

ON THE BARON'S TRAIL

Part One of the Storm Herald Trilogy

Following the destruction of the *Thunderbound* and the *Ark of the Mountains*, the cloud giant known as Baron Rajiram, remains at-large. A lead from the Harpers has brought the party to the city of Hulburg in pursuit of one of the Baron's known accomplices. If they can locate his partner-in-crime, the party will be a step closer to finally apprehending the Baron and bringing him to justice.

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



ADAM SCARAMELLA
Adventure Designer

Adventure Code: CCC-TRI-22 STORM 1-1

Optimized For: APL 13

Version: 1.2

Story Arc Coordinator: Garrett Colón

Editor: Colin Pekruhn

Formatting and Layout: Travis Legge

Senior Editor: David Jedlinsky

Playtesting: Liam Buntambah, Mark Burgess, Robert “Trebor” Carey, Mark Christopher, Alex Coleman, Dave Hayes, Matt Hicks, David King, Violet King, William “Sküm” Scammell, Matthew Strumpf, Brian Woodring

Organized Play: Chris Lindsay

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

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

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK

INTRODUCTION

Welcome to *On the Baron's Trail*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Storm Herald* series.

This adventure takes place in Hulburg. Over the past two centuries, Hulburg has been devastated several times by invading forces. While some enterprising souls have tried to restore parts of the city, much of it still lies abandoned and ruined.

This adventure is designed for **three to seven 11th–16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

Party Strength: Deadly. Many Adventurers League groups turn out to be stronger than the Party Strength listed above would suggest. In such a case, the DM and players should feel empowered to raise the difficulty. To that end, a new party strength of "Deadly" has been added to the encounter in Part Three for Very Strong parties whose players would like an additional challenge.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

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

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

ADVENTURE BACKGROUND

Recent events across both the Sword Coast and the Moonsea have drawn the interest of the factions, independent scholars, and . . . other parties to the fallen city of Hulburg. A large fissure has opened at the site of an ancient battle between giants and dragons in the Galena Mountains, and rumors of treasure and items of power are whispered in tavern halls far and wide.

These events have drawn the interest of the cloud giant, Baron Rajiram, who is desperately seeking to restore his strength after the destruction of his flying galleon, *Thunderbound*. Characters who played in DDEP05-02, “Ark of the Mountains” may have been asked to keep an eye out for him. However, the Baron has managed to remain hidden from prying eyes using both magical and mundane protections. That is, until one of his lieutenants was recently spotted in the ruined city of Hulburg.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Jeremiah Treewhistle (*jer-i-MY-ah tree-hwis-el*). A gnomish informant who has been investigating the rumors of the Baron and his lieutenants being in Hulburg. His bubbly personality doesn’t make him the most discreet investigator.

Harael Jataren (*ha-RAIL ja-TA-ren*). The captain of the Errant Luck. Most believe him to be a simple trader, but some suspect he is a smuggler. In truth, he is both, and a slaver to boot. He possesses a sharp wit, and a silver tongue which is why Shira has set him up as the apparent leader of their group.

Shira Chaven (*SHE-ra cha-ven*). The cunning leader of a small slaving ring, she hides this fact by posing as Harael’s escort in public. In this role, she comes off as a somewhat air-headed doxy who is solely focused on watching Harael’s back; in reality, she is clever, confident, and wholly without scruples.

Baron Rajiram. A cloud giant whose bid to claim ancient artifacts from the wars between dragons and giants has not ended. Severely weakened, he works through others.

The party has been tasked with finding this lieutenant, a woman named Selise Teshwave, sister to the Teshwave siblings the characters may have met in CCC-TRI-04, “Birds of a Feather.” While faction intelligence indicates Selise is indeed in the Baron’s employ, this alliance is odd given she has no prior connection to him. But the factions believe that she may be their best chance to finally track down Baron Rajiram.

While Selise will not be found over the course of this adventure, the party will uncover an important

lead. They will learn that Selise was preparing to accompany the Baron on an expedition into the Galena mountains.

WHO IS BARON RAJIRAM?

Players who have not played in any of the three adventures involving Baron Rajiram (DDAL05-08, “Durlag’s Tower,” DDAL05-09, “Durlag’s Tomb,” and DDEP05-02, “Ark of the Mountains”) may not know him. The following information may be helpful to set the stage for those players, and to refresh the memory of other players.

- Baron Rajiram is a cloud giant pirate who, until recently, dominated the skies above the Sword Coast.
- An outcast from his own kind, this cloud giant rose to prominence amongst the pirates of the Nelanther Isles, eventually coming to lead them.
- His flying galleon, *Thunderbound*, was responsible for numerous raids along the Sword Coast.
- He is described as small for a cloud giant, but what he lacks in sheer might he makes up for in spellcasting potency.
- Recently, he led his forces, which consisted of other giants, pirates of assorted races, and numerous beasts into the mainland, in a failed attempt to claim the *Ark of the Mountains*, a flying warship.
- Had this attempt not been thwarted, his forces would have likely run rampant across much of the North
- It is believed that he suffered significant damage during this attack, both to his person and to his organization.
- To date, the factions have failed to apprehend him, but they continue to coordinate their efforts.

WHO IS SELISE TESHWAVE?

Because no one has been able to find Baron Rajiram, efforts have turned to locating his lieutenants. One such person of interest is Selise Teshwave. The hope is that by either capturing or trailing her, she will lead them to the Baron himself.

The plan, laid out to you before you set out for the city, is for you to locate a woman named Selise Teshwave. Rumors have placed her here in the city, along with the elusive Baron Rajiram. Recently captured pirates working under the Baron’s banner have confirmed that Selise is working for him and is likely in frequent contact with the cloud giant.

You’ve been told that capturing her alive may not be possible, so the wiser course may be to track her down and tail her back to the Baron.

Characters with soldiers or mercenary backgrounds may have heard of Selise. A DC 12 Wisdom

(History) check by characters with an appropriate background will reveal that Selise Teshwave is well-known mercenary who has served as an officer in several companies. By reputation, she is a ruthless and formidable warrior.

of their agents, Jeremiah Treewhistle, in the city of Hulburg.

ADVENTURE OVERVIEW

The party has been retained by the factions to meet with a Harper agent named Jeremiah Treewhistle. The gnome claims to have evidence that Selise Teshwave, a known close associate of the Baron, has been in Hulburg and may still be there.

The hope is that either by capturing or following Selise, the party may be able to find the Baron, and bring him to justice.

The adventure is broken down into 5 parts:

Part 1. The party meets with Jeremiah, who provides them with some leads and fills in any background information which they may lack.

Part 2. The party investigates the leads which Jeremiah provided. This should give them enough information to know that Selise was obtaining mining equipment, and that she was often acting oddly. They will also encounter Harael, who will give them a lead as to where Selise may have been staying.

Part 3. Harael's lead turns out to be deadly, as he has been sending those who get too close to his secrets to the lair of Vaomarxiri, a death tyrant hiding beneath the city.

Part 4. (Optional) Warned by Harael, the Baron sends a group of mercenaries to ambush the party. The treasure they carry is clearly the spoils of Rajiram's raids along the Sword Coast.

Part 5. The party confronts Harael and his crew aboard his ship the *Errant Luck*. How they handle the encounter will determine how they learn of the Baron's plan to travel to the Galena Mountains.

ADVENTURE HOOKS

Rumors of the Baron. Baron Rajiram hasn't been seen since the *Thunderbound* crashed. However, his network of agents and followers still seem to be operating with some organization. While some believe it is possible that one of his lieutenants has taken charge, you have heard a rumor that an individual matching the Baron's appearance has been seen in Hulburg. A Harper informant named Jeremiah Treewhistle is said to know more about these rumors.

Heroes of Beregost. You participated in the clash between the *Ark of the Mountains* and Baron Rajiram's flying galleon *Thunderbound*. The Baron avoided capture, and this has never sat well with you. The Harpers have offered you a chance to finish what was started, reportedly having a lead on the Baron's whereabouts. You are to meet with one

PART ONE

Estimated Duration: 20 minutes

Rumored sightings of the Baron Rajiram have brought the party to the city of Hulburg. A Harper operative, Jeremiah Treewhistle, has information regarding one Selise Teshwave, who reportedly has been working with the Baron. She likely knows the location of his current hideout and details of his latest scheme.

THE SWAGGERING TROLL

The party has been directed to meet Jeremiah in the Swaggering Troll tavern. Little more than a dive bar, this squat building may have been a shop before the city was razed. Several large holes in the walls are roughly boarded up with wood scraps salvaged from crates and nearby buildings.

What a dump! You heard that Hulburg wasn't in great shape, but the rumors fail to properly describe the ruined city that lies before you. The walls of the city seem to have more holes in them than stone, and many buildings appear to be nothing more than shattered and abandoned ruins.

As you proceed further into the city, it's clear your gnomish contact, Jeremiah Treewhistle, couldn't have picked a worse place to meet. The Swaggering Troll may in fact be the worst tavern you've ever stepped foot in. A small, squat building, the walls of the establishment are peppered with crude boards to cover gaping holes in large sections of the tavern's walls. Murky puddles dot the floor from what you hope was the last rainstorm.

And the patrons... well, one of them is already face down in what you really hope is his own vomit. The rest of the motley assemblage don't seem to be fairing much better. A heavy-set half-orc with a receding hair-line of greasy dark hair pulled back into a thin ponytail tends bar across the room.

The Swaggering Troll is run by Kremic, the half-orc behind the bar. Drinks are cheap and heavily watered down, except for the house brew, the Troll Swagger. A concoction of Kremic's own invention, imbibing just one mug could probably put a troll under the table. It's impossible to know what is in this drink; the regulars simply describe it as "green... and burn-y".

Surprisingly, fights are not common in the Troll Swagger, thanks to a deal Kremic has with his regulars. Should a fight breakout, anyone who puts it down and physically ejects the instigators receive a round of Troll Swagger on the house.

A quick scan of the tavern reveals that Jeremiah Treewhistle is not present. Unfortunately for the

party, he is going to be exceptionally late to the meeting.

At this point, allow the party to introduce themselves and collect any information that you wish to know about them. Elements such as Passive Perception, Passive Insight, and character's Factions will likely be relevant later in the adventure.

