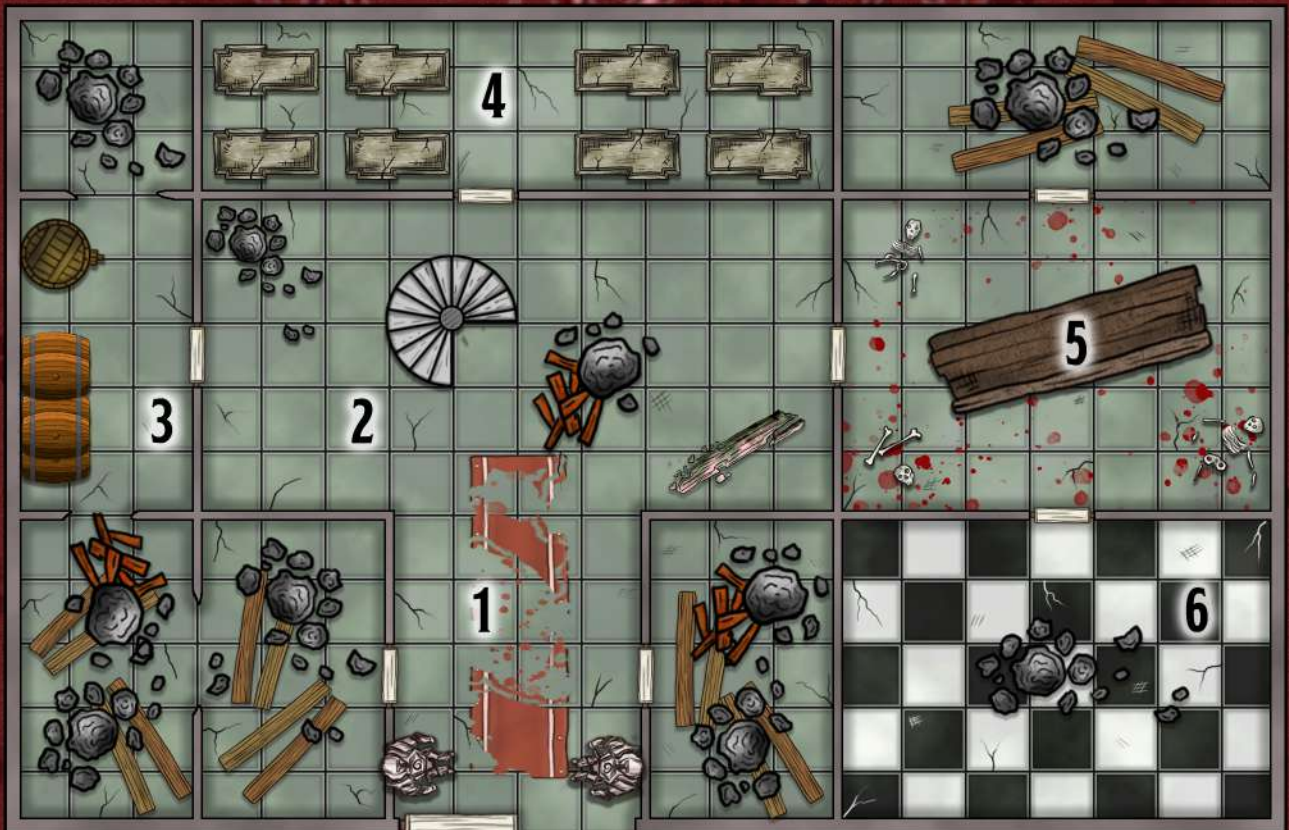
The old Boris is deliberately left vague, in case the DMs want to use him to link the characters to new adventures.

