

Recipe for Revenge

A Seldom Spring Adventure

Introduction: A repurposed asylum beneath the streets of Waterdeep serves as home to a nefarious wizard with sinister plans for an unsuspecting populace.

An adventure for 7th - 8th level characters

by Barry Dore



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Recipe for Revenge

I have discovered that Rossele's remains were taken to Waterdeep, by the hand of the wizard Daratin.

—Brunthor Kettlegrip

Introduction

This adventure is designed for a party of 7th to 8th level characters. It is set in the Forgotten Realms.

A repurposed asylum beneath the streets of Waterdeep serves as home to a nefarious wizard with sinister plans for an unsuspecting populace.

Background

The wizard Daratin once hailed from Waterdeep's Dock Ward. He began his adventuring career in the company of four childhood friends, named Dirk, Caelynn, Rossele, and Hanjo.

Over the course of their adventures, Caelynn was lost at sea, Rossele died in Neverwinter, saving Dirk's life, and Hanjo was disintegrated by a beholder.

Daratin had harbored strong feelings for Rossele, which even he did not fully realize until she was gone. Over the years that followed, he came to resent his old friend, believing that Dirk should have died in Rossele's place.

He had always lacked empathy and consideration for others, but he grew increasingly cold and calculating, pursuing power with a total disregard for those who stood in the way of his ambitions.

Counting kidnapping and grave robbing among his growing list of crimes, he has become a potent force for evil, with a trail of misery forming in his wake.

Despite all this, he has managed to cultivate a measure of respectability and stature among the wealthy families of Waterdeep.

Using this position of influence, he has established a lair within the heart of the city, accommodating apprentice wizards in return for the vast fees that their rich parents are only too happy to pay.

Overview

Daratin's lair is a network of subterranean chambers that once served as a city asylum, providing him with ample room to work beyond the gaze of prying eyes.

He has recruited three allies of note: Mumed, a half-elven necromancer; Yasheid, a conjurer from Calimshan; and Kalrak, a gray dwarf armorer.

He is slowly building an army of elemental myrmidons, secreting the bulk of his force in the Border Ethereal.

If left to his own devices, it is only a matter of time before he unleashes this force upon an unsuspecting populace.

Additionally, Daratin has unearthed Rossele's remains, allowing Mumed to call her spirit to the Material Plane. The pair now pursue the misguided objective of binding her in a permanent undead form, as close to alive as is possible.

Adventure Hooks

This adventure is intended to follow an introduction from Brunthor Kettlegrip at Seldom Spring, but the following are just a few alternative options.

- ◆ Members of the Watch have heard disturbing rumors about the wizard Daratin and senior figures hold concerns about his activities in the city. They are looking to recruit reliable mercenaries for an investigation of the wizard's operation.
- ◆ Characters with shady connections learn of a bounty on the head of a gray dwarf named Kalrak, last seen in Waterdeep. Quiet inquiries will lead the party to conclude that he is holed up in Daratin's lair. The bounty is payable upon Kalrak's death.
- ◆ A former patient of the old asylum has recently started having disturbing episodes. He declares to any who will listen that the asylum is overrun by ghosts of air and flame, earth and water! He sees them in waking dreams, haunting the halls beneath the city streets.

Seldom Spring Adventures

This is the sixth in a series of loosely connected scenarios, to which the party may be introduced in Seldom Spring.

Seldom Spring is free to download at <https://www.dmsguild.com/product/251013/Seldom-Spring>.

However, each scenario can be played independently of the others and without the use of that document.

If you plan to incorporate *Seldom Spring* into your campaign, I recommend allowing your players to read its contents at their leisure, prior to running this adventure.

The following player introduction is a continuation of the Tavern Sign entry found in *Seldom Spring*.

It also follows on from the previous Seldom Spring adventure, *Graves of Neverwinter*, though it is not necessary for the characters to have completed that scenario.

Player Introduction

Its quiet in the common room and it looks like Brunthor has escaped the kitchen for a while.