MEETING JEREMIAH

He's late... very late. Jeremiah Treewhistle was supposed to meet you here over an hour ago. By the time the gnome walks in the door, your mug of Troll Swagger has started to congeal.

Your contact isn't hard to miss either. He sports a lime green cloak, which scarcely hides his boldly colored attire: a lavender sweater, powder blue pants, and a mismatched set of boots. The gnome looks quickly around, and upon seeing your group, smiles and strides over to you.

"Salutations, my friends. Glad you could all make it! Ok, ok, ok. Shall we get down to business? I'm not sure how much time we have available to us."

Jeremiah will pull a chair up to the table and attempt to order a glass of Arabellan Dry. When the bartender laughs at him, he will look at the table and point at the drink of whoever seems the most reputable, asking for "one of those".

ROLEPLAYING JEREMIAH TREEWHISTLE

Jeremiah is probably not one's first choice to be an undercover operative. He's a bit hyperactive, overly talkative, and somewhat of a coward. But he has a strange knack for getting people to open up and talk. When roleplaying the gnome, don't be afraid to make Jeremiah look incompetent... because he really is.

Quote: "Ok, ok, ok. I can help you with this, right? I'm your guy on the ground, your ear on the street, huh, huh? Your agent... in the alleys... yeah?"

Once he has his drink, or if the party pushes him to move it along, Jeremiah will retrieve a small book from his pouch and provide the following information to the party:

- Selise has been confirmed as being in the city.
- Jeremiah has not laid eyes on her himself.
- His notes have names of people who have seen her, as well as dates of the sightings.
- Jeremiah attempted to recreate a sketch of Selise based on descriptions. It is utterly useless ("It's more of a visual mnemonic, you see")
- His notes describe Selise as a severe looking woman with a wild mane of red hair. They indicate she is 'really tall' (over 5½' is 'tall' to Jeremiah), but he can compare her to party members well enough for them to place her as

around 6'4". She is well armored and carries a really big sword.

- Sightings of Selise have been in the following areas:
 - She has been seen doing business with several merchants, one of whom is a Harper informant. This is what brought her to the attention of the faction.
 - She seems to spend a lot of time in Tent City, an elevated area of the city which is covered in large canvas tents and ramshackle wooden buildings. This isn't unusual since it's what passes as the 'city proper' in this dump.
 - She has also been seen heading out into the western part of the city. Where specifically she is going is unclear. Most of that area of the city is abandoned, and Jeremiah just hasn't gotten around to following up on this lead. (Actually, he's scared to go there).
- Jeremiah feels that the rumors of the Baron himself being near Hulburg are not credible. ("You'd think that a big 'ol 40-foot-tall guy stomping around would attract some attention!")

If the party points out that this isn't great information, Jeremiah will look crestfallen. He will suggest that they can probably talk to some people in the various taverns in Tent City if they think they can do better.

If asked about the merchants Selise was dealing with:

- Jeremiah will jot some names down on a scrap of paper for the party.
 - The names are not important, unless you have substantial time for roleplay. You may wish to simply summarize this investigation by having the party do an appropriate skill check.
- Jeremiah will not reveal which of the merchants (Blaisus) is the Harper informant unless there is a Harper character in the party. However, he can probably be tricked into it with a bit of roleplay.

If asked why he chose this bar:

"Ok, ok, so they told me to find a place that was discreet and 'out of the way'. Was this not out of the way enough?"

If the party asks where they can find Selise:

"Ok, ok, ok, ah, I'm not exactly sure. We never did figure out where she has been hiding. Oh, oh! But there was one tavern she was frequenting on a somewhat regular basis. It was..." the gnome digs through his notes. "ok, ok, ok, something like the 'Woody Hollerer'"

Asking around, it will be easy enough for the party to determine that the name of the tavern is the "Woad Hallow."

If the party asks about the Teshwave Siblings:

Some characters may also recognize the name "Teshwave" if they have participated in CCC-TRI-03, "Fences and Swords" or CCC-TRI-04, "Birds of a Feather." If they inquire about the family connection, Jeremiah will impart the following:

- Selise is the sister of Char and Abigail, the pirates who may have been encountered in "Birds of a Feather." Their whereabouts are currently unknown.
- If either or both siblings were killed in CCC-TRI-04, "Birds of a Feather," Jeremiah will acknowledge this fact and indicate that, nonetheless, they are alive and well. He suspects that they have a patron who can bring back the dead (much as players have the Factions and Spellcasting Services).

ONE MORE THING

"Oh, there's one more thing. I had an assistant, a young half-elf Agent named Geoff, right? Ok, so he's gone missing... I think he may have been chasing after a girl or something like that. Normally, I wouldn't report such a thing, after all, kids... amirite?"

At any rate, it would be really, really helpful if you could keep an eye out for Geoff.

Jeremiah does not know the identity of the woman, nor did he ever meet her. Geoff apparently met her when he was investigating some leads in Tent City. If someone suggests that he might have been investigating Selise, he'll shake his head, "Naaaa! He would have told me, right?"

HARPER FACTION ACTIVITY

If there are any Harpers amongst the group, Jeremiah will quietly turn to them.

Unfortunately, Geoff may have borrowed my code cylinders. They're disassembled, and he, uh, needed the practice, taking them apart and putting them back together. So, we kept them in his pack, you know, easier, right? So, they can't be used by anyone else... at least I don't think so. At any rate, probably best you keep an eye out for those cylinders as well.

If the Harpers inquire further about why Geoff took the cylinders, an appropriate DC 20 Charisma skill check will reveal that Geoff has the code cylinders because Jeremiah can't operate them himself.

PART TWO

Estimated Duration: 30 minutes

If the party asked the right questions of Jeremiah, they may have enough information to proceed directly to the Woad Hollow tavern. However, some parties may decide to put their ear to the ground and look for more information. Other parties may not have enough information and will need to do some investigating.

Allow the party to poke around the city as they see fit. Have the characters perform Wisdom (Investigation) checks and impart information as follows (cumulatively) based on the result of their rolls:

DC 12. The party learns that the streets are dangerous at night. Rumors of undead prowling the streets have begun to make the rounds, and several people have gone missing.

DC 15. Someone suggests that the party seek out Diego; he's a peddler who has been rambling on about a Selise.

DC 18. The party finds a merchant by the name of Blasius Rucker who has been doing business with Selise. He will recognize Selise by name or her description and will reveal that Selise recently bought mining equipment from him. A bunch of men, who he thought looked like mercenaries, picked the equipment up, and headed into the ruined western part of the city.

DIEGO

Diego is a half-drunk, half-crazed street peddler. His cart is full of knick-knacks, clutter, and junk, which makes about as much sense as the peddler's nonsense ramblings.

ROLEPLAYING DIEGO

Diego has had too many dealings with a hag, and these exchanges have warped his mind. He is at the same time terrified that her attention will return to him as he wishes for it to happen. His mind is shattered and will attempt to sell the party junk and garbage, offering a cracked pot to wear as a hat, or a piece of a stovetop as 'gert!'.
Trying to get Diego to explain anything should be an exercise in frustration for the party. His short-term memory is entirely gone.

If the party has succeeded on their Investigation check as noted above, someone will refer them to the peddler, as he may have been rambling something about a woman named Selise.

If Selise is mentioned to Diego, he grins and hoots.

"Selise? Selise! Selise, Selise, Selise! Diego knows who Selise is, yes, yes, yes! You are looking for Selise, yes, yes. Not the only one, no. Sister ... sister and ... brother or sister, ... yes, two! Two siblings look for their sister. Diego see Selise ... tells them she is here. They come soon."

Getting anything comprehensible out of the daft peddler will be difficult. If the party mentions Char or Abigail by name, he will clap in agreement. If they ask how he contacted the siblings, or suggest that he couldn't have done so, he will show them a clamshell. The clamshell would have been perfectly formed, and fully sealed, except that it has split neatly in twain. Casting *detect magic* on the shell will reveal the remnants of strange, almost perverted, *evocation* magics. Players who have dealt with hags may recognize this as reminiscent of their weird magic with a successful DC 20 Intelligence (Arcana) check. It is worthless.

OTHER METHODS OF INVESTIGATION

Some parties may attempt other methods of investigation. Unfortunately, both Selise and the Baron have been exceptionally adept in hiding their movements within the city.

- Divination magics will not locate or find the Baron or Selise, and none of their underlings are known well enough to use as a focus. However, Geoff is not warded in this way, and it may be possible to track Geoff to Vaomarxiri's lair (Part 3).
- Following the rumors of people disappearing in the western part of the city could lead the party to the Vaomarxiri's lair. Use your judgment in helping the party reach the death tyrant's lair (Part 3).

THE WOAD HOLLOW

When the party decides to visit the Woad Hollow, they will find it a much better establishment than the Swaggering Troll.

The Woad Hollow is a significant step up from the Swaggering Troll. A small cooking fire lights the center of this large yurt, and the ground is clear of foul puddles. The walls are lined with blankets and furs which look like they were properly tanned before hanging. While there aren't many more patrons in this establishment than there were in the Troll, they do seem to all be conscious.

Two men sit off to the right of the entrance. One quickly looks directly up at you as you enter, while his companion barely glances up from his meal. Behind the bar, directly across from entrance, stands a bald, burly man with a set of heavy muttonchops. Several large casks are stacked on the crates behind him, three of which have been tapped. He nods briskly at you, and then turns his attention back to a solitary card game to the left. Off to the right, a pair of men are huddled over their meals, one of whom seems to be trying to convince the other of something.

Read the appropriate box text when the party approaches any of the tavern's occupants.

THE BROTHERS (TABLE ON THE LEFT)

Both men are wearing well-worn homespun clothes. The style of heavy wool sweaters, and thick, scuffed leather boots suggest they may work down near the docks, if not on a ship. A pair of caps and two pairs of heavy gloves sit on the table next to the pairs' meals, which appears to be some sort of soup. The man who had his back to the door has an extremely irritated look on his face, while his companion seems to be trying hard to maintain his optimistic enthusiasm.