AGRYNDOX





**FIRST FLOOR**



**GROUND FLOOR**

**1 SQUARE = 5 FEET**

## APPENDIX: MONSTERS AND NPCs

### AGRYNDOX

*Large undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 127 (17d10 + 34)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

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

**Skills** Perception +6, Stealth +7

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

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

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Infernal

**Challenge** 12 (8,400 XP)

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

#### ACTIONS

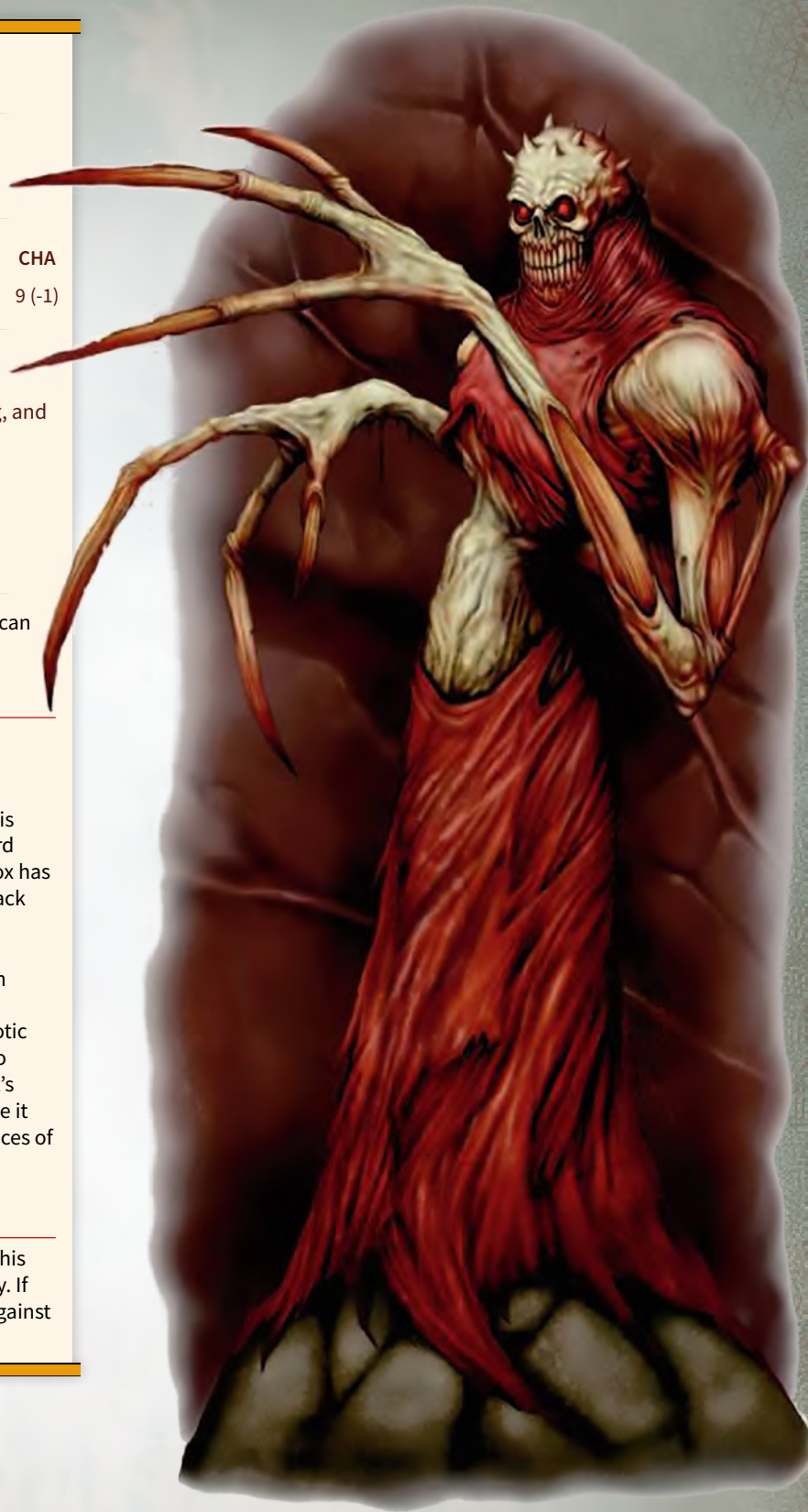
**Multiattack.** Agyrdox makes two claw attacks.

**Piercing Claw.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, Agyrdox can pull the target up to 10 feet toward himself, and the target is grappled (escape DC 14). Agyrdox has two claws. While a claw grapples a target, the claw can attack only that target.