He walks slowly toward you, a large book clutched under his arm, and takes a seat at your table.

“Friends,” he begins, placing the book on the table.

“Since we learned that the grave of Dirk’s old friend had been desecrated, I have been communing with Berronar to learn of her fate.”

“I have discovered that Rossele’s remains were taken to Waterdeep, by the hand of the wizard Daratin.”

“Through other less divine sources, I have learned that he has established an arcane sanctum within a former asylum beneath the city’s streets.”

“Now, onto business,” he declares, opening the book and beginning to leaf through its pages.

“I’ve kept this here book with me throughout my adult life,” he tells you, still flicking from one page to the next.

Aside from a few primitive sketches and the odd prayer to his goddess, Brunthor appears to have packed the pages of this tome with a vast collection of recipes.

Some of the names that flash before your eyes sound more disturbing than appetizing, but you’ve come to appreciate Brunthor’s cooking and suspect that the recipes are better than they sound.

Finally he reaches the last page...

A short list of names, written in Dwarvish runes over a span of many years, is all that is displayed on this page.

All but one of these names is crossed through.

All but the name Daratin.

“Daratin,” mutters Brunthor, in case your grasp of Dwarvish is inadequate.

“Whenever I swear vengeance, I add a name to this list,” he explains.

“I had hoped to clear this list before I passed the book on to my successor.”

“But my responsibilities here must take precedence,” he informs you, with a slight nod toward the young goblin waitress cleaning a table across the room.

It’s not clear if Jambiya is his intended successor, or his greater responsibility, but you suspect she’s probably both.

“So I’m asking you to go in my stead,” he says solemnly.

“For her sake, for Dirk’s, and for mine, I ask you to go to Waterdeep and do what must be done.”

“I realize that this is a lot to ask, but I swear by Berronar that vengeance for his crimes is long overdue.”

With that, he slams the book shut and mutters a quiet prayer to Berronar. Then sits in silence, awaiting your response.

Preparations

If the party is willing to confront Daratin, Brunthor will relate all the information that he has regarding the location of the wizard’s lair.

As usual, he will prepare a hearty meal to help the characters on their way, and both he and Dirk will warn them not to underestimate the wizard.

Brunthor will also supply each character with a regular *potion of healing*, to help them through any minor scrapes along the way.

Xanathar’s Spells

A small number of spells appearing in this adventure are drawn from Xanathar’s Guide to Everything, but you can safely ignore them if you don’t have that volume.

These spells are marked with the ^ symbol.

The Asylum



The Asylum

Although the trappings of their original purpose are now long gone, those who know of these underground halls typically still refer to them as The Asylum.

However, few would recognize the halls in their current form, with interior walls removed, whole sections of floor resurfaced with arcane designs, and shimmering magical curtains replacing doors.

The Entrance

The Asylum's entrance can be located anywhere in Waterdeep, or even placed in a different city entirely.

The stairs that descend into these halls may be located within a surface structure, or simply behind a plain door nestled between two adjacent buildings.

Illumination

All areas are magically illuminated with **bright light**.

Curtains

Translucent magic curtains stretch across many passages within these halls.

These curtains dampen sounds and obscure views, but offer no physical resistance to creatures or objects passing through them. They do not obscure **truesight**.

A *dispel magic* spell cast on one of these curtains will instantly destroy it.

Servants

The halls are staffed by magical servants akin to those created by *Mordenkainen's magnificent mansion*. They can be commanded to perform simple duties by anyone wearing a *rune bracelet*.

A *dispel magic* spell cast on one of these servants will instantly destroy it.

Rune Bracelets

These golden bracelets are inscribed with intricate runes and enchanted with powerful magic.

They are worn by all residents and mark them as such, allowing them to come and go without being attacked by the elemental guards.

However, these bracelets are magically secured and can only be removed if the wearer dies, enters an area of **antimagic**, or has it deactivated by *dispel magic*. A deactivated bracelet remains inert for one minute.