The two men to the left are Garre and Reme. Reme is treating his brother to dinner to try and calm him down after an argument with their older brother. Neither knows Selise and pursuing the family problems will be a waste of time.

THE STAFF

In addition to the bartender, a young woman is clearing a table near the center of the tent. Her curly brown hair is pulled back with a kerchief, and her apron stuffed with some of the mugs she has already cleared. Seeing you approach, she smiles with tired eyes. "Sit down anywhere, luvs. If it's not clean, I'll be by in a second."

The bartender's name is Gordom, and he's a friendly enough sort. His two children help him run the

tavern. His daughter, Ceira, waits tables unless Gordom "doesn't like the look of someone." In such cases, he sends her back to the kitchen and her brother, Colos, takes her place.

If the party indicates that they are looking for Selise and describe her, all three will recognize her, as she has conducted business here before. If speaking to Colos, it's obvious he is a bit enamored with her.

They will describe her as a strange sort. They will note that sometimes Selise would act a little confused and subordinate, while at other times she was confident and obviously the leader of her group. She always came in with two or three other people, and one of who was always the same guy. The guy didn't say much but was always sat at her side. He would occasionally whisper something in her ear, which she always seemed puzzled by, but then continued as if nothing had happened. She was last in here about three days ago.

With a bit of roleplaying, or a DC 15 Charisma (Persuasion) check, one or more of the staff will refer the party to Harael, as she did business with him once or twice. This check will be made with disadvantage if the party has suggested that they might mean Selise any harm (she was a paying customer, and they do have a reputation to uphold), or if the party's behavior caused Gordom to send his daughter out of the room.

If the party asks about Geoff, the staff will not recognize him by name, as the Harper agent did not use his name here. If they can provide a description of Geoff, they will recognize him as an infrequent patron. They will describe him as a quiet sort who sat around and watched other patrons. They haven't seen him since the day before yesterday.

THE SMUGGLER (TABLE ON THE RIGHT)

The two men who sit at the table are well dressed. The larger man, a brawny Calashite, is dressed in a coat lined with furs. He is leaning back in his chair, which also has furs thrown over it, and is swirling an amber liquid in a glass mug. To his left sits a fair skinned woman with blonde hair. She is also dressed well, but not quite as well as her companion. Behind both stands a large man, with dark hair and dark scars across his face. His arms are folded in front of him, but the blade at his side suggest he may be a bodyguard.

The man who is speaking to the Calashite is a smaller man who looks as if he may have some elven blood in his parentage. To say that he is dressed well is only in comparison to what you've seen as the norm for Hulburg. He too has a bodyguard, a narrow-eyed rake who watches you as you approach and makes a quick sound to alert the table of your approach.

If the party chooses to eavesdrop on the conversation before approaching, which requires an active DC 22 Wisdom (Perception) check, the half-elf merchant, Caibrio, appears to be concerned (overly so, in Harael's opinion) about the shipment Harael is going to be transporting. Neither one of them will divulge the contents of the cargo (slaves), but it will be clear that the cargo is being smuggled.

If the party approaches the table, Caibrio, will be visibly annoyed. If the party doesn't back off, he will ask them to wait their turn, as they can *plainly* see, they are in the middle of a game. Harael will find Caibrio's annoyance amusing but suggests that their business is concluded. He will tell Caibrio to have his cargo brought to the docks before dark.

If the party asks about Selise, Harael will know her both by description and name. Harael has been paid by the Baron to ensure that anyone looking for Selise meets with a bad end, and he intends to do everything he can to lower the party's guard by appearing helpful, so he may later spring his trap.

If the party asks after Selise's business or whereabouts, he will narrow his ample eyebrows and ask why the party is looking for her. Based on the party's response, he will give an appropriately innocent answer as to her business with him. He will, however, tell the party he hasn't seen her in a few days, but he knows a place where she may have been holed up. There's an old manor house in the western part of the city. He's made a few deliveries out that way, and they may find her there.

The other people at this table will not be interested in conversing with the party. Neither Caibrio nor his guard, Josse, know anything about Selise, and Josse isn't going to risk inflaming his boss's irritation with the party's presence. Harael's guard, Barat, will simply shrug and refer any questions to Harael.

The woman, an Illuskan named Shira Chaven, will appear as if she hasn't been paying attention, and look to Harael to answer. In truth, this is an act; she's actually the one in charge, but she prefers to watch and listen. She is exceptionally adept at maintaining her facade (assume she has rolled a 22 on her Charisma (Deception) check), and if it appears that the players are scrutinizing Harael's words, she will not speak at all.

If the party asks about Geoff, Harael will recognize him by his description but not his name. He was also looking for Selise, and Harael gave him the same information about the old manor about two days ago.

ROLEPLAYING HARAEJ JATAREN

Harael Jatara is a man of few morals and scruples. Most of his customers know him as a trader, some know that he often smuggles goods illicitly. But very few know his real trade: slaver. His group frequents Hulburg, because not only are the docks left uninspected but also, they are able to easily supplement their supply of slaves where disappearances are common enough thanks to the undead.

Harael always considers his words carefully, as he is used to dealing with insightful people. Whenever possible, he will answer with misleading or indirect statements.

Quote: "Come now, if we are all friends, I'm sure we can find a profitable arrangement here."

ROLEPLAYING SHIRA CHAVEN

Shira is a woman who has learned that life is what you take from it. She believes morality is a facade most people hide behind for comfort or gain, but only fools really believe in it. She is the leader of a slaving ring and takes the secrecy of the business and her place in it very seriously. Her plans and methods are often overly elaborate, but they have always proved to be effective.

She prefers to remain quiet during meetings, allowing Harael to take the lead in most business dealings. This act has often caused people to mistake her for Harael's bodyguard or 'escort'. This suits her just fine, as such assumptions usually lead to her being underestimated.

Quote: Blank stare . . ." What?"

DEVELOPMENT

After the party leaves, Harael will conclude his business with Caibrio (if it wasn't already). Using a set of veiled statements, Shira will tell Harael that she thinks he may have underestimated the party. He will then motion to Barat, who will lean down to hear him whisper, "Start the boys packing up. We need to ship out as soon as it's dark."

PART THREE

Estimated Duration: 75 minutes

NO REST FOR THE WEARY

From this point forward, the party will only be able to take a single short rest. If they take more than one, or decide to take a long rest, then they will have failed this mission, as Harael will have sailed off.

The smuggler's directions to the manor are relatively easy to follow. Surrounded by the remnants of several buildings, which are little more than burned-out shells, a single townhouse sits. A fire razed the area some time ago, but the stone walls around this townhouse kept the fire from completely burning the building down.

At one point, this townhouse could have been home to a wealthy family. It is a two storied home with a turreted attic space. It has a large garden yard surrounded by a stone wall.

Now, the top floor is badly damaged and open to the elements, thanks to the fire that razed the rest of this neighborhood. The turret lacks its entire roof along with most of its eastern wall. The yard is choked with weeds and checkered with large patches of dirt. The once fine stone walls are crumbling and shattered in many places.

Approaching the townhouse poses no actual danger, although you are encouraged to play up the house as being exceptionally creepy.

- An old gate swings in the breeze, banging with an irregular beat against its frame. Players who move it aside wonder if it is colder than it should be.
- The window frames are little more than bare rotting wood.
- The wind blows through the windows, giving the bare impression of someone howling.
- The front door is unlocked but closed. Pushing it open causes a loud, audible creak.

SIGNS OF THE UNDEAD

The death tyrant, Vaomarxiri, has been sending his undead minions out to forage for more worshipers. Characters that investigate the area and succeed on a DC 15 Wisdom (Survival) check see signs of small groups having moved through the area. These groups seem to be relatively small, and occasionally move as if they are wounded or carrying their wounded.

Be wary of providing too much information. Given the rumors, some players may deduce that zombies may have frequented the area. If the party surmises that these zombies may be dragging their kills back to a lair, you may wish to confirm that the evidence might support that theory, but that this wouldn't be normal behavior. While some characters may

be aware of the effect of being near a death tyrant's lair, they do not yet have enough context to make that intuitive leap, so there is no need for the DM to confirm such a theory.

THE TOWNHOUSE

Allow the party to explore the house. Provide the players with the following descriptions as they move inside the demise:

- While the house is still standing, it has been largely gutted by fire.
- The floorboards creak with every step. One of the party's steps will snap a loose board but will manage to pull their foot free before they fall through. The fragments of the board clatter down into a cellar below.
- The stairs leading upstairs have collapsed. Should the party climb up to the top, the floor will creak menacingly, but if the party is cautious, it should hold.
 - The second floor is largely open, large sections of the looks as if it was gutted
 - Jumping around will trigger the collapse of the house as if the party triggered the trap in the study (see below).
- Only a few rooms seem to be remotely intact. Some of these rooms have old furniture in them, burned and rotted from exposure.
- The ceiling and most of the rooms above have collapsed, exposing this room to the elements.

THE STUDY

One of the few rooms that looks relatively intact is the study. Located on the first floor, the door to the study has a 1-inch-wide gash. Peering through the hole shows a room with a chest against the far wall next an old bed. Unfortunately, the weight of the house has shifted over the years, and the door is all that is holding the holding the contents of the room above (which includes a bathtub) from crashing through the weakened ceiling.

If a player is about to open this door, and has been acting cautiously, a Passive Investigation of 18 or an active DC 16 Intelligence (Investigation) check will allow the character to notice that the door looks to be unusually stressed.

Forcing the door open will require a DC 14 Strength (Athletics) check. Smashing through it will require inflicting 5 hp of damage to the door (AC 10). However, doing either will cause the weight on the ceiling to crash down, requiring a DC20 Dexterity saving throw to avoid a falling bathtub. A failed save results in the character taking 3d6 (10) bludgeoning damage, while a successful save avoids all damage. Attempting to come in through any section of the wall within 10' of the door will also trigger a collapse, but characters will have advantage on their Dexterity saving throws.

The bathtub will then crash through the floor, taking a large amount of the floor with it. Anyone within 20 feet of the door must make a DC 15 Dexterity saving throw or suffer 4d6 (14) bludgeoning damage as they fall 30 feet into the cellar. Some of this damage is from falling debris. Characters who can reduce or avoid falling damage still must make the saving throw, but will only suffer 1d6 bludgeoning damage, or half damage on a successful save.

