



THE MARCH
OF SHADOWS

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Overview

The March of Shadows is an adventure meant for characters of levels 10-12. It begins with the PCs making their way to visit an old friend **Eilisandre Dehanine** in the wood elven settlement of **Sirione**. As they approach, they discover that the town has been attacked and is cloaked by some sort of unnatural darkness. Moving through the town the PCs encounter dark elven raiders, the remnants of a larger force that remained behind to round up the townspeople to be used as slaves, including Eilisandre.

When the PCs free the captives, they are asked to warn the nearby outpost of an impending attack and must trek through wilderness beset by twisted and corrupted wildlife.

When the PCs arrive at the outpost, they find it embroiled in a brutal battle. The gates have buckled, and the dark elves are making their way toward their objective, an arcane prison containing a powerful demon which the dark elves intend to release and continue their bloody conquest through the forested realm of **Ilithas**.

Adventure Background

The small village of Sirione was established long ago, even by elven reckoning, on the remote southern border of the forest kingdom of Ilithas. The settlement and its people were placed under the care of the **Knights of the Circle of Nine**, a martial order dedicated to protecting the forest realm from agents of the sadistic dark elves. Two centuries ago, The Circle of Nine struck a major blow against a massive assault by the dark elves of **House Lithanael** and imprisoned a powerful demon, **Karumvrax**.

To accomplish this, The Circle of Nine used a powerful artifact known as the **Onyx Prison** which only requires a brief touch to imprison its intended quarry. Without the Prison, Ilithas would have burned before Karumvrax's fiery blades. Unfortunately if the Onyx Prison is not handled with great care, the prisoner becomes free once again. For this reason, The Circle of Nine hid it away in Ele'e Enitaur'e, an outpost near Sirione, under watchful guard.

Though the dark elven forces were driven back once Karumvrax was sealed, they were not destroyed. The forces of House Lithanael have waited many long years to exact their vengeance and release Karumvrax upon the elves once again. The rise of a new matron, **Dirine Lithanael**, has brought this desire to a fever pitch. Believing her mother and sisters to be too weak to act against the surface elves, Dirine, seized power in a bloody coup. Her forces rallying behind her aspirations of conquest and vengeance.

Dirine has spent years marshalling her forces and spying on the Circle of Nine. When she learned that Karumvrax's prison was held in Ele'e Enitaur'e, the young matron hatched a plan to lure the Circle of Nine away to make the keep easy prey. Dirine dispatched two succubi to the surface to infiltrate the Circle of Nine and take control of their chain of command in order to move a large number of defenders away from the keep and nearby settlement of Sirione. This was accomplished with falsified orders from the **Orn Aran**, the king of Ilithas, that called for aid in the northern reaches to deal with a major orc incursion.

The ploy succeeded in sending a sizeable contingent of the Circle of Nine forces to the northern edge of the realm to face an enemy that did not exist. The

knights would eventually realize that they had been deceived, but the confusion would grant the dark elves the time they required to launch an assault as it was several days travel to reach the northern territories.

Just two days after the wood elves left Sirione, the village came under attack. The dark elven forces, lead by **Nisirie Lithanael**, launched an attack under the cover of night while simultaneously besieging the outpost to ensure the defenders were contained. The village fell quickly and soon the siege of Ele'e Enitaur'e will become an all out assault as forces from Sirione join with their comrades.

Beginning the Adventure

The PCs were contacted by their friend, **Eilisandre Dehanine**, to extend an invitation to the Festival of Ananshe Iren in Sirione. The festival is a celebration of rebirth and renewal as winter gives way to spring, and is rumored to be quite the spectacle. The wood elves of Ilithas rarely allow outsiders to witness these events preferring to keep their interactions short as they are distrustful of the motives of humans and dwarves.

After several days on the road towards the forested kingdom, the PCs finally see the vast sprawling woodlands of Ilithas ahead. No roads lead into the forest, only slender winding game trails that are easily overlooked from afar. The town of Sirione is only a days march from the edge of the forest along one such path, but the hillocks and dense trees make the trek exceedingly difficult.

After half a days travel toward the village the PCs should start to notice that something is amiss. The

forest animals are exceptionally quiet, and the little sunlight that does shine through the canopy is somehow dulled. If you wish to showcase that the dark elves have a commanding presence in the area and perhaps bring a sense of urgency to the player's trek through the wilds, adding an encounter or two with elite dark elf warriors scouring the area or demons that have wandered away from the main force may supply the right amount of tension.

As the PCs approach within a few hundred meters of Sirione, they notice that the forest has become unnaturally dark. Once they make it to within 50 meters of the town, they should be able to see what appears to be a shroud of inky black shadows that seems to encapsulate the town. They can hear the cries of the dying mixed with mocking laughter and the guttural speech of demons echoing from within.

Fallen Sirione

Read the following once the PCs are within sight of the village of Sirione:

A shroud of umbral gloom has spread through the pathways of the village, though faintly flickering lights can be seen within. The shadows cast the great trees and spiraling architecture in a foreboding miasma. The choked wails of misery and horror are interspersed with guttural, otherworldly voices and the rattling of iron chains.

The village of Sirione has fallen victim to the forces of House Lithanael. The villagers and defenders that have survived are corralled in the village square, ready to be carted off to the dark elves' home as slaves. At this point the siege of Ele'e Enitaur'e, the nearby outpost, has already begun. Those dark elves and demons that remain in Sirione are here to pillage before returning to the nearby



war camp beneath the craggy hills to the west. The caves in these hills conceal the bulk of House Lithanael's forces that eagerly await the return of Karumvrax's prison so they may renew their bloody campaign against the wood elves of Ilithas.

The source of the unnatural shadows that have engulfed the village is created by three constructs known as Gloomshroud Golems. While these automatons are powerful combatants on their own, they also allow their dark elven creators to operate without penalty during the daylight hours. The entire town is treated as though it were cloaked in natural darkness though light sources only ever cast dim light within their primary range.

Several small groups of dark elves are scattered throughout the village, looting whatever supplies and riches that they can. As such, entry to the village can be achieved unobserved unless the PCs make an inordinate amount of noise.

A. Imael's Leatherworks

A tangle of branches and leaves stretches out from the trunk of a massive oak tree to cover a rectangular workshop littered with tools and debris. A slender arched door hangs off of its hinges leading into the trunk of the gargantuan tree where a trickle of blood has begun to pool. The smell of raw leather hangs in the air.