For the purpose of *dispel magic*, the enchantment on these bracelets is 5th level, and the caster must target the bracelet individually in order to affect it.

1. Hall of Water

You have entered a long brightly-lit hall that is clearly illuminated by magic.

A single guard stands watch here. It appears to be some form of water elemental, bound within a suit of plate armor, which is covered with intricate glowing runes. It clutches a trident in its watery grip.

This guard will attack any intruder that it perceives.

It will not attack anyone wearing a *rune bracelet*, even if that person attacks the elemental, but companions without such a bracelet will still be subject to attack.

Water Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Common

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The myrmidon makes three trident attacks.

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

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of the myrmidon's next turn.

2. Apprentice Halls

A dozen apprentice wizards dwell in these adjoining chambers. They rely primarily on self-tuition, benefiting from the vast library at their disposal.

In addition to the sizable payments made to secure their positions here, the apprentices are required to spend much of their time serving as scribes, replacing faded or damaged documents with fresh copies for the library.

The apprentices will be wary of strangers, but will not attack unless provoked. With suitable encouragement, they can provide names of the senior wizards and describe them by appearance and personality.

Though collectively neutral in alignment, these young apprentices can be as diverse in personality and ideology as you wish, though whether your party cares or not is another matter entirely.

Each apprentice carries 2d4gp, 2d6sp, and 2d6cp, and wears a *rune bracelet*.

Spellbooks

Each apprentice has their own spellbook, containing 3 (1d4 + 1) of the following spells, in addition to those listed in their stat block: *burning hands*, *cause fear*[^], *comprehend languages*, *detect magic*, *fog cloud*, *ice knife*[^], *protection from evil and good*, *sleep*.

For greater variety, you can swap out any of their prepared spells with alternatives from this list.

2a. Library

This library holds approximately one hundred different books covering a variety of subjects, but with an overall focus towards arcane studies.

Sizable sections cover topics such as the different schools of magic, the planes of existence, elementals, and undead, while other books cover subjects like religion, nature, and history.

None of these books are especially rare volumes, limiting their value to around 25gp each, but this is still a significant collection of literature.

2b. Scriptorium

This room contains all of the supplies necessary to create finished documents, from inks and quills to parchment, vellum and binding materials.

Characters can restock calligrapher's supplies here, but will find no suitable containers in which to transport additional supplies on their adventures. They can also acquire two blank spellbooks.

The furnishings allow eight scribes to work here at any given time, though typically about half that number of apprentices will be found here.

2c. Dormitory

This chamber is furnished to accommodate up to twenty people, though only a dozen beds are currently in use.

Each bed is accompanied by a footlocker and a small bedside table. A variety of tables and chairs provide a social area in the center of the room, with a selection of gaming sets and pitchers of wine on hand to help the residents unwind.

A variety of small trinkets can be found here, but nothing of great value or interest to a seasoned adventurer.

2d. Kitchen

The kitchen is staffed by magical servants. They work tirelessly, creating meals as required and cleaning up afterwards.

These servants also handle other domestic duties for the apprentices, such as doing their laundry.

The kitchen is very well stocked with food and drink from across Faerûn.

Apprentice Wizard (x12)

Medium humanoid (human), neutral

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The apprentice has the following wizard spells prepared:

Cantrips (at will): *frostbite*[^], *mending*, *shocking grasp*
1st level (2 slots): *absorb elements*[^], *magic missile*,
shield

Actions

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

3. Hall of Earth

The stairs descend into another brightly-lit hall, stretching off before you.

A second elemental guardian stands watch here. Its plate armor glows with the same intricate runes, but this one is earthen in nature and bears a hefty maul in its rocky hands.

Just like the water myrmidon, this elemental will attack any intruder that it perceives who is not wearing a *rune bracelet*.

Earth Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Common, Terran

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The myrmidon makes two maul attacks.

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

Thunderous Strike (Recharge 6). The myrmidon makes one maul attack. On a hit, the target takes an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

4. Summoning Chamber

This chamber is almost empty, save for a half dozen unlit braziers evenly spaced around its perimeter.