As if that wasn't bad enough, you all suddenly realize the bathtub has taken out whatever was holding the rest of the house up. With a loud cracking, the floor falls out from beneath you, and you fall into the darkness below . . .

Should the party manage to obtain the chest, they will find that it only holds some old shirts, a pair of rusted copper spectacles without lenses, and an old worn book titled, "The Effects of Extended Draught on the Plains of the Western Flanaess," by Renwit Teeves.

THE CELLAR

If the party doesn't trigger the trap, they will be able to enter the cellar through stairs in the kitchen.

The cellar seems to have been saved from the ravages of the fire. At one point, it may have been used for storage. There are several shelves and tables scattered about that have all been picked bare.

At the far end of the 40-foot wide cellar, there is an opening in the wall, revealing a tunnel that slopes down into the darkness.

The tunnel descends irregularly down to the lair of Vaomarxiri, a death tyrant.

VAOMARXIRI'S LAIR

There have been undead beneath the city of Hulburg for as long as people remember. Some believe they are those that were slain when an army of giants razed the city, others lay the blame at the carnage caused by orcs and ogres from Thar.

Wherever the cause, the horror known as Vaomarxiri has claimed dominion over them. The death tyrant has set them to digging to expand its domain deeper. Others still are sent to raid the surface for fresh victims to bolster the ranks of its army. It demands worship from all its undead servants, seeing it as a means to set the stage for its ascension to greater power.

GENERAL FEATURES

Corridors. The tunnels of this domain are irregular, but all are at least 10 feet wide. The surfaces are rough-hewn, and upon inspection, appear to have been dug with bare hands.

Illumination. There is no light in the tunnels except what the party brings with them. Vaomarxiri's audience chamber is bathed in a baleful crimson light.

Sounds. A low moaning can be heard . . . but only when the party isn't actively listening for it.

THE AUDIENCE CHAMBER

The tunnel spirals down until it ends in a large chamber, which Vaomarxiri deems its audience chamber.

The tunnel emerges into a large underground chamber. Despite its dark vaulted ceilings, the cavern feels oppressive, as if the walls move closer together every time you look away.

The shattered remains of hundreds of bodies cover the floor, some more skeletal than others. From where you stand, a narrow path winds towards the center of the room, free from any bodies, ending in a small cleared circle with a stone disc in its center. Four skulls, too large to have come from humans or elves, surround the circle. Baleful crimson flames dance above each of the skulls, bathing the chamber in a deep and malicious red glow.

Immediately to the left of the circle is a stone statue of a man in armor. A section of its head and left arm are missing.

The statue is the last member of a group of heroes who attempted to breach Vaomarxiri's sanctum. While his comrades were turned to ash and bone, this warrior was turned to stone by one of the tyrant's gazes. His remains were placed here so that he can eternally attend to Vaomarxiri in his audience chamber.

Vaomarxiri has learned from this last unwanted intrusion and has taken precautions. The light cast by the crimson flames serve several purposes:

- Invisible creatures and objects are visible if they are in the chamber. Invisibility effects are suppressed, not dispelled.
- Saving throws against fear effects made by any creature except for Vaomarxiri are made at disadvantage.
- Vaomarxiri is immediately aware of when someone crosses the threshold of its audience chamber.

Regardless of how the party has entered the chamber, the **death tyrant** will be aware of their presence.

A deep gravelly voice, sounding like blades scraping against stone, draws your attention to one of the tunnels leading out of the chamber. A giant skull, nearly 10 feet across, floats in the air, its central eye a burning ember of rage. Several spectral eyes float above it, many of them fixated on you and your companions.

"I knew Jataren's word was worthless, but I did not expect him to send assassins against me. But once I have disposed of you, I will take the girl back from his ship, and he will join you ... as one of my cadaverous minions!"

Give the party a moment to parlay with Vaomarxiri before entering initiative. The death tyrant is a complete megalomaniac, and as long as the party remains on the Audience Platform, he will banter with them.

He is extremely intelligent, and will see through veiled insults. For the first such insult, he will boast that he sees through their vulgar wordplay. But if another insult is uttered, or if the party attempts to approach, he will attack. His **zombie** minions, which were previously indistinguishable from the piles of cadavers, will rise up and move to attack.

ROLEPLAYING VAOMARXIRI (VOW-MAR-SIRI)

The horror known as Vaomarxiri has dreamed itself beyond death, and it sees itself on a path that will lead it to godhood. Its rage and hunger are bottomless, but it can usually be convinced to listen to those who pretend to accept its nascent godhood. Unfortunately for the party, any attempt to negotiate with Vaomarxiri will fail for a few reasons:

- The party now knows the location of its lair ... they must die!
- It assumes the party is associated with someone who betrayed it ... they must die!
- The party has likely not prostrated themselves before the God of All-Seeing Death ... they must die ... horribly!

Due to the piles of corpses, the entire cavern should be considered difficult terrain, except for the narrow path.

SETTING UP THE ENCOUNTER

Two versions of the Average Party Strength encounter are suggested. Larger groups may find a larger number of opponents to be more challenging, as they will be less able to focus fire.

Very Weak

- **Vaomarxiri (Death Tyrant):** AC 19, 187 hp, Init +2
Vaomarxiri does **not** gain lair actions
- **Zombie (1):** AC 8, 22 hp, Init -2

Weak

- **Vaomarxiri (Death Tyrant):** AC 19, 187 hp, Init +2
Vaomarxiri does **not** gain lair actions

- **Zombie (2):** AC 8, 22 hp, Init -2

Average (Option 1 – Smaller Parties)

- **Vaomarxiri (Death Tyrant):** AC 19, 187 hp, Init +2
Vaomarxiri gains lair actions
- **Zombie (2):** AC 8, 22 hp, Init -2

Average (Option 2 – Larger Parties)

- **Vaomarxiri (Death Tyrant):** AC 19, 187 hp, Init +2
Vaomarxiri does **not** gain lair actions
- **Ogre Zombies (5):** AC 8, 22 hp, Init -2

Strong

- **Vaomarxiri (Death Tyrant):** AC 19, 187 hp, Init +2
Vaomarxiri gains lair actions
- **Ogre Zombies (5):** AC 8, 22 hp, Init -2

Very Strong

- **Vaomarxiri (Death Tyrant):** AC 19, 187 hp, Init +2
Vaomarxiri gains lair actions
- **Greater Zombies (5):** AC 8, 22 hp, Init -2

Deadly

- **Vaomarxiri (Death Tyrant):** AC 19, 187 hp, Init +2
Vaomarxiri gains lair actions and an additional legendary action
- **Greater Zombies (7):** AC 8, 22 hp, Init -2
Zombies gain Minion's Sacrifice

LAIR ACTIONS

When fighting inside its lair, a death tyrant can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the death tyrant can take one lair action to cause one of the following effects:

- An area that is a 50-foot cube within 120 feet of the tyrant is filled with spectral eyes and tentacles. To creatures other than the death tyrant, that area is lightly obscured and difficult terrain until initiative count 20 on the next round.
- Walls sprout spectral appendages until initiative count 20 on the round after next. Any creature, including one on the Ethereal Plane, that is hostile to the tyrant and starts its turn within 10 feet of a wall must succeed on a DC 17 Dexterity saving throw or be grappled. Escaping requires a successful DC 17 Strength (Athletics) or Dexterity (Acrobatics) check.
- A spectral eye opens in the air at a point within 50 feet of the tyrant. One random eye ray of the tyrant shoots from that eye, which is considered to be an ethereal source, at a target of the tyrant's choice. The eye then closes and disappears.

The death tyrant can't repeat an effect until all three have been used, and it can't use the same effect on consecutive rounds.

ADDITIONAL LEGENDARY ACTION (DEADLY ONLY)

If the party is proceeding at Deadly party strength, Vaomarxiri gains the following additional legendary action:

- **Serve Me (Costs 2 actions).** Vaomarxiri summons greater zombies that rise from points in the chamber that Vaomarxiri can see. If there are already three or more

greater zombies in the lair, this action cannot be used. Otherwise, it summons a number of greater zombies to bring the total active minions to three (e.g., if there was one greater zombie left, two new greater zombies rise).

MINION'S SACRIFICE (DEADLY ONLY)

If the party is proceeding at Deadly party strength, the greater zombies gain the following reaction:

- **Minion's Sacrifice.** The greater zombie takes the damage Vaomarxiri would have received from a single source. To do so, the greater zombie must be able to see Vaomarxiri. The greater zombie still benefits from its Undead Fortitude when resolving this damage.

TRICKS OF THE TRADE

Tier 3 parties can be very effective in a battle against a single opponent, especially if one or more of the characters is optimized for single target 'spike' damage. Consider the following tactical suggestions to increase the difficulty of this encounter:

The Tyrant is Cunning. Vaomarxiri is an intelligent foe. DMs are encouraged to target foes who look dangerous (or are proving to be dangerous) instead of 'rolling randomly for targets' or 'focusing on the tank'. If there are characters who are proving especially dangerous to it, it will focus fire. Likewise, its lair attacks should also be leveraged to take care of threats. If the party revives fallen characters, Vaomarxiri will begin targeting fallen characters, before targeting the healer.

Random does not mean stupid. A death tyrant's stat block suggests that you choose which eye rays to fire by rolling a d10. Consider determining which rays Vaomarxiri will have available **before** selecting the targets. The death tyrant is smart enough not to waste an attack on a target who is likely to be (or has demonstrated themselves to be) resistant or immune to that attack.

For example, should a target prove to be immune to charm, Vaomarxiri will not target that character with a second Charm Ray.

Likewise, consider the order of the rays. Is there a way to make it a 'one-two punch'?

Spread your foes out. Avoid grouping your zombies, as this will reduce their effectiveness, especially when casters can leverage powerful area of effect. They should appear scattered around the party.

Consider a second wave. If the party annihilates the zombies in the first two rounds, consider having a smaller second wave appear in round three. For parties who have opted to engage the encounter at the Deadly level, consider removing the "three-zombie maximum" limitation on the "Serve Me" Legendary Action. However, consider the time constraints of the game before taking this action.