A trio of dark elf cutthroats are currently plundering this leatherworker's shop. One of them is currently outside ransacking the workshop while the other two are inside collecting whatever finished goods appear to be the most valuable and tossing them in a pair cloth sacks situated just inside the doorway.

If the cutthroat pillaging the workshop notices the PCs, he will whistle to alert his compatriots inside the building. These two will not reveal themselves immediately, preferring instead to surprise any less hearty PCs with their sneak attacks when they are distracted.

The leatherworker, **Imael**, and his family have been taken to the town square and loaded into

the slave wagons. Signs of a struggle can be found within the shop using investigation with a DC: 13, but no evidence that anyone was killed on the premises is immediately noticeable..

Dark Elf Cutthroats (3)
(See adventure [bestiary](#))

The dark elves have collected a fair amount of loot within their cloth sacks. Two suits of tooled studded leather armor meant for rangers of the Circle of Nine along with six sets of intricately worked archery bracers and 250 gp worth of assorted coins. The armor could be worth up to 200 gp due to the intricate workmanship, but one would have to find a buyer outside of elven lands as the Circle of Nine are a well known organization and elves don't take kindly to looters. The six sets of bracers could fetch 10 gp each for their detailed workmanship. An investigation check of 16 or higher also reveals a hidden pouch that could conceal several coins, a small vial, or even a small blade, though they are empty at the moment.

B. The Hound's Lodge (Inn)

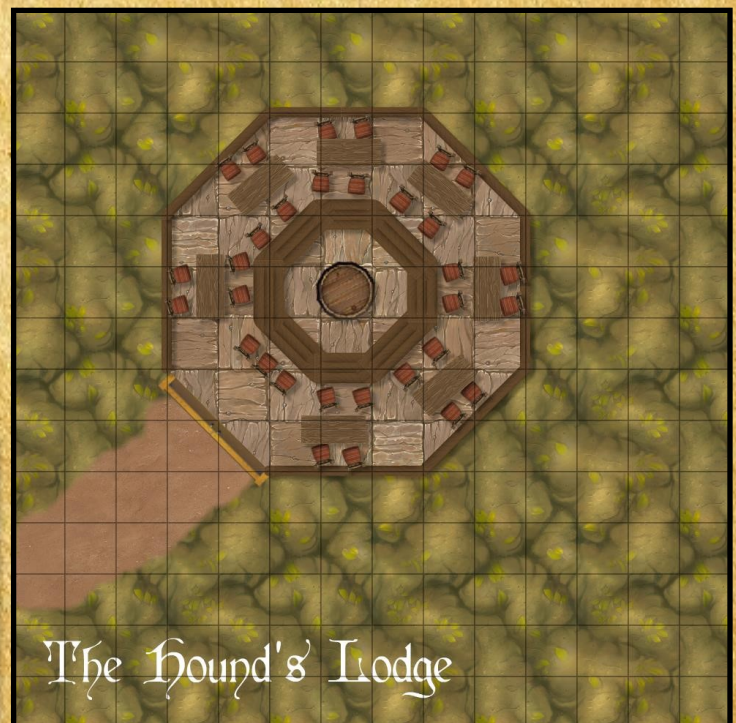
A grand octagonal turret constructed of bleached hardwood timbers surrounds the lower reaches of a great maple tree. A pair of scorched, heavy oak doors now lay just inside the entryway to the inn. A trio of mutilated hounds are clustered beneath a swinging wooden plaque carved with flowing elvish script. The smell of burned meat hangs thick in the air.

The Lodge is the town's only inn and with the festival starting soon, travelers from nearby towns occupied many of the rooms. As such the lodge was assaulted by a sizeable force of

dark elves and demons alongside a powerful arcanist. Some of the patrons were slain in the drinking hall just beyond the main doors, but the remainder were slaughtered while cowering in their rooms.

A small detachment of dark elves are currently celebrating their victory in the drinking hall while a pair of shadow demons are skulking about upstairs still search for survivors.

Anyone that examines the damage to either the exterior or interior of the inn can make an Arcana check DC 14 to determine that the burns and scorch marks throughout the structure were created by magical fire likely created by the spells scorching ray and fireball.



Dark Elf Warriors (4)
(See adventure [bestiary](#))

The collected loot from all of the patrons is currently held under the watchful gaze of the female squad leader in charge of this detach-

ment. The pile contains 200gp in assorted coins, a moonstone amulet worth 50gp, a pair of engagement rings worth 300gp for the set, and a silver armband engraved to resemble a serpent worth 30gp.

nine stars in a circular pattern with elvish writing around the interior of the circle. The corpses of several armored elves have been hung above the windows by jagged iron stakes.

C. Oak's Lullaby Woodworker's Shop

Dozens of intricately carved walking sticks, canes, bows, and chairs depicting a myriad of beasts and heroic figures lie strewn in front of this cottage. The delicate framed shutters of the windows have been shattered and the two posts, carved in realistic detail to resemble the lithe forms of female elven warriors, in front of the main door have been vandalized by flame and blade marring their exquisite craftsmanship.

Two elite dark elf warriors have perched themselves in the upper level branches of the woodworker's home and are keeping watch while many of their fellows go about rounding up slaves and plunder from the village. If they spot anyone, their first action is to signal their commander with dancing lights before firing at the intruders with their poisoned bolts. Accompanying these warriors standing near the entrance to the home is one of the Gloomshroud Golems that is covering the village in unnatural darkness.

Elite Dark Elf Warriors (2)
(See adventure [bestiary](#))

Gloomshroud Golem
(See adventure [bestiary](#))

D. Circle of Nine Chapterhouse

The great ironwood walls of this stately structure are scarred by flame and a corrupting rot. Above the battered doorway is a sigil depicting

While many members of the Circle of Nine were tricked in to leaving Sirione to chase a nonexistent threat, the governess **Eilisandre** retained a small detachment to keep order during the coming festival. The remains of many of these warriors now hang from the walls of their own chapterhouse. They fought bravely and the corpses of many dark elves are piled in the town square along with the denizens of Sirione.

Rather than loot the chapterhouse, the dark elves elected to attempt to burn it to the ground. When the fires refused to catch, they had their demons attempt to corrupt and rot the wood but this also failed. Driven by fury, the dark elves instead ran rampant through the structure vandalizing every room by breaking furniture and carving up the walls and artwork. As such nothing of real value remains in the chapterhouse.