The floor however is quite a spectacle, formed as it is of concentric rings of glimmering stone which appears to be laced with diamond dust.

The braziers are ready for use, holding a mix of coal and incense, but neither they nor their contents are magical.

The floor is indeed laced with diamond dust, as well as iron and silver filings, all forming a precise arcane design.

The material component cost of any abjuration or conjuration spell cast in this chamber is halved, and any Constitution saving throw made to maintain concentration on such a spell is made with advantage, as long as the caster doesn't leave the room.



5. Conjurer's Halls

A curvaceous Calishite beauty named Yasheid resides here. She has the dusky brown skin and eyes common to her people, but her hair is black as night. She is a skilled wizard, specialized in conjuration.

She has been assisting Daratin with the creation of his elemental myrmidons and enjoys her position here. She will fight to protect herself and her belongings, but prefers to talk her way out of trouble whenever she can.

Yasheid wears a *necklace of adaption*, in addition to her *rune bracelet*. She wields a crystal arcane focus and a silvered dagger.

5a. Study

Yasheid spends much of her time in this small study, expanding her knowledge of arcana and history.

The two volumes currently on her desk are entitled *The Great Modron March*, and *The City of Brass*. Both of these books offer a general overview of their topic, with plenty of speculation but little factual information. These documents are copies, produced here, and are worth 25gp each.

Yasheid's spellbook is secured within a hollow in the wall, accessed by means of the *stone shape* spell.

Although there is no secret door to find or lingering magic to detect, anyone searching the wall and making a successful DC 22 Intelligence (Investigation) check can identify a tiny section of wall that is so perfectly smooth that it must have been shaped by magic.

Yasheid's spellbook contains the following spells, in addition to those listed in her stat block: *burning hands*, *feather fall*, *fog cloud*, *sleep*, *unseen servant*; *alter self*, *darkvision*, *knock*, *levitate*, *Melf's acid arrow*; *dispel magic*, *fly*, *glyph of warding*, *tongues*; *confusion*, *conjure minor elementals*, *ice storm*; *legend lore*.

5b. Bed Chamber

This well-furnished room is dominated by a large comfortable bed with soft pillows and silken sheets.

Yasheid has several sets of fine clothes here, some of which are intended for the warmer climate of her homeland.

She also has a selection of jewelry, including an assortment of minor trinkets worth 100gp in total. Her prized pieces are a platinum scroll brooch (worth 50gp), a gold and amber ring (worth 150gp), and a silver tiara set with an amethyst (worth 200gp).

A bottle of spiced wine from Calimshan can be found beside Yasheid's bed, along with a pair of glasses and a bowl of fresh fruit.

Yasheid

Medium humanoid (human), chaotic neutral

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)	10 (+0)	14 (+2)

Saving Throws Int +6, Wis +3

Skills Arcana +6, History +6, Persuasion +5

Senses passive Perception 11

Languages Aquan, Auran, Common, Ignan, Terran

Challenge 6 (2,300 XP)

Adaption. Yasheid can breathe normally in any environment and has advantage on saving throws made against harmful gases and vapors.

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

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

Cantrips (at will): *acid splash*, *mage hand*, *ray of frost*, *prestidigitation*

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

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

3rd level (3 slots): *fireball*, *thunder step**

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

5th level (1 slot): *conjure elemental**, *steel wind strike**^

*Conjuration spell of 1st level or higher

Actions

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

6. Hall of Fire

Once again, the stairs descend into another hall, revealing the familiar sight of an elemental guard encased in rune-covered armor.

This latest sentry is born of fire and wields a scimitar in each of its flaming hands.

As before, this elemental myrmidon will attack any creature that it perceives not wearing a *rune bracelet*.

Fire Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 123 (19d8 + 38)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Common, Ignan

Challenge 7 (2,900 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

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

Water Susceptibility. For every 5 feet the myrmidon moves in 1 foot or more of water, it takes 2 (1d4) cold damage.