TREASURE

Within one of the rooms, the party will find an open chest with plunder Vaomarxiri's minions have gathered. Vaomarxiri would not lower himself to handling his own treasure, and zombies are not

known for being tidy. So, the treasure is scattered in and around an open chest.

The treasure consists of various coins totaling 3,000 gp, an alexandrite gemstone (300 gp), a platinum crown (2,500 gp), a ring and bracelet joined with a mesh of small golden rings (250 gp), a platinum wine stopper embedded with four small rubies (750 gp), a *potion of longevity*, and a spell scroll of *sickening radiance*.

The Flaming Skulls. *Some players may inquire about removing the skulls from the death tyrant's lair. The skulls are not affixed to anything and can be removed from the chamber. However, as part of Vaomarxiri's lair, they are powered by his essence, which is fading. Their flames (and any effects) will fail 1 hour after Vaomarxiri's destruction.*

Geoff's Remains. A DC 15 Wisdom (Perception) check will identify one of the bodies in the audience chamber as Geoff, the Harper who was sent to Hulburg with Jeremiah. He is slumped over a pile of bodies. Investigation of his body will reveal the following:

- He appears to have been killed by one of the death tyrant's rays. A hole is burned straight through his body.
- His pack is strapped to his back and contains his journal and Jeremiah Treewhistle's missing code cylinders. Characters who read the journal glean the following information:
 - Geoff didn't think highly of Treewhistle's methods, so he struck out on his own.
 - During his investigation, he determined that something was strange about Selise. At times, she led the group of men she traveled with, but at other times she seemed to behave in a confused manner.
 - Like the party, he obtained a lead from Harael Jataren that Selise and her crew were holed up at an old manor. He managed to flee, hide, and evade the death tyrant and its zombie minions, but could not escape the lair.
 - He noted that the monster calls itself "Vaomarxiri" and believed itself to be a god. Its zombie minions were being sent out every night to collect more "followers".
 - He deduced that while Vaomarxiri was alerted to his presence whenever he crossed the threshold of the audience chamber. It could, however, not determine his precise location.
 - Geoff noted he witnessed the death tyrant meeting with Harael and Selise. While he could not overhear their conversation, it was clear Harael was making an introduction.
- Geoff believed that Harael sends people to Vaomarxiri when they get too close to his

operation, noting it's "not really surprising given his line of business".

Geoff was eventually discovered while attempting an escape, but there is no real way for the party to discover exactly how he was discovered.

TREASURE

Geoff's pack is a full *explorer's pack*.

HARPER FACTION ACTIVITY

Characters who locate Geoff's remains and obtain the code cylinders by searching him will have completed their faction activity upon returning them to Jeremiah Treewhistle.

DEVELOPMENT

Should the party explore the lair, they will find several chambers with bodies waiting to be animated by the death tyrant. These corpses have not been raised yet, so they can be animated or spoken to, should the party have the right skills or spells.

Should the party take a long rest within 1 mile of Vaomarxiri's lair, every creature (this includes characters, animals, and familiars) in the party must roll a d20. On a roll of 10 or lower, the creature is subjected to one random death tyrant eye ray. The creature will hear Vaomarxiri's raspy voice echo and screech at them, "From hell's heart, I stab at thee, for hate's sake I spit my last breath at thee."

PART FOUR: RAJIRAM'S AMBUSH

Estimated Time: 45 minutes

DM NOTE: TIME MANAGEMENT

As some groups may invest a large amount of time into the battle with the death tyrant, it could be appropriate to consider reducing or removing this encounter.

Possibilities for shortening the encounter include:

- Remove the caster(s) from the encounter. This will make the combat much less complex.
- Consider having one or more of the mercenaries flee the encounter if the fight is going against them.

Whether he has received word from Harael, or from another source, Baron Rajiram is aware that there is a group of heroes in the city looking for Selise. He is shrewd enough to know that they should be dealt with regardless of their intentions.

Unfortunately, for him, he has already sent most of his minions out of the city with Selise. So, he has resorted to hiring a group of mercenaries to strike at the party after they have been weakened by Vaomarxiri. Between the death tyrant and the mercenaries, it should at least buy him the time to get his remaining agents and gear out of the city. Characters with Passive Perceptions of 13 or higher spot the ambushers as they emerge from the alleys.

As you make your way back through the ruined streets, you realize you are being watched. Several figures step out from the shadows, some in your path, some you see out of the corner of your eye moving to flank you.

The lead figure in front of you, a half-orc with a pair of wicked blades, chuckles at you. "Now, I ain't real clear on what youse all done to merit this stomp down, but," he motions to a hooded figure standing in the shadows of a far-off alley behind him, "he's paid us some nice coin to make sure you don't go no further."

Without warning, the hooded figure hurls a sparkling red gem over your heads. As it lands, it shatters in a burst of flame, releasing a massive fiery figure that roars at you.

The half-orc briefly turns for a moment, watching his employer dash down the alleyway, before turning back to you. "USE IT! Kill them all!!!" He screams, brandishing his blades.

SETTING UP THE ENCOUNTER

Very Weak

- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (2):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (1):** AC 17, 48 hp, Init +1

Weak

- **Fire Elemental:** AC 13, 102 hp, Init +3

- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (2):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (2):** AC 17, 48 hp, Init +1

Average

- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (2):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (3):** AC 17, 48 hp, Init +1

Strong

- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (3):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (3):** AC 17, 48 hp, Init +1

Very Strong

- **Evoker:** AC 15, 66 hp, Init +2
- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (2):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (3):** AC 17, 48 hp, Init +1

MODIFICATIONS TO STAT BLOCKS

Half-orcs: As noted in other modules, half-orc veterans have the following racial traits:

- **Relentless Endurance.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.
- **Savage Attacks.** When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

TRICKS OF THE TRADE

Modify your casters' spell choices. At higher levels, you may find that the default spell choices may not provide the proper threat for your party. DM's are always encouraged to modify spell lists to challenge your players. You may already have some ideas for spells which you've found effective, but some ideas include:

In the **Illusionist's** spell list, consider replacing *Phantom Steed* with *Hypnotic Pattern*.

In the **Evoker's** spell list, consider replacing *Stoneskin* with *Otiluke's Resilient Sphere*.

Surround the party. The mercenaries will split themselves evenly on either side of the party. As numbers allow, one of the veterans will attempt to safeguard the caster, while the others will attempt to set up the master thieves for sneak attacks.

Let them burn! Have the fire elemental take advantage of its Fire Form and the tighter quarters the party finds itself in. Move through the characters' spaces and set them ablaze.

Modify your casters' spell choices. At higher levels, you may find that the default spell choices may not provide the proper threat for your party. DM's are always encouraged to modify spell lists to challenge your players. You may already have some ideas for spells which you've found effective, but some ideas include:

RECOMMENDED SPELL CHANGES

- In the *Illusionist's* spell list, consider replacing *Phantom Steed* with *Hypnotic Pattern*.
- In the *Evoker's* spell list, consider replacing *Stoneskin* with *Otiluke's Resilient Sphere*.

CHASING RAJIRAM

One or more party members may break off from combat to chase the Baron. Some parties may try to close the distance (e.g., *dimension door*) or thwart his attempt to *teleport*. Regardless, the Baron should have little difficulty escaping. He is not standing out in the open, is already a fair distance away, can easily break line of sight to cast *teleport*, already has a head start, has at least half the mercenaries between him and the party, and is armed with a substantial number of spells, including *counterspell*, *wall of force*, and additional castings of *teleport*.

DEVELOPMENT

If the party manages to take any mercenaries prisoner for questioning, they will not have much to reveal. A successful DC 15 Charisma (Persuasion) or (Intimidation) check will get them to reveal the following:

- The person who hired them kept his face hidden in a hooded cloak. They did catch the occasional glimpse of him. He had a strong face with dark hair that had a shock of whitish hair.
- Some of the mercenaries were debating whether their patron was a spellcaster or a warrior at one point. While he did carry a 'big ol' morningstar', the way he moved his hands was very precise.
- The stranger kept stooping to avoid hitting his head on the tavern ceiling while he was hiring them. Like, he kept thinking he was going to crack his head on the ceiling... "but he weren't that tall". The party might deduce that the cloaked figure was used to be taller than he appeared.

The party may gain more information by examining the Baron's payment, found on many of the mercenaries. The Baron paid them with four jade discs, each about an inch thick and three inches across. The discs are marked with dwarven runes that tell the story of Lord Wilmar Portyr, a hero who stood against giants. A successful DC 15 Intelligence (History) check will allow a character to recognize these discs as the Tears of Sune. They were a prized possession of the Portyrs of Baldur's Gate, notably stolen in one of Baron Rajiram's raids.

TREASURE

There is a reward of 3,000 gp for the return of the Tears of Sune to the Portyr family. However, a character with the Criminal Contact background feature could convince their contact to fence them for 4,000

gp. This requires a DC 15 Charisma (Persuasion) check to persuade the contact to take the risk.

The spellcasters do not carry their spellbooks with them.

PART FIVE: THE DOCKS

Estimated Duration: 60 minutes

At this point, the party should be looking to find Harael. They should be looking to find out why he sent them to Vaomarxiri's lair, and a number of potential clues should indicate that Harael is up to something nefarious.

If they return to the Hallowed Woad, they will learn that Harael and his group left. Unless the party comes off as actively hostile, or were poor patrons earlier, Gordom or Ceira will let them know that they probably returned to their ship, the *Errant Luck*.

If the party doesn't return to the Hallowed Woad, or burned their bridges there, they can ask around the city. Harael is well known to most shopkeepers, and a successful DC 14 Intelligence (Investigation) check will provide the party with the same information about the *Errant Luck*.

The party may also suggest other creative ways to find the ship. Feel free to have them make an appropriate skill check to move the party to the *Errant Luck*.

THE DOCKS

Hulburg's harbor has seen better days, but there are several docks and slips that have been rebuilt. The *Errant Luck* is moored in a slip off to one side of the harbor. While its seclusion allows the crew to load and offload any slaves without anyone noticing, it does mean that they can't cast off as fast.