Another of the Gloomshroud Golems stands vigil at the chapterhouse accompanied by four dark elven warriors. The warriors are presently discussing the fate that awaits the slaves once they are taken to the house's holdings in the Underdark. A great many will be used in rituals to summon ever more powerful demons to assist with the campaign in Ilithas while others will be put to work in the mines and fungus fields to fuel the war machine of the noble house.

Gloomshroud Golem
(See adventure [bestiary](#))

Dark Elf Warriors
(See adventure [bestiary](#))

E. Town Square

Dozens of bodies lay in a pile at the western edge of the plaza. Their faces twisted into grimaces of pain and horror. The wounds on their naked flesh reveal the brutality of their murderers. Small market stalls sit shattered and crumpled around the perimeter. Occupying the center of the plaza are several massive wheeled cages containing what remains of the population of Sirione. An immense oak engulfed in flames crackles and hisses amidst the wagons.

The dark elves have nearly completed plundering the town and the leader of this detachment is preparing to recall his forces and begin the journey back to their hold in the underdark. Any PC with a passive perception score of 14 or higher notices that their friend Eilisandre is among the captives in the wagons. What they do not realize is that this is really just one of the succubi infiltrators, **Therinsael**, disguised as the governess. The switch was made just as the dark elves attacked. The other succubus, **Aelinshael**, charmed Eilisandre to keep her from organizing the remaining Circle of Nine defenders as well as force the governess to disclose the method of how to reach the Onyx Prison.

When the attack was over, Eilisandre was interrogated wherein she revealed that she had sent for a few friends to partake in the festival that should be arriving soon. The two succubi then formulated a plan to foil the governess' friends should they arrive before the dark elves send their plunder to the underdark. The-

rinshael learned as much as she could about Eilisandre's history with the PCs and was thrown in with the captives as a sort of trap.

The real Eilisandre was then taken to Ele'e Enitaur'e when the majority of the force moved to launch the attack. Since the governess is charmed, the dark elves plan to use her to gain entrance to the outpost with as little resistance as possible.

Keeping watch over the captives is a pair of elite dark elven warriors, two cutthroats, a Gloomshroud Golem, and the commander, a dark elf wizard named **Vizal**. Unlike many of the other dark elves pillaging the town, this group remains alert for any sign of attack or opposition. The commanding priestess is aware of the succubus embedded with the prisoners, if she feels that her life is in danger, she will flee to rejoin the rest of Nisirie's forces at the outpost.

Elite Dark Elf Warriors (2)
(See adventure [bestiary](#))

Dark Elf Cutthroats (2)
(See adventure [bestiary](#))

Gloomshroud Golem
(see adventure [bestiary](#))

Dark Elf Mage
(See adventure [bestiary](#))

Village Aftermath

Now that the PCs have driven off, or slain, the dark elven forces and freed the survivors of Sirione, they are now able to investigate the attack. The

succubus Therinshael, disguised as Eilisandre, immediately moves to ingratiate herself to the PCs, thanking them for saving the remaining citizens of Sirione.

“Thank you. On behalf of every citizen of Sirione, we are in your debt. You have shown yourselves to be stalwart allies of the people of Ilithas. I fear that if you had not arrived when you did, that all of us would have been lost to the predations of our demented kin. It is unfortunate that I must ask more of you. The force that attacked Sirione was but a splinter of a much greater force that is on its way to Ele’e Enitaur’e. They must not be allowed to breach the keep. I will accompany you to help put an end to this madness, and I will see that you are handsomely rewarded for your efforts.”

The PCs are welcome to ask questions of Eilisandre and the rest of the citizens. The survivors have precious little knowledge of the attack, they just know that many of the town defenders were called away a few days ago to assist elsewhere in Ilithas and that the dark elves seemed to know precisely where to strike in order to cause the most damage to the remaining guardians. Eilisandre, aka Therinshael, will answer any questions that the PCs may have, but almost all of her answers are meant to mislead the PCs about her involvement in the attack. She also tries to push the PCs to make a move on the main force attacking the outpost, stating that if the dark elves capture it, they will have a fortified position within the forest from which to launch further attacks. She believes that if the PCs attempt to break the siege, this will give her an opportunity to strike and gain a thrall of her own while eliminating the threat to Nisirie’s assault. Below are the answers to some likely questions for the disguised succubus.

“Why have the dark elves attacked?” -

“The forest has always been plagued by their kind. I’ve never seen them attack with a force this size, however. House Lithanael is growing bold...or perhaps there is a spy lurking about.”

“How many dark elves do you expect to be attacking the outpost?” -

“The main force was only a few dozen that attacked here. I would expect they only had a small detachment observing the outpost so I wouldn’t expect much more than that.”

This is, of course, an outright lie. Therinshael is well aware that the detachment which attacked Sirione was the smaller force. She is hoping her disguise and silver tongue is enough to convince the PCs of the validity of her assertion.

“Why did the Circle of Nine send most of the defenders away?” -

“The Orn Aran sent word that the northern reaches required assistance dealing with an orcish horde. I sent the forces that I thought could be spared, but the dark elves must have been waiting for this opportunity.”

“Why would the dark elves attack the outpost?” -

“Revenge perhaps? The Circle of Nine have slain many of their kind within this forest. Though clearly it has not been enough.”

If Therinshael is having difficulty convincing the PCs to engage the dark elves at the outpost, she will proclaim that it is her duty to keep the outpost from falling to the enemy and that she is prepared to stand alone if she must. The succubus is betting that the PCs would not leave the governess to this fate alone. Feel free to have some of the other survivors offer their assistance as well if the PCs ap-

pear skeptical about facing an army of malicious dark elves.

If the PCs are still unconvinced, then Therinshael will leave to join the dark elven assault, though she is disappointed that she won't be able to deliver the PCs to Nisirie. Once she has left, consider letting the PCs stumble across evidence that reveals the Onyx Prison is kept in Ele'e Enitaur'e and the possible ramifications of releasing the powerful bal-Karumvrax into the world once again.

The Tainted Wilds

The stretch of wilderness between Sirione and Ele'e Enitaur'e has begun to show signs of abyssal corruption due to the sheer number of demonic entities that have been summoned to aid with these attacks. This corruption has spread and begun to affect the minds of much of the wildlife, turning them into crazed ravenous beasts. Strange mutations have begun to appear on the local vegetation as well making them dangerous to denizens of the material plane. If the PCs have any druids or rangers in the group they should be able to notice that something is deeply wrong with the forest here. Play this up as much as you like.