**Shadow Jump.** If Agyrdox is in dim light or darkness, each creature of his choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage. Agyrdox then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

#### REACTIONS

**Deadly Reach.** In response to a visible enemy moving into his reach, Agyrdox makes one claw attack against that enemy. If the attack hits, Agyrdox can make a second claw attack against the target.



## ISHTE CRESSEL

Medium humanoid (tiefling), lawful 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 Resistances** fire, necrotic

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

**Languages** Common, Celestial, Draconic, Elvish, Infernal

**Challenge** 9 (5,000 XP)

**Infernal Legacy.** Cressel's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 15):

1/day each: *darkness*, *hellish rebuke* (2nd-level version)

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

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*, *thaumaturgy*

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*\*

\*Necromancy spell of 1st level or higher

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

### ACTIONS

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

## MANY-JAWS

Medium swarm, lawful evil

**Armor Class** 12

**Hit Points** 36 (8d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	15 (+2)	11 (+0)	14 (+2)

**Damage Resistances** bludgeoning, piercing, slashing

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

**Senses** darkvision 30 ft.

**Languages** telepathy 30 ft.

**Challenge** 5 (1,800 XP)

**Illumination.** As a bonus action, the swarm can shed dim light from its brains in a 5-foot radius, increase the illumination to bright light in a 5- to 20-foot radius (and dim light for an additional number of feet equal to the chosen radius), or extinguish the light.

**Innate Spellcasting (Psionics).** The swarm's innate spellcasting ability is Intelligence (spell save DC 13). As long as it has more than half of its hit points, it can innately cast the following spells, requiring no components:

At will: *command*, *comprehend languages*, *detect thoughts*

1/day each: *confusion*, *dominate monster*

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

**Telepathic Shroud.** The swarm is immune to any effect that would sense its emotions or read its thoughts, as well as to all divination spells.

### ACTIONS

**Bites.** *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.





## VARGOUILLE

*Tiny fiend, chaotic evil*

**Armor Class** 12

**Hit Points** 13 (3d4+6)

**Speed** 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft.

**Languages understands** Abyssal, Infernal, and any languages it knew before becoming a vargouille but can't speak

**Challenge** 1 (200 XP)

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 10 (3d6) poison damage.

**Kiss.** The vargouille kisses one incapacitated humanoid within 5 feet of it. The target must succeed on a DC 12 Charisma saving throw or become cursed. The cursed target loses 1 point of Charisma after each hour, as its head takes on fiendish aspects. The curse doesn't advance while the target is in sunlight or the area of a daylight spell; don't count that time. When the cursed target's Charisma becomes 2, it dies, and its head tears from its body and becomes a new vargouille. Casting *remove curse*, *greater restoration*, or a similar spell on the target before the transformation is complete can end the curse. Doing so undoes the changes made to the target by the curse.

**Stunning Shriek.** The vargouille shrieks. Each humanoid and beast within 30 feet of the vargouille and able to hear it must succeed on a DC 12 Wisdom saving throw or be frightened until the end of the vargouille's next turn. While frightened in this way, a target is stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the Stunning Shriek of all vargouilles for 1 hour.

## GHOUL INQUISITOR

*Medium undead, lawful evil*

**Armor Class** 17 (Natural Armor)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	16 (+3)	14 (+2)	20 (+5)

**Saving Throws** Con +10, Wis +9, Cha +12

**Skills** Arcana +17, Insight +9, Perception +9, Religion +10

**Damage Resistances** Cold, Lightning, Necrotic

**Damage Immunities** Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses** Truesight 120 ft., Passive Perception 19

**Languages** Common, Abyssal, Infernal

**Challenge** 15 (13,000 XP)

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

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

At will: *alter self*, *false life*, *levitate* (self only), *silent image*  
1/day each: *feeblemind*, *finger of death*, *plane shift*

**Spellcasting.** The ghoul inquisitor is an 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*, *minor illusion*

1st-5th level (4 5th level slots): *armor of Agathys*, *banishment*, *blight*, *counterspell*, *dispel magic*, *fear*, *fireball*, *hellish rebuke*, *hold monster*, *invisibility*, *misty step*, *suggestion*, *vampiric touch*, *witch bolt*

### ACTIONS

**Multiattack.** The ghoul inquisitor makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage plus 9 (2d8) necrotic damage.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 18 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.