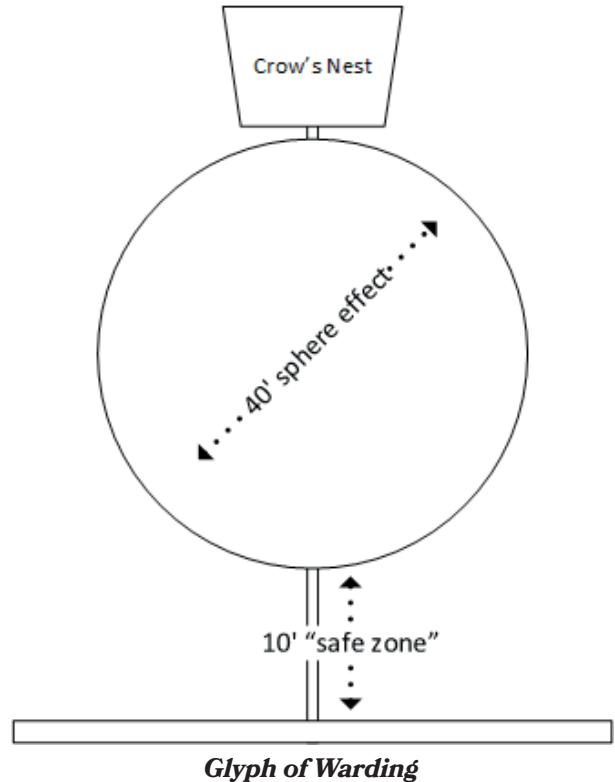
THE ERRANT LUCK

Approaching the *Errant Luck* won't be difficult. The same protections that the crew uses to keep people from noticing what occurs on the ship will allow the party to sneak up relatively easy. However, boarding the ship without notice will be a little more difficult.

Harael employs a wizard named Ozlo to protect the ship against intruders. To this end, Ozlo regularly casts several spells to guard the ship.

- At the points where people might try to sneak aboard, Ozlo regularly casts *alarm* as a ritual. This includes the anchor moorings and the areas where the ship is lashed to the slip, but not the main gangplank (as that would be annoying). Any attempt to enter the ship by these methods will alert the entire crew.
- The area below the crow's nest is trapped with a *glyph of warding* (see diagram below), which Ozlo refreshes as necessary. Anyone who climbs the mast intending to enter the crow's nest will trigger the glyph if they are not wearing a special armband, which are all currently being worn by the person (people) in the crow's nest.

- The effect will trigger as someone passes the midpoint of the 50' mast. It does not require them to be touching the mast, only traveling within 5 feet of it.
- Anyone within the blast must make a Dexterity saving throw against Ozlo's DC (varies by party strength) or suffer 6d8 cold damage (5d8 for weak and very weak parties, 7d8 for very strong parties)



ENCOUNTER

The following assumes that the party has triggered the *alarm* spells or announced their presence in some other way..

Harael steps out onto the deck with the woman from the Hallowed Woad at his side. A brief look of recognition crosses his face, and he looks to be a little surprised to see you.

"Well, I can't say I'm happy to see you. I was paid quite a bit of money to get rid of anyone sniffing around Selise's tail. If Vaomarxiri couldn't do the job, I guess we'll just have to do it ourselves."

The woman, who has been noticeably quiet the entire time, suddenly barks out an order, her sharp tone straightening even your backs for just a moment.

"Crew! Repel Boarders! Give them no quarter!"

SETTING UP THE ENCOUNTER

Very Weak Party

- **Harael Jataren (Champion):** AC 18, 143 hp, Init +2
- **Lookout (Archer):** AC 16, 75 hp, Init +4
- **Ozlo (Illusionist):** AC 15, 38 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4

Weak Party

- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Harael Jataren (Champion):** AC 18, 143 hp, Init +2
- **Lookout (Archer):** AC 16, 75 hp, Init +4
- **Ozlo (Illusionist):** AC 15, 38 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4

Average Party

- **Harael Jataren (Warlord):** AC 20, 229 hp, Init +3
- **Lookout (Spy):** AC 12, 27 hp, Init +2
- **Ozlo (Conjurer):** AC 15, 40 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4
- **Veteran (2):** AC 17, 58 hp, Init +1

Strong Party

- **Gladiator (3):** AC 16, 112 hp, Init +2
- **Harael Jataren (Warlord):** AC 20, 229 hp, Init +3
- **Lookout (Archer):** AC 16, 75 hp, Init +4
- **Ozlo (Conjurer):** AC 15, 40 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4

Very Strong Party

- **Gladiator (3):** AC 16, 112 hp, Init +2
- **Harael Jataren (Warlord):** AC 20, 229 hp, Init +3
- **Lookout (Archer) (2):** AC 16, 75 hp, Init +4
- **Ozlo (Evoker):** AC 15, 66 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4

MODIFICATIONS TO STAT BLOCKS

- Replace the Spy's Hand Crossbow attack with the following:
Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.
- As Ozlo typically has plenty of time available to him, he doesn't tend to prepare spells that he can cast as rituals.
- For the Conjurer version of Ozlo (Average and Strong Parties), replace *unseen servant* with *grease*.

SHIRA CHAVEN (DROW HOUSE CAPTAIN)

- Change creature type to *Medium humanoid (elf)*
- Remove: **Sunlight Sensitivity**
- Replace language: Undercommon with Common

TRICKS OF THE TRADE

Use the Lookouts to snipe party members. Any archers will stay in the crow's nest. Unless they are attacking, they will use their movement to move back into full cover after their attacks. When they do attack, they will have three-quarters cover (+5 to AC and Dexterity saving throws). They will try to focus their attacks on any spellcasters who look like they are concentrating on spells, especially if they are flying.

Harael and Shira should work as a team. As often as possible, Harael will leverage his legendary action, Command Ally, to have Shira attempt to knock his target prone before he attacks.

Ozlo will leverage his spells to disrupt other casters. Ozlo will opt to cast *magic missile*, targeting one missile at any familiars that are participating in combat. He will also use this spell (or other area of effect spells) against characters who are utilizing displacement effects (e.g., *mirror image*, *cloak of displacement*).

TREASURE

Shira carries a **Bag of Devouring**, which she uses to dispose of incriminating evidence, including bodies. The bag is covered in giant runes and bears the smiling face of a stone giant.

EXPLORING THE REST OF THE SHIP

Once the crew of the *Errant Luck* has been dealt with, the party is free to explore the ship. The following locations are areas the party will visit:

The Captain's Cabin. The captain's cabin, typically occupied by Harael, is well furnished, and is dominated by a comfortable bed and a large desk.

The desk drawers are rigged with a poison needle trap. Noticing the trap will require a DC 15 Intelligence (Investigation) check. Disarming it will require a DC 15 thieves' tools check. The key to the desk is in the first mate's cabin and using it to open the drawers bypasses the trap. If the poison needle is triggered, the character triggering the trap must make a DC 15 Constitution saving throw or suffer 22 (4d10) poison damage. A successful saving throw halves this damage.

TREASURE

The desk contains several coin purses totaling 500 gp.

The First Mate's Cabin. Shira lives in the first mate's cabin, which is also well furnished. It is also locked. Opening the door will require a successful DC 15 thieves' tool check or DC 18 Strength (Athletics) check.

Searching the cabin with a successful DC 15 Intelligence (Investigation) check or a DC 20 Wisdom (Perception) check will uncover a small lock box hidden under the bed.

The box is locked and trapped with a similar mechanism to the desk in the captain's cabin. Noticing the trap will require a DC 15 Intelligence (Investigation) check. Disarming it will require a DC 15 thieves' tools check. The key to the desk is in the first mate's cabin. If the poison needle is triggered, the character triggering the trap must make a DC 15 Constitution saving throw or suffer 22 (4d10) poison damage. A successful saving throw halves this damage.

TREASURE

The lockbox contains several golden bracelets (250 gp), a golden locket with a picture of two small girls hugging each other within (50 gp), and 200 gp in assorted coins. There are also several keys in the lock box, some of which will open the manacles of the slaves, and one which opens the desk drawers in the captain's cabin.

Ozlo's Quarters. The ship's mage, Ozlo, has his own cabin. Behind a large metal mirror is a hidden compartment where he stores his spellbooks. An active DC 18 Intelligence (Investigation) check or a passive score of 30 or more reveals the presence of the secret compartment.

There is a *glyph of warding* on the inside of the secret compartment. A *detect magic* spell will reveal this, but it will be extremely difficult to detect otherwise (DC 22 Intelligence (Investigation) check). If anyone but Ozlo opens the compartment, everyone in the room must make a Dexterity saving throw (save DC ranges from 13 to 15 based on Ozlo's party strength) or suffer 5d8 (22) points of lightning damage. A successful saving throw halves this damage.

The spellbooks are stored in a copper box, which will protect the books against a lightning strike (as copper is non-ferrous)

TREASURE

Ozlo's spellbooks include all the spells he has memorized, based on party strength, as well as *alarm*, *glyph of warding*, and *unseen servant*. The copper box they are stored in is worth 3 gp.

The Hold. All entrances to the steerage deck are padlocked when the ship is in port. Additionally, the deck has been enchanted such that no sound may pass in or out of steerage deck, although it can be heard normally from within its confines. Chained within the hold of the ship are two dozen men and women. They are all malnourished, and some are barely conscious. Freeing them from these chains will require either a successful DC 15 thieves' tools check or the key from Shira's lockbox.

WHERE IS SELISE?

If the party defeats the crew of the *Errant Luck* without killing them all, the survivors will reveal their dealings with Selise and the Baron. If the party dispatched the entire crew, they will be able learn about Harael and Shira's dealing with the cloud giant's agents from several of the slaves who witnessed the various negotiations.

The *Errant Luck* has been responsible for smuggling in people and resources for the Baron's expedition to the Galena Mountains. Selise has been to the ship several times with some of the Baron's cronies, and once with a man who the party might be able to determine was the Baron himself. While the Baron used magics to change his size,

his arrogance prevented from changing his appearance too drastically.

To continue their mission to bring Baron Rajiram to justice, the party must now make their way to Galena Mountains. Their mission will be continued in CCC-TRI-23.

DEVELOPMENT

Depending on how this encounter was resolved, the party may learn information about Selise in different ways.