If the PCs are travelling with Therinshael disguised as Eilisandre, the march becomes even more interesting. At this point the succubus should have a pretty decent read on the PCs and begins trying to seduce whichever PC seems the most gullible. She does not use her charm ability unless the PCs have become suspicious and attempt to either detain or slay her. The succubus feels that as long as at least one of the group is taken in by her charms then it will be easier to lead

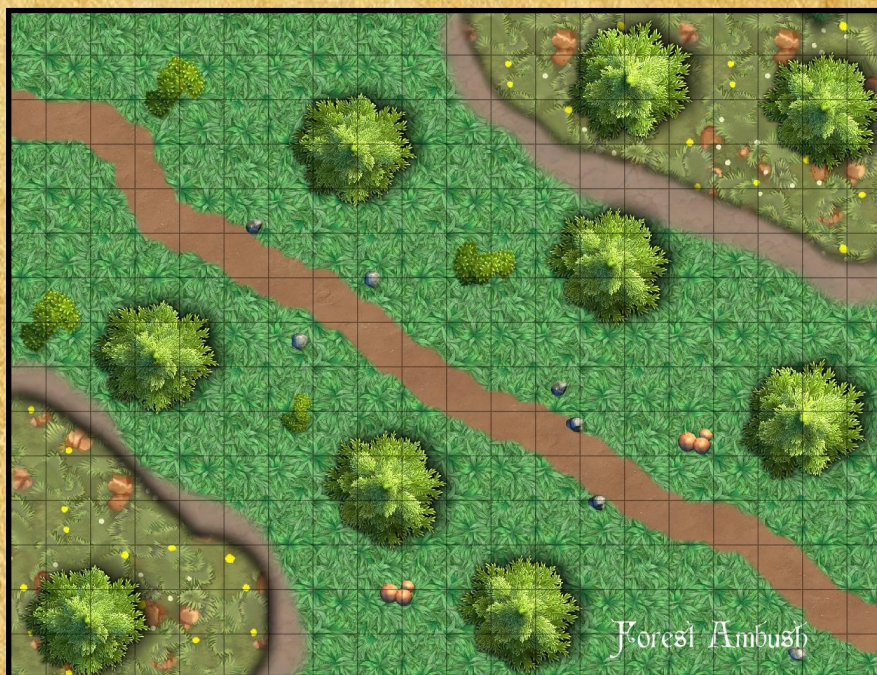
the others into danger. As the succubus is leading the group through the forest toward the outpost, she uses her position as "guide" to lure the PCs into danger as much as she can without arousing suspicion. The succubus wishes to exhaust some of their abilities before arriving at their destination in the hope that the assault will already be over and she can deliver the PCs straight in to the hands of the dark elves.

During the first day of travel, Therinshael uses her knowledge of the dark elf's strategy to lead the PCs into ambushes set up to pick off any potential survivors of the raid on Sirione. These ambushers have items known as gloom goggles that eliminate the dark elven sunlight sensitivity as well as their darkvision to make them more effective in the daylight hours.

Dark Elf Ambush

Elite Dark Elf Warriors (3)

(See adventure [bestiary](#))



Gloomgoggles

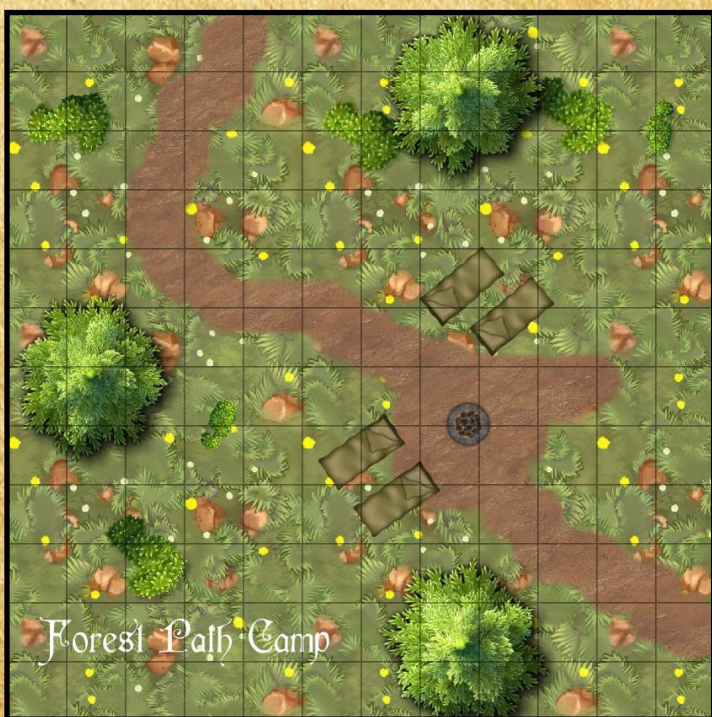
Uncommon magic item

The smoky lenses of these goggles filter out the

vast portion of light that reaches a creature's eyes. Creatures with Light or Sunlight sensitivity have this vulnerability removed but lose any form of darkvision. The wearer also gains advantage on saving throws against gaze attacks.

If the group makes camp as night closes in, the succubus will try to persuade them to make camp near an animal den or similar danger. The succubus hopes that this will provoke an attack against the group as they sleep, interrupting their rest period. This move is a bit risky, if anyone in the group is trained in survival or nature they may detect signs of the danger as well. If the PCs challenge the decision at all, Therinshael feigns ignorance of the hazard but does not press the issue as she does not wish for her deception to be discovered yet.

Beast Attack
Dire Wolf (3)



The following day, Therinshael tries to drag out the remaining hike to the outpost so the PCs arrive later in the evening; again hoping that the fighting

will be over by then and the cover of darkness will keep the PCs from noticing that the dark elves are in control of the outpost until it is too late. Anyone trained in survival might be able to notice that the group is not taking the most direct path, but if she is called out on it, Therinshael will play it off as exhaustion and worry from this ordeal and alter her course to the more expedient route so as not to raise suspicion. If at any point, the PCs discover that the being they are travelling with is not their friend Eilisandre, or try to detain Therinshael, the succubus will use her ability to become ethereal and hastily retreat rather than attempt to fight. The succubus then makes best speed to the outpost to warn the dark elves that the PCs may be on their way.