Actions

Multiattack. The myrmidon makes three scimitar attacks.

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

Fiery Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

7. Armory

This chamber houses a collection of matching plate armor, identical to that worn by the elemental guardians you've encountered here.

Thankfully, this armor is not yet covered in runes or filled with an elemental presence.

The armory is guarded by a *glyph of warding*, which is triggered by the first creature to enter the room while not wearing a *rune bracelet*.

The glyph can be located by anyone searching the entrance to the room and making a successful DC 16 Intelligence (Investigation) check. This glyph is a 5th level spell for the purpose of *dispel magic*.

Once triggered, the glyph unleashes a *cone of cold* spell, striking the triggering creature along with anyone in a 60-foot cone directed down the corridor, inflicting 8d8 cold damage, with a DC 16 Constitution saving throw for half damage.

Fourteen matching sets of plate armor are stacked here. Though of suitable size for a humanoid of medium build, they have not been crafted with such a wearer in mind. They would therefore need to be significantly modified by a skilled armorer before being ready to wear.



8. Forge

This area is home to a gray dwarf exile named Kalrak. His ashen skin bears many scars, and his bald head is matched by a bald chin, though he does sport a small gray mustache.

Kalrak was once a duergar champion, but he was driven from his home in the Underdark by a powerful warlord, who feared that a leadership challenge was inevitable if the warrior continued to grow in stature.

The dwarf is also a skilled armorer, who has been given a new home and purpose by Daratin, to forge the plate armor for his elemental myrmidons.

Kalrak will question visitors regarding who they are and what they want, but cares little that they may be intruders, provided that they don't interfere with his work or belongings.

If the characters are polite, he will share limited information, hoping that this will encourage them to be on their way.

He will fight to defend himself and protect his home.

Like the other residents, Kalrak wears a *rune bracelet*.

8a. Forge

This area contains all of the resources, equipment and facilities required to create plate armor, including a considerable supply of iron.

Kalrak spends most of his waking hours here, working both diligently and methodically.

A precisely detailed journal, written in Dwarvish, tracks his productivity, indicating that he has so far produced thirty three suits of matching plate armor.

8b. Bed Chamber

Kalrak's bedchamber is sparsely furnished and purely functional. His personal suit of plate armor is mounted on a sturdy wooden stand in a corner of the room.

A locked chest, fashioned entirely of iron by Kalrak's own hands, secures the dwarf's accumulated wealth. A key for this chest is unimaginatively hidden under his mattress.

The chest's lock can be picked with a successful DC 18 Dexterity (Thieves' Tools) check, but failure by 5 or more will damage the tools, causing future checks made with them to suffer disadvantage.

Within the chest are 7 bars of gold (worth 50gp each), 3 bars of silver (worth 5gp each), 6 pieces of malachite (worth 10gp each), a *potion of greater healing* (labeled in Undercommon), and a pouch containing 12gp, 18sp, and 6cp.

Kalrak

Medium humanoid (dwarf), lawful evil

Armor Class 12 (leather armor)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Athletics +7, Intimidation +3

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 11

Languages Dwarvish, Undercommon

Challenge 6 (2,300 XP)

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

Innate Spellcasting (Psionics). Kalrak's innate spellcasting ability is Wisdom (spell save DC 12). He can innately cast the following spells, requiring no spell components:

At will: *vicious mockery*

3/day each: *thunderous smite*

1/day each: *heat metal*, *stoneskin*

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

Actions

Multiattack. Kalrak makes three melee attacks.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, Kalrak magically increases in size, along with anything he is wearing or carrying. While enlarged, Kalrak is Large, doubles his damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If Kalrak lacks the room to become Large, he attains the maximum size possible in the space available.

Psychic-Attuned Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage while enlarged, plus 5 (1d10) psychic damage.

Invisibility (Recharge 4-6). Kalrak magically turns invisible until he attacks, casts a spell, or uses his Enlarge, or until his concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Kalrak wears or carries is invisible with him.