From Harael. If the party managed to subdue the slaver, he will attempt to bargain for his freedom. He will let the party know that his job was to bring in people and equipment for the Baron's expedition. He is aware that the Baron intends to delve into the depths of the Galena Mountains and hopes to find a sky fortress to aid him in reclaiming his pirate kingdom.

From Shira. Shira, the true leader of this slaving ring, knows everything Harael knows. However, she will be shrewder in her dealings than Harael if she thinks the party hasn't caught on to her true role. She offers what she knows in exchange for her freedom and the ship.

From the crew. If the party kept another crew member alive, they know that they were bringing in people and equipment for a woman that meets Selise's description. They guess it was for a trip to the Galena Mountains but aren't entirely sure. They only want their freedom in exchange for this information.

From the slaves. Some of the slaves were brought in because they had experience traveling in the Galena Mountains. Some were used as porters to transport goods off the ship for a 'mean looking red haired woman'.

If the party left no one alive. Sorry, there's no way for them to get this information. The factions will have to find another way to find this information.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Archer	700
Bandit Captain	450
Champion	5,000
Conjurer	2,300
Death Tyrant	11,500
Death Tyrant in lair	13,000
Evoker	5,000
Fire Elemental	1,800
Gladiator	1,800
Illusionist	700
Master Thief	1,800
Shira Chaven	5,000
Warlord	8,400
Veteran	700
Zombie	50
Greater Zombie	1,800
Ogre Zombie	450

The **minimum** total award for each character participating in this adventure is **10,125 experience points**.

The **maximum** total award for each character participating in this adventure is **13,500 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Purses in captain's quarters	500
Coins in first mate's quarters	200
Gold bracelets	250
Golden locket	250
Copper box	3
Tears of Sune	3,000
(if sold on black market)	4,000
Vaomarxiri's gold	3,000
Alexandrite gem	500
Platinum crown	2,500
Bracelet and ring	250
Platinum wine stopper	750

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

BAG OF DEVOURING

Wondrous item, very rare

A full description of this item can be found in **Player Handout 1**.

POTION OF LONGEVITY

Potion, very rare

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

SPELL SCROLL OF SICKENING RADIANCE

Scroll, rare

A spell scroll bears the words of a single spell, written as a mystical cipher. If the spell is on your class's spell list you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity.

Sickening Radiance is a 4th level spell which appears on the sorcerer, warlock, and wizard spell lists. The description of the spell can be found in *Xanathar's Guide to Everything*. Casting it from the scroll requires a DC 14 ability check, and targets must make their saving throws versus a DC 15.

RENOWN

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

Members of the Harper faction that successfully retrieve Jeremiah's code cylinders earn **one additional renown point**.

DM REWARD

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Jeremiah Treewhistle (jer-i-MY-ah tree-hwis-el).

A gnomish informant who has been investigating the rumors of the Baron and his lieutenants being in Hulburg. His bubbly and outgoing personality doesn't make him the most discreet investigator.

Harael Jataren (ha-RAIL ja-TA-ren). The captain of the Errant Luck. Most believe him to be a simple trader, but some suspect he is a smuggler. In truth, he is both, and a slaver to boot. He possesses a sharp wit, and a silver tongue which is why Shira has set him up as the apparent leader of their group.

Shira Chaven (SHE-ra cha-ven). The cunning leader of a small slaving ring, she hides this fact by posing as Harael's escort in public. In this role, she comes off as a somewhat air-headed doxy who is solely focused on watching Harael's back; in reality, she is clever, confident, and wholly without scruples.

Baron Rajiram. A cloud giant whose bid to claim the ancient artifacts from the wars between dragons and giants has not ended. Severely weakened, he works through others.

APPENDIX. MONSTER/NPC STATISTICS

ARCHER

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the archer can add 1d10 to its next attack or damage roll with a longbow or shortbow.

ACTIONS

Multiattack. The archer makes two attacks with its longbow.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Source: *Volo's Guide to Monsters*

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

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

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

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

REACTIONS

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

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

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

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

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

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

ACTIONS

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

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

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

Source: *Volo's Guide to Monsters*

CONJURER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6 Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The conjurer is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

Cantrips (at will): *acid splash*,* *mage hand*,* *poison spray*,* *prestidigitation*

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

2nd level (3 slots): *cloud of daggers*,* *misty step*,* *web**

3rd level (3 slots): *fireball*, *stinking cloud**

4th level (3 slots): *Evard's black tentacles*,* *stoneskin*

5th level (2 slots): *cloudkill*,* *conjure elemental**

*Conjuration spell of 1st level or higher

Benign Transportation (Recharges after the Conjurer Casts a Conjuration Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping spaces.

ACTIONS

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

Source: *Volo's Guide to Monsters*

DEATH TYRANT

Large undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 187 (25d10 + 50)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	DEX
10 (+0)	14 (+2)	14 (+2)	19 (+4)	15 (+2)	19 (+4)

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

Skills Perception +12

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 14 (11,500 XP)

Negative Energy Cone. The death tyrant's central eye emits an invisible, magical 150-foot cone of negative energy. At the start of each of its turns, the tyrant decides which way the cone faces and whether the cone is active.

Any creature in that area can't regain hit points. Any humanoid that dies there becomes a zombie under the tyrant's command. The dead humanoid retains its place in the initiative order and animates at the start of its next turn, provided that its body hasn't been completely destroyed.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Rays. The death tyrant shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Charm Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be charmed by the tyrant for 1 hour, or until the beholder harms the creature.

2. **Paralyzing Ray.** The targeted creature must succeed on a DC 17 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.

3. **Fear Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened 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.

4. **Slowing Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. **Enervation Ray.** The targeted creature must make a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 17 Strength saving throw or the tyrant moves it up to 30 feet in any direction. The target is restrained by the ray's telekinetic grip until the start of the tyrant's next turn or until the tyrant is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The tyrant can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. **Sleep Ray.** The targeted creature must succeed on a DC 17 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. **Petrification Ray.** The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, the ray disintegrates a 10-foot cube of it.

10. **Death Ray.** The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

LEGENDARY ACTIONS

The death tyrant can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The tyrant regains spent legendary actions at the start of its turn.

Eye Ray. The death tyrant uses one random eye ray.

DROW HOUSE CAPTAIN

Medium humanoid (elf), neutral evil

Armor Class 16 (chain mail)

Hit Points 162 (25d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Dex +8, Con +6, Wis +6

Skills Perception +6, Stealth +8

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 9 (5,000 XP)

Battle Command. As a bonus action, the drow targets one ally he can see within 30 feet of him. If the target can see or hear the drow, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

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

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

At will: *dancing lights*

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

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

ACTIONS

Multiattack. The drow makes three attacks: two with his scimitar and one with his whip or his hand crossbow.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 14 (4d6) poison damage.

Whip. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage. If the target is an ally, it has advantage on attack rolls until the end of its next turn.

Hand Crossbow. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) 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 take an action to shake it.

REACTIONS

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

Source: *Mordenkainen's Tome of Foes*

EVOKER

Medium humanoid (any race), any alignment

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

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

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

Cantrips (at will): *fire bolt*,* *light*,* *prestidigitation*, *ray of frost**

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

2nd level (3 slots): *mirror image*, *misty step*, *shatter**

3rd level (3 slots): *counterspell*, *fireball*,* *lightning bolt**

4th level (3 slots): *ice storm*,* *stoneskin*

5th level (2 slots): *Bigby's hand*,* *cone of cold**

6th level (1 slot): *chain lightning*,* *wall of ice**

*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that affects other creatures it can see, it can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage on a successful save.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

Source: *Volo's Guide to Monsters*

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

Multiattack. The elemental makes two touch attacks.

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

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 5 (1,800 XP)

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

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

ACTIONS

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

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

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

REACTIONS

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

GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The zombie makes two melee attacks.

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

Source: *Tales from the Yawning Portal*

ILLUSIONIST

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *minor illusion*, *poison spray*

1st level (4 slots): *color spray*,* *disguise self*,* *mage armor*, *magic missile*

2nd level (3 slots): *invisibility*,* *mirror image*,* *phantasmal force**

3rd level (3 slots): *major image*,* *phantom steed**

4th level (1 slot): *phantasmal killer**

*Illusion spell of 1st level or higher

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Source: *Volo's Guide to Monsters*

MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

Source: *Volo's Guide to Monsters*

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Common and Giant but can't speak

Challenge 2 (450 XP)

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

ACTIONS

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

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

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

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

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

ACTIONS

Multiattack. The warlord makes two weapon attacks.

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

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

LEGENDARY ACTIONS

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

Weapon Attack. The warlord makes a weapon attack.

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

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

Source: *Volo's Guide to Monsters*

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

ACTIONS

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

APPENDIX. ENCOUNTER SETUP

PART THREE: VAOMARXIRI'S LAIR

VERY WEAK PARTY STRENGTH (11,550 XP)

- **Vaomarxiri:** AC 19, 187 hp, Init +2
Vaomarxiri does not gain lair actions
- **Zombie (1):** AC 8, 22 hp, Init -2

WEAK PARTY STRENGTH (11,600 XP)

- **Vaomarxiri:** AC 19, 187 hp, Init +2
Vaomarxiri does not gain lair actions
- **Zombie (2):** AC 8, 22 hp, Init -2

AVERAGE PARTY STRENGTH – SMALLER PARTY OPTION (13,150 XP)

- **Vaomarxiri:** AC 19, 187 hp, Init +2
Vaomarxiri gains lair actions
- **Zombie (2):** AC 8, 22 hp, Init -2

AVERAGE PARTY STRENGTH – LARGER PARTY OPTION (13,750 XP)

- **Vaomarxiri:** AC 19, 187 hp, Init +2
Vaomarxiri does not gain lair actions
- **Ogre Zombies (5):** AC 8, 22 hp, Init -2

STRONG PARTY STRENGTH (15,250 XP)

- **Vaomarxiri:** AC 19, 187 hp, Init +2
Vaomarxiri gains lair actions
- **Ogre Zombies (5):** AC 8, 22 hp, Init -2

VERY STRONG PARTY STRENGTH (22,000 XP)

- **Vaomarxiri:** AC 19, 187 hp, Init +2
Vaomarxiri gains lair actions
- **Greater Zombies (5):** AC 8, 22 hp, Init -2

DEADLY PARTY STRENGTH (25,600 XP)

Deadly is an optional choice for DMs and players who decide to take on an additional challenge.