The Outpost Assault

When the PCs arrive at the outpost of Ele'e Enitaur'e, everything is in chaos. All light has been muted by the dark elven Gloomshroud Golems, demons clash atop the burning walls, and the main gates have been breached. The situation appears desperate for the wood elves as the few defenders remaining are getting overrun by their malicious kin.

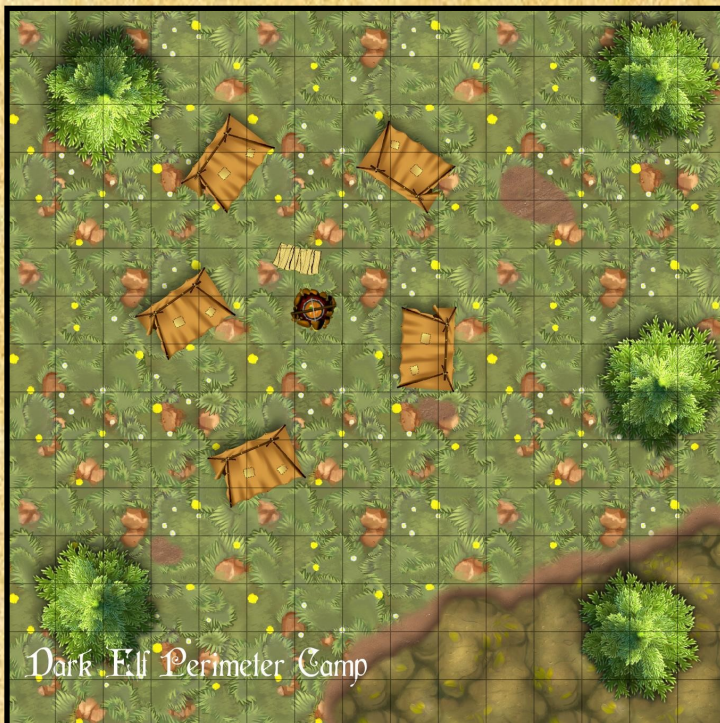
Outside the walls, a large contingent of dark elves perhaps two hundred strong has set up around the outpost to pick off any fleeing forces. They cannot completely surround the fortification with their numbers, so instead wait in groups of around 20 strong at various vantage points around the outpost. These groups are composed of rank and file troops, not nearly as deadly as the elite corps that has penetrated the outpost gate. As such, the PCs may be able to sneak by their watch or simply slay one group without causing alarm to the others as the sounds of battle already issue from the outpost

itself.

Dark Elf Siege Perimeter

Dark Elf (20)

(See adventure [bestiary](#))



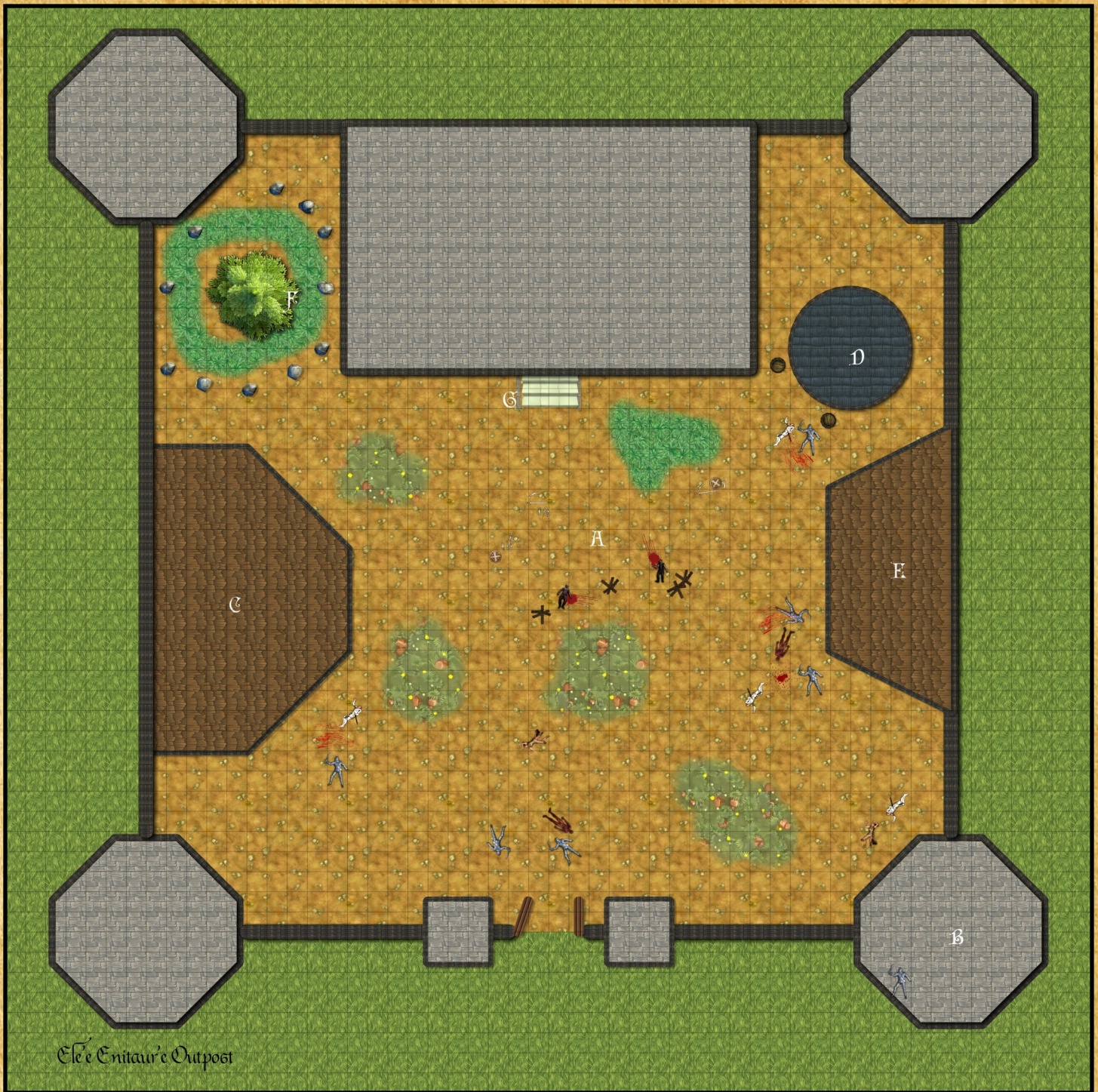
Inside the walls, the fighting is brutal. Nisirie alongside a coterie of powerful demons and elite dark elven soldiers spearheaded the assault towards the main keep, leaving the remainder of her forces to slaughter the defenders on the walls and in the courtyard. Nisirie has carved a bloody swath through the fortified structure searching for the vault where the Onyx Prison is kept. A few hold-outs of the Circle of Nine still remain outside the main keep. While the commander of the outpost guards the mystical gate to the otherworldly vault within the keep itself.