9. Hall of Air

More stairs and another hall. The size of this complex is quite alarming. It makes you wonder just how many poor souls were incarcerated here during its time as an asylum.

But there are no wardens here now, to keep you in line. Instead, an air elemental guardian hovers before you, its rune-covered armor proving no impediment to flight. It carries a sturdy flail with which to smite all intruders.

As before, this elemental myrmidon will attack any creature that it perceives not wearing a *rune bracelet*.

Characters approaching the eastern end of the hall may attempt a DC 20 Wisdom (Perception) check to hear muffled wailing from Area 10.

Air Elemental Myrmidon

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran, Common

Challenge 7 (2,900 XP)

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

Actions

Multiattack. The myrmidon makes three flail attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. On a hit, the target takes an extra 18 (4d8) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

10. Spirit Chamber

A half dozen gently burning braziers are evenly spaced around the perimeter of this chamber, filling the air with a sweet aroma.

A glowing circle of runes on the floor mark a magical boundary in which a woman's ghostly form is clearly trapped, shifting in and out of view as she struggles to be free of her invisible cage.

The braziers are filled with coals and incense, and the aroma is harmless.

The floor is laced with diamond dust, plus iron and silver filings, in the same fashion as Area 4, though the arcane design differs slightly.

The material component cost of any abjuration, divination, or necromancy spell cast in this chamber is halved, and any Constitution saving throw made to maintain concentration on such a spell is made with advantage, as long as the caster doesn't leave the room.

Rossele

The ghostly woman is Rossele, Daratin's former friend and adventuring companion.

She cannot be harmed in her current form and is unable to communicate coherently, but anyone allowing her to touch them will experience a flash of confused nightmarish images and sounds; and must succeed on a DC 13 Intelligence saving throw or gain a level of exhaustion.

Such characters may attempt a DC 15 Intelligence (Investigation) check to determine the following:

- ◆ She was a warrior who died heroically in battle.
- ◆ She was summoned here by a half-elven wizard (Mumed) and captured by his human companion (Daratin), who was with her when she died.
- ◆ If the character is familiar with Dirk Seldom's tales, they realize that this is Rossele.

Rossele is bound within a permanent *magic circle*, inscribed with rare magical pigments, mixed with her powdered bones, and reinforced by the room's arcane design.

Breaking this enchantment with *dispel magic* requires success on a DC 20 spellcasting ability check, although physical damage to the floor reduces this to DC 15.

She departs peacefully if released by any means.

11. Necromancer's Halls

These chambers are home to a half-elven necromancer named Mumed. He has an amber-hued complexion, with black eyes, a shaven head, and arcane sigils tattooed on his neck.

He has been working to restore a semblance of life to Daratin's long-dead love interest, Rossele, whose bones were exhumed from her grave in Neverwinter.

This has required substantial research into obscure arcane practices, though the typical focus of his studies is not so different.

Mumed values the work he is doing and the status that he holds here. Though he will happily converse with intruders, his aim will be to neutralize the threat that they pose, whether by convincing them to leave or simply exterminating them.

Mumed wears a *rune bracelet* and a *cloak of protection* (black with silver embroidery). He carries a scimitar for emergencies, and his arcane focus; an ebony rod topped with a jackal's skull with eye agates embedded in its eye sockets (worth 50gp to a specialist collector, or 10gp each for the eye agates).

11a. Study

Mumed spends much of his time here, progressing his arcane studies. The centerpiece of the room is a large mahogany desk and matching chair.

The book currently resting on this desk is entitled *Acererak's Almanac*. It lists numerous dates of supposed arcane significance, all of which have long since passed. This rare volume is worth 100gp.

Anyone inspecting the desk can attempt a DC 14 Wisdom (Perception) check to locate a secret draw.

This draw is not locked, but it bears a *glyph of warding*, which can be located with *detect magic*, and dispelled as a 5th level spell. The glyph is triggered when anyone other than Mumed opens the draw, releasing a stationary *cloudkill* that fills the room.