- **Vaomarxiri:** AC 19, 187 hp, Init +2
Vaomarxiri gains lair actions and an additional legendary action
- **Greater Zombies (7):** AC 8, 22 hp, Init -2
Zombies gain Minion's Sacrifice

LAIR ACTIONS

When fighting inside its lair, a death tyrant can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the death tyrant can take one lair action to cause one of the following effects:

- An area that is a 50-foot cube within 120 feet of the tyrant is filled with spectral eyes and tentacles. To creatures other than the death tyrant, that area is lightly obscured and difficult terrain until initiative count 20 on the next round.
- Walls sprout spectral appendages until initiative count 20 on the round after next. Any creature, including one on the Ethereal Plane, that is hostile to the tyrant and starts its turn within 10 feet of a wall must succeed on a DC 17 Dexterity saving throw or be grappled. Escaping requires a successful DC 17 Strength (Athletics) or Dexterity (Acrobatics) check.
- A spectral eye opens in the air at a point within 50 feet of the tyrant. One random eye ray of the tyrant shoots from that eye, which is considered to be an ethereal source, at a target of the tyrant's choice. The eye then closes and disappears.

The death tyrant can't repeat an effect until all three have been used, and it can't use the same effect on consecutive rounds.

PART FOUR: RAJIRAM'S AMBUSH

VERY WEAK PARTY STRENGTH (6,800 XP)

- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (2):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (1):** AC 17, 48 hp, Init +1

WEAK PARTY STRENGTH (7,500 XP)

- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (2):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (2):** AC 17, 48 hp, Init +1

AVERAGE PARTY STRENGTH (8,200 XP)

- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (2):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (3):** AC 17, 48 hp, Init +1

STRONG PARTY STRENGTH (10,000 XP)

- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (3):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (3):** AC 17, 48 hp, Init +1

VERY STRONG PARTY STRENGTH (13,200 XP)

- **Evoker:** AC 15, 66 hp, Init +2
- **Fire Elemental:** AC 13, 102 hp, Init +3
- **Illusionist:** AC 15, 38 hp, Init +2
- **Master Thief (2):** AC 16, 84 hp, Init +4
- **Veteran, Half-Orc (3):** AC 17, 48 hp, Init +1

PART FIVE: ERRANT'S LUCK

VERY WEAK PARTY STRENGTH (11,400 XP)

- **Archer:** AC 16, 75 hp, Init +4
- **Harael Jataren (Champion):** AC 18, 143 hp, Init +2
- **Ozlo (Illusionist):** AC 15, 38 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4

WEAK PARTY STRENGTH (11,850 XP)

- **Archer:** AC 16, 75 hp, Init +4
- **Bandit Captain:** AC 15, 65 hp, Init +3
- **Harael Jataren (Champion):** AC 18, 143 hp, Init +2
- **Ozlo (Illusionist):** AC 15, 38 hp, Init +2
- **Shira Chaven (Drow House Captain):** AC 16, 162 hp, Init +4

AVERAGE PARTY STRENGTH (17,300 XP)

- **Harael Jataren (Warlord):** AC 20, 229 hp, Init +3
- **Ozlo (Conjurer):** AC 15, 40 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4
- **Spy:** AC 12, 27 hp, Init +2
- **Veteran (2):** AC 17, 58 hp, Init +1

STRONG PARTY STRENGTH (21,800 XP)

- **Archer:** AC 16, 75 hp, Init +4
- **Gladiator (3):** AC 16, 112 hp, Init +2
- **Harael Jataren (Warlord):** AC 20, 229 hp, Init +3
- **Ozlo (Conjurer):** AC 15, 40 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4

VERY STRONG PARTY STRENGTH (25,200 XP)

- **Archer (2):** AC 16, 75 hp, Init +4
- **Gladiator (3):** AC 16, 112 hp, Init +2
- **Harael Jataren (Warlord):** AC 20, 229 hp, Init +3
- **Ozlo (Evoker):** AC 15, 66 hp, Init +2
- **Shira Chaven:** AC 16, 162 hp, Init +4

MODIFICATIONS TO STAT BLOCKS

- Replace the Spy's Hand Crossbow attack with the following:
Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.
- As Ozlo typically has plenty of time available to him, he doesn't tend to prepare spells that he can cast as rituals.
- For the Conjurer version of Ozlo (Average and Strong Parties), replace *unseen servant* with *grease*.

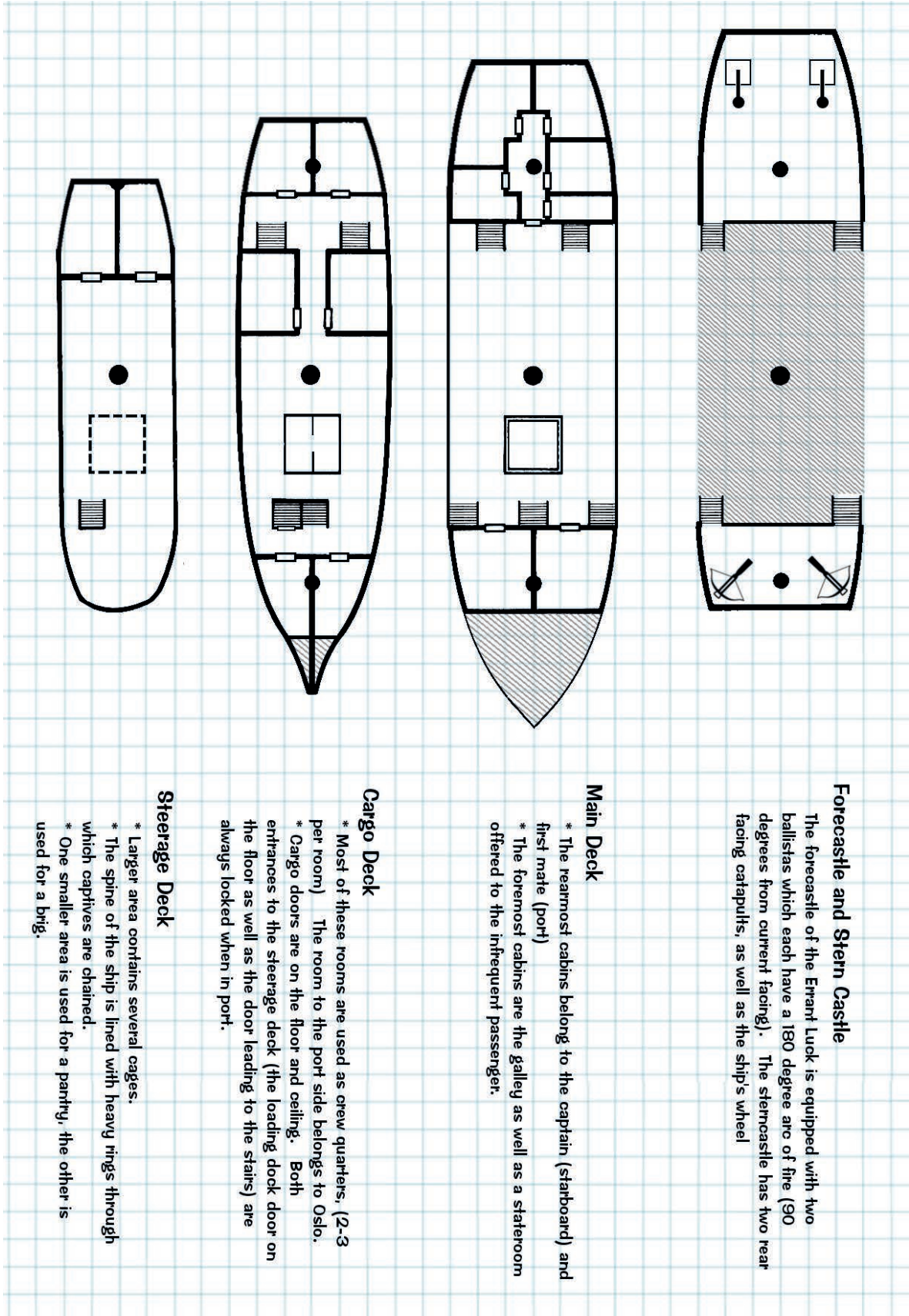
SHIRA CHAVEN (DROW HOUSE CAPTAIN)

- Change creature type to *Medium humanoid (elf)*
- Remove: **Sunlight Sensitivity**
- Replace language: Undercommon with Common

APPENDIX. VAOMARXIRI'S LAIR



APPENDIX: MAP. THE ERRANT LUCK



Forecastle and Stern Castle

The forecastle of the Errant Luck is equipped with two ballistae which each have a 180 degree arc of fire (90 degrees from current facing). The sterncastle has two rear facing catapults, as well as the ship's wheel

Main Deck

- * The rearmost cabins belong to the captain (starboard) and first mate (port)
- * The foremost cabins are the galley as well as a stateroom offered to the infrequent passenger.

Cargo Deck

- * Most of these rooms are used as crew quarters, (2-3 per room) The room to the port side belongs to Oslo.
- * Cargo doors are on the floor and ceiling. Both entrances to the steerage deck (the loading dock door on the floor as well as the door leading to the stairs) are always locked when in port.

Steerage Deck

- * Larger area contains several cages.
- * The spine of the ship is lined with heavy rings through which captives are chained.
- * One smaller area is used for a partry, the other is used for a brig.

PLAYER HANDOUT 1. MAGIC ITEM

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

BAG OF DEVOURING

Wondrous item, very rare

This bag superficially resembles a bag of holding but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice.

The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can use its action to try to escape with a successful DC 15 Strength check. Another creature can use its action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength check (provided it isn't pulled inside the bag first). Any creature that starts its turn inside the bag is devoured, its body destroyed.

Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The DM determines the time and plane.

If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the Astral Plane.

The bag is covered in giant runes and bears the smiling face of a stone giant. The bag seems to vibrate when it is within 120 ft. of its favorite organic material: Dragon.

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