If Therinshael is traveling with the PCs, she is rather surprised that the fighting still continues whether or not she was able to successfully delay the PCs. She maintains her disguise as Eilisandre until the PCs engage in combat with large the dark

elven contingent inside the outpost courtyard, even going so far as to fight alongside the PCs in the smaller battles. At which point, unless she was extremely successful at seducing and corrupting one of the party members, she will use her charm ability on the strongest warrior of the group and force him to fight his allies while the succubus herself focuses on any spellcasters that may be able to remove the charm.

If the PCs are able to secure different points on the walls and in the courtyard of the keep, they are granted various boons to aid them as they fight towards the keep to put an end to the dark elf assault. These boons come in forms similar to lair actions for powerful beasts and vary from rains of arrows to arcane or divine spellcasting. It is, of course, entirely possible that the PCs will forgo securing any of these points in favor of rushing the main assault in the courtyard to gain access to the keep as quickly as possible. While this is certainly an option, securing even one strategic point in the keep will make routing the main assault force much easier.

The tortured screams of battle mingle with abominable gurgling howls that assail your ears. Through the trees the faint twinkle of firelight casts a haunting luminescence over the oaken walls and towers of the outpost. Moving closer, you see the twisted forms of demons shrieking with malicious delight as they rend the flesh of beleaguered elvish defenders. Fighting alongside the hideous demons, the lithe, beautiful, figures of the dark elves create a twisted symmetry to the scene unfolding before you.



A. Courtyard

Several corpses, both wood and dark elf, litter the ground of the training courtyard. The once green grass that carpeted the entirety has been covered in a nauseating mixture of red and black as demonic blood blends with that of mortals. The stench of sweat, charred meat, and death creates a noxious bouquet while the burning remains of assorted training equipment casts the entire scene in flickering, muted firelight.

The scene in the main courtyard is grim. While the most powerful of the dark elven force pushed on in to the main keep; what remains in the courtyard is still a potent fighting force. A hezrou, 2 shadow demons, 4 elite dark elven warriors, a powerful wizard, and 2 Gloomshroud Golems are currently battling a

squad of 5 knights in the center of the training area. Several squads of dark elven warriors remain in the courtyard as well, suppressing the defenders with crossbow fire or looting the corpses of the dead.

The dark elves have the knights surrounded and are currently darting in and out of combat in order to fatigue the defenders. Once their guard begins to falter, the demons will rush in to finish the job. The PCs might be more than capable of handling the pack of dark elves and demons with the help of the knights, but it could be a costly decision if the dark elves elect to turn and divert their attention to the PCs rather than toy with the knights. Be sure to describe the scenes taking place elsewhere in view of the courtyard to reveal other knights or rangers that could lend their abilities toward the fight in the courtyard or elsewhere.

Dark Elf (12)

(See [adventure bestiary](#))

Elite Dark Elf Warriors (4)

(See [adventure bestiary](#))

Shadow Demons (2)

(See [adventure bestiary](#))

Gloomshroud Golem (2)

(See [adventure bestiary](#))

Hezrou

(See [adventure bestiary](#))

Dark Elf Wizard

(See [adventure bestiary](#))

For every round that the fighting continues, the elven knights each suffer 1d6+3 piercing damage from the dark elven attacks. The

knights can survive several rounds of these mocking strikes with their remaining hit points, but the PCs will still have to consider how much time they have to spend assisting elves elsewhere in the outpost.

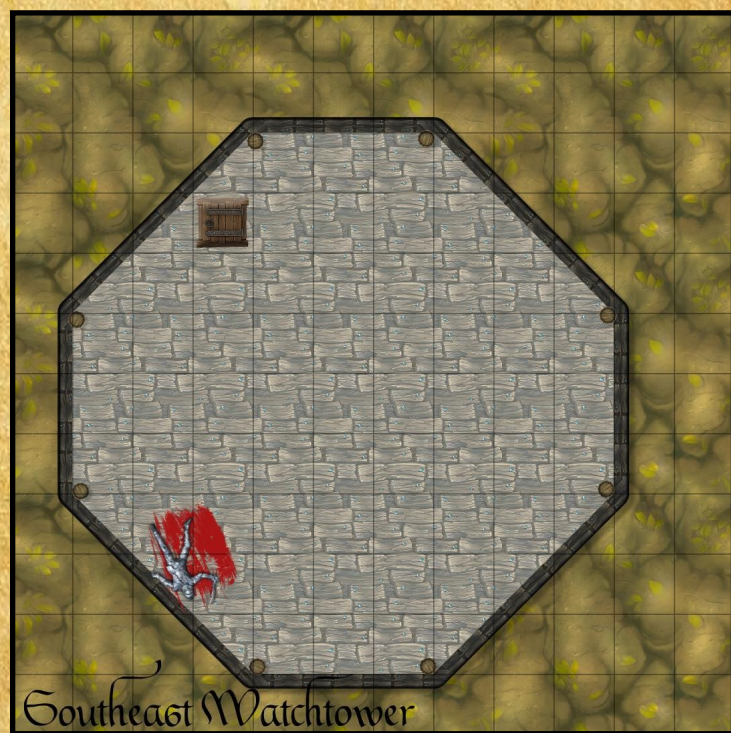
Circle of Nine Knights

AC:18 HP: 55

Attack: Glaive +5 to hit (1d10+2) slashing

B. Southeast Tower

The pinnacle of this cylindrical tower is wreathed in choking smoke from the fires blazing below. The corpse of a wood elven warrior is draped over the parapet amidst the remains of several small hog-faced demons. Several slender round canisters are affixed to various points on the interior of the battlements; fletching from multitudes of arrows visible at their caps.



Atop this tower a pair of archers are attempting to fight off a sadistic vrock demon. The demon has been diving in and out of the smoke encircling the tower, keeping the archers from

utilizing their weaponry properly against the demon.