The draw holds Mumed's spellbook, which contains the following spells, in addition to those listed in his stat block: *comprehend languages*, *detect magic*, *disguise self*, *blur*, *knock*; *animate dead*, *dispel magic*; *wall of fire*; *contact other plane*; *create undead*, *magic jar*.

11b. Bed Chamber

Mumed's sleeping area has simple furnishings and only a few spare sets of clothing.

An ornate bronze urn (worth 5gp) sits on a small table. It contains Mumed's token wealth: 2 pieces of obsidian (worth 10gp each), 43gp, 15sp, and 36cp.

Mumed

Medium humanoid (half-elf), neutral evil

Armor Class 13 (16 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)	13 (+1)

Saving Throws Str +0, Dex +3, Con +2, Int +8, Wis +6, Cha +2

Skills Acrobatics +6, Arcana +7, Deception +5, History +7, Medicine +5, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic, Elvish, Undercommon
Challenge 9 (5,000 XP)

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

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

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

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *toll the dead*[^]

1st level (4 slots): *cause fear*^{*^}, *false life*^{*}, *mage armor*, *ray of sickness*^{*}

2nd level (3 slots): *blindness/deafness*^{*}, *ray of enfeeblement*^{*}, *web*

3rd level (3 slots): *bestow curse*^{*}, *glyph of warding*, *vampiric touch*^{*}

4th level (3 slots): *blight*^{*}, *stoneskin*

5th level (2 slots): *cloudkill*, *enervation*[^]

6th level (1 slot): *circle of death*^{*}

^{*}Necromancy spell of 1st level or higher

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

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

12. Abjurer's Halls

These are Daratin's private chambers.

As is the case for many people born in Waterdeep, Daratin can trace his lineage to a variety of cultures, such that Waterdhavian is as good an indicator as any of his origin and ethnicity.

His complexion is pale and lightly freckled. He has light-brown eyes and black shoulder-length hair.

Daratin has too much invested in his plans here to simply walk away. If he can't convince intruders to leave without resorting to force, he will fight them with everything he has.

He wears a *mantle of spell resistance*, a *brooch of shielding*, a *ring of free action*, and the *master rune bracelet*. These items are included in his stat block on the following page.

Master Rune Bracelet

The *master rune bracelet* grants Daratin a measure of protection against anyone wearing a standard *rune bracelet*. It also allows him to directly control his elemental myrmidons and shift them in and out of the Border Ethereal; granting him his Lair Actions.

For the purpose of *dispel magic*, the enchantment on this bracelet is 7th level, and the caster must target the bracelet individually in order to affect it. If deactivated, the bracelet remains inert for one minute.

Elemental Myrmidons

Daratin has fifteen assorted myrmidons secreted in the Border Ethereal, but pulling them fully into the Prime Material takes too long to accomplish during combat. Characters can ready attacks or use reactions to target these elementals, but probably to little effect.

12a. Audience Chamber

Unless the characters have somehow avoided combat entirely, Daratin will be waiting for them here.

A few comfortable chairs are here for extended meetings with his senior allies, but the room is largely free of obstacles or anything of value.

12b. Study

Daratin's study is lightly furnished with little more than a desk and chair, but a wide range of supplies help to fill the space.

A pair of small kegs contain powdered iron and silver with a combined value of 300gp, while shelves beside his desk support numerous spell components, including a stoppered flask holding 700gp of diamond dust.

Three *potions of healing* and a vial of antitoxin can also be found on these shelves, all labeled in Common.

A carved ivory inkwell (worth 100gp) sits on his desk, accompanied by several sheets of parchment bearing indecipherable marks.

12c. Private Library

A selection of books on arcana are stored here. Twenty of these are duplicates of tomes found in Area 2a, which are worth 25gp each. A further seven rarer volumes are worth as much as 100gp each to a wealthy collector.