Anyone shooting through the smoke to hit the demon suffers disadvantage on their attacks. If any PCs are able to fly into the smoke after the demon, they must make a DC 13 constitution save or become poisoned and suffer 2d6 poison damage from smoke inhalation.

Vrock

(See adventure [bestiary](#))

When the PCs defeat the vrock, the archers are free to fire volleys of arrows into any enemy groups within line of sight of the tower. This action takes place on initiative 10 every round and can be directed by one of the PCs as a free action. Each volley consists of four arrows with a +6 to hit and deal 1d8+3 piercing damage

each.

C. Griffon Aerie

This massive structure abuts the western wall of the outpost creating a shape like an octagon that was split in half along one axis. Fire and smoke billows from the spaces between the thick oak logs that form the walls of the edifice. Piercing screeches, like those of a great eagle, issue from within.

This massive structure is currently home to a trio of griffons that serve as mounts for the higher ranking members of the Circle of Nine. The griffons are currently trapped within the blazing structure as the portcullis at the entryways are presently stuck, trapping the beasts inside.

The portcullis could be forced open with a DC 20 athletics check, but anyone standing within five feet of the walls of the structure suffers 2d6 fire damage from the intense heat. The griffons also suffer this damage each round until they are released.

Griffons

HP: 59

Once released, the griffons begin to harass the dark elven forces with powerful diving attacks that occur on initiative 5 every other round. This attack strikes a 10 foot radius and any enemy that fails a DC 15 dexterity save suffers 4d6+4 slashing damage as the griffons rake the area with their talons.

D. Alchemist Stores

The sole stone structure within the outpost rests near the northeastern wall. Its polished granite exterior reflects the light of the myriad



fires that blaze nearby. The curving slope of its cylindrical walls terminate at a minaret that reaches half the height of the nearby bulwark.

Two dark elf cutthroats are skulking around the storehouse searching for any useful items that could be plundered before the outpost is burned to the ground. With all of the noise from the battle raging outside, the duo suffers disadvantage on any perception checks to notice anyone entering the structure.



If the PCs catch the cutthroats by surprise, they will disengage from combat as quickly as possible in order to hide and regroup before striking the PCs from the shadows.

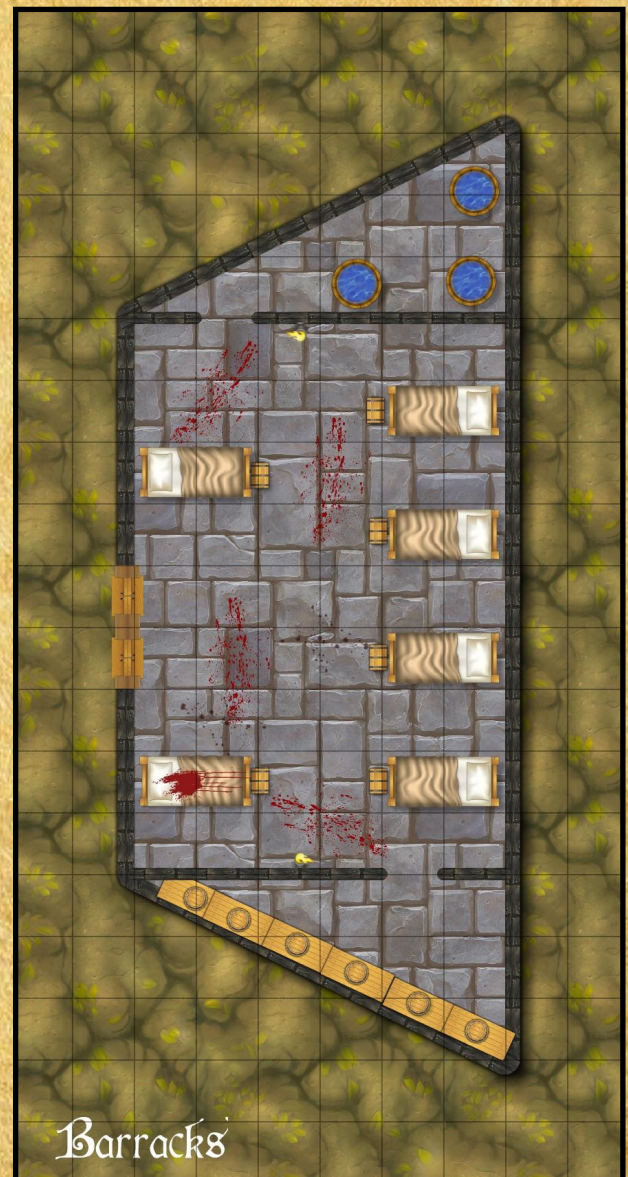
Dark Elf Cutthroats (2)
(See adventure [bestiary](#))

If the PCs take a few moments to search the cabinets and crates in this building. They can

make an investigation check DC 14 to locate a stash of 6 greater healing potions tucked away at the bottom of one of the cabinets.

E. Barracks

This sturdy wooden structure appears to have been grown as an extension of the eastern bulwark of the outpost. The set of double doors on the western wall of the building lie shattered and broken upon the ground. Through the broken shutters of the windows; shadows dance amidst the muted light of flickering flames.



This building was mostly vacant when the dark

elven attack began. The few defenders that remained at the outpost held quarters within the main keep structure itself. Only a solitary wizard that prefers the company of the newer recruits that are often relegated to living in the barracks lingered.

When the dark elves attacked, they thought the building empty. When the wizard let loose a barrage of magic at the demons that had flown over the wall one of them took exception and engaged the arcanist.

The elf quickly withdrew into the barracks and fortified the entryway with magic. This didn't keep the demon at bay long however, and eventually it tore open the doors to continue its assault.

Vrock
(See adventure [bestiary](#))

If the PCs slay the demon, the wizard is able to assist the group with the few spells he has remaining as well as cantrips. On initiative 8 The wizard attacks with a ray of frost at the nearest enemy with a +6 to hit dealing 2d8 cold damage. Additionally the players can, as a free action, request the wizard use one of his remaining spells on a specific target. The wizard has a single 3rd level spell of fireball remaining, and 2 2nd level slots that can be used for acid arrow or web at a DC 14

Elf Wizard
HP: 40

F. Druid's Cairn

The moss-covered stones forming this circular cairn have been blackened by flame. The corpses of two armored wood elves have been staked

to the outward faces of a pair of monolithic stones. At the center of the circle, a once vibrant oak tree, now scarred and scorched by fire, creaks and groans in a gathering wind.