Daratin also keeps his spellbook here, on a small desk of its own in the far corner of the room.

However, the book is protected by a *symbol* of death, inscribed inside the front cover, which is triggered when anyone other than Daratin opens it. The *symbol* can be located with *detect magic*, and is a 7th level spell.

Daratin's spellbook contains the following spells, in addition to those listed in his stat block: *alarm*, *detect magic*, *protection from evil and good*; *arcane lock*, *continual flame*, *hold person*, *spider climb*; *dispel magic*, *glyph of warding*, *magic circle*; *dimension door*, *locate creature*; *planar binding*, *scrying*, *telekinesis*; *chain lightning*; *etherealness*, *symbol*.

12d. Bed Chamber

Daratin's bed is simple but comfortable, while the accompanying furniture is purely functional.

He has a range of clothing to suit his many varied needs, from mingling in high society to skulking in dark alleys.

A small unlocked chest contains the following loot: a *potion of superior healing* (labeled in Draconic), a *potion of water breathing* (labeled in Common), a packet of *dust of dryness* (5 pinches; labeled in Elvish), an adamantine throwing star (dart), a black opal (worth 1,000gp), 3 pearls (worth 100gp each), 8pp, and 65gp.

Aftermath

If Daratin is killed, the magic binding the rune bracelets and elemental myrmidons will be broken, destroying the bracelets and releasing the elementals back to the Inner Planes.

The magic binding Rossele will also be broken, if the party hasn't released her already.

The party may wish to adopt The Asylum as their own base, but will likely need to pay off local authorities in order to make things official.

Any remaining residents will either seek a friendly arrangement with the party or cut their losses and leave.

Daratin

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, Deception +4, History +8, Investigation +8, Sleight of Hand +6, Stealth +6

Damage Resistances force

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

Challenge 10 (5,900 XP)

Arcane Ward. Daratin has a magical ward that has 30 hit points. Whenever he takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, Daratin takes any remaining damage. When Daratin casts an abjuration spell of 1st level or higher, the ward gains a number of hit points equal to twice the level of the spell.

Free Action. Difficult terrain doesn't cost Daratin extra movement. In addition, magic can neither reduce his speed nor cause him to be paralyzed or restrained.

Magical Defenses. Daratin has advantage on saving throws against spells, and is immune to damage from the *magic missile* spell.

Master Rune. Opponents wearing a *rune bracelet* have disadvantage on weapon attacks made against Daratin.

Spellcasting. Daratin is a 13th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Daratin has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *blade ward*, *light*, *mending*, *ray of frost*

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

2nd level (3 slots): *mind spike*^, *see invisibility*

3rd level (3 slots): *counterspell**, *dispel magic**, *fireball*

4th level (3 slots): *banishment**, *fire shield*, *stoneskin**

5th level (2 slots): *cone of cold*, *wall of force*

6th level (1 slot): *globe of invulnerability**, *true seeing*

7th level (1 slot): *Mordenkainen's sword*

*Abjuration spell of 1st level or higher

Actions

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

Lair Actions

On initiative count 20 (losing initiative ties), Daratin can take one lair action to cause one of the following effects; he can't use the same effect two rounds in a row:

- ◆ Daratin selects a target that he can see. An air elemental myrmidon materializes adjacent to the target, makes one flail attack against it, and then disappears:

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 18 (4d8) lightning damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of Daratin's next lair action.

- ◆ Daratin selects a target that he can see. An earth elemental myrmidon materializes adjacent to the target, makes one maul attack against it, and then disappears:

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

- ◆ Daratin selects a target that he can see. A fire elemental myrmidon materializes adjacent to the target, makes three scimitar attacks against it, and then disappears:

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 5 (1d10) fire damage.

- ◆ Daratin selects a target that he can see. A water elemental myrmidon materializes adjacent to the target, makes three trident attacks against it, and then disappears:

Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 5 (1d10) cold damage. A target that is hit by one or more of these attacks has its speed reduced by 10 feet until the end of Daratin's next lair action.