When the attack on the outpost began, the druid of this cairn utilized their magic to assist as many of the defenders as she could. It did not take long before she drew the ire of a squad of dark elven warriors.

Though she has defeated three of her attackers, two more continue to press the assault and her repertoire of spells is nearly exhausted. If the PCs intervene and vanquish the dark elves, the druid is able to lend her magic in defense of the outpost once again.

Dark Elf Warriors (2)
(See adventure [bestiary](#))

Each round on initiative 12 the druid unleashes a bolt of flame that strikes the nearest enemy with a +7 to hit for 2d8 damage. In addition the druid can be directed to use one of her 3 remaining 1st level spell slots for Cure wounds, healing word, or entangle at a DC 15.

Elf Druid
AC: 14 HP: 55

G. Main Keep Entrance

The arched heavy oak doors of the keep stand open. The delicate railing of white ashwood that flanks the stairway leading up to the portico is spattered with the blood of fallen guardians. The faint odor of ozone hangs in the air.

At the top of the short stairway, standing in the open doorway to the keep is a Gloomshroud

Golem. It has orders to not allow anyone through the doors until Nisirie returns with the Onyx Prison. These orders do not differentiate between dark elves or anyone else.

Gloomshroud Golem
(See adventure [bestiary](#))

Gateway to the Vault

The keep is virtually empty at this point in time save for Nisirie, her small detachment, and the outpost commander. The priestess' path through the keep is easy enough to follow as the demons that travel with her gleefully vandalize their surroundings as they move towards their objective. If the PCs choose to explore the keep rather than intercept Nisirie, that is beyond the scope of this encounter.

Any servants that encountered Nisirie were slain without mercy, though if you wish to give the PCs some information about Nisirie's group, having them encounter a survivor or two that managed to evade them is a simple addition at this point in the adventure.

The room which contains the gateway leading to the Onyx Prison lies in a central chamber on the third floor of the keep. The meeting rooms and sleeping quarters on this level are laid out in a fashion to attempt to conceal the existence of the secret chamber. Sadly these mundane tricks were unable to thwart Nisirie's divinations and she quickly located the false wall within the war room.

As the PCs approach, they can hear the sounds of combat as well as Nisirie's insults mocking the ease with which she was able to deceive the elves of the Circle of Nine into abandoning this post.

This octagonal chamber is much larger than what would appear possible based on the dimensions of the surrounding rooms. It is devoid of any furnishings, save for a solitary pedestal at its center, and appears to have been created from a single gargantuan piece of wood. An archway is carved into each face of the octagon; intricate runes and scrollwork create the illusion that these arches protrude from the wood in which they are carved. The hum of powerful magic permeates the entire chamber.

Nisirie, a glabrezu, hezrou and quartet of dark elf cutthroats are engaging the commander of this outpost, **Arethor Solaine**. Aelinshael, the succubus, and her thrall, Eilisandre, are also in attendance though they have elected to keep away from the fighting thus far. The knight is holding them back as best as he can, but he will surely fall if the PCs do not intervene.

When the PCs arrive, Aelinshael recognizes them immediately from Eilisandre's description as the friends she had sent for. The succubus then addresses the PCs directly:

"Well this is troublesome. I suppose this means that Therinshael failed in her task. For her sake, I hope you killed her. The shame of being outwitted by mortals might just drive her mad. Oh well, at least I'll gain some entertainment from all of this."

The succubus then orders Eilisandre to attack while Nisirie directs some of her forces (The glabrezu and hezrou) towards the PCs as well while she remains focused on Arethor. Should the PCs directly attack Nisirie, the dark elf sends all of her remaining forces against them.

Dark Elf Cutthroats (4)

(See adventure [bestiary](#))

Glabrezu

(See adventure [bestiary](#))

Hezrou

(See adventure [bestiary](#))

Nisirie

(See adventure [bestiary](#))

Eilisandre

(See adventure [bestiary](#))

Succubus (Aelinshael)

(See adventure [bestiary](#))

Arethor

AC: 20 HP: 103

Attack: Two longsword strikes +7 (1d8+3)

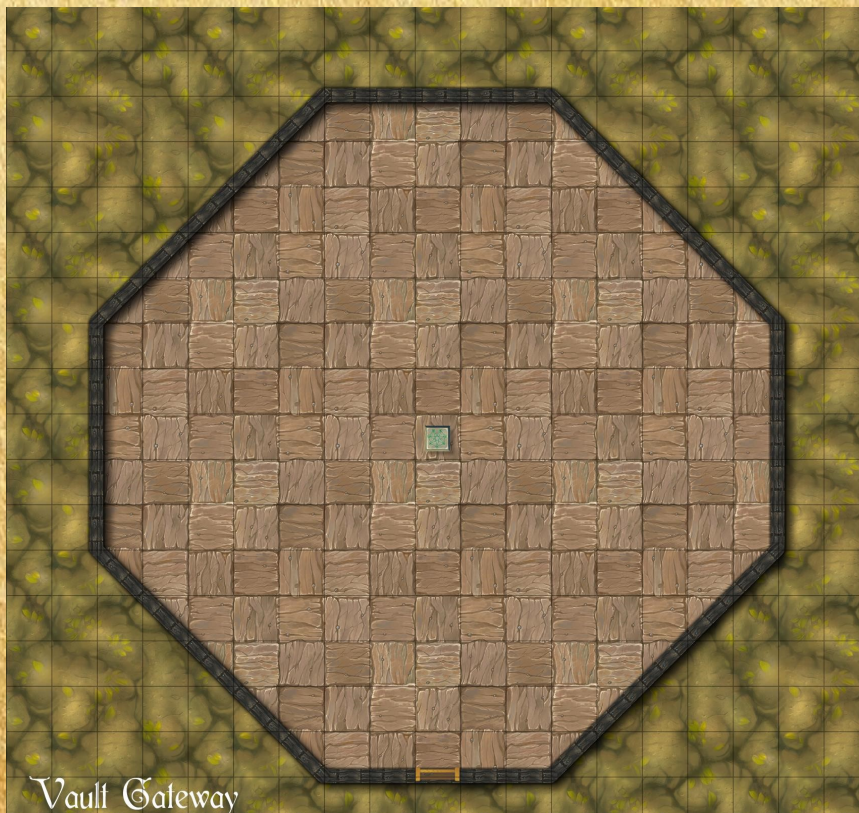
Concluding the Adventure

With Nisirie defeated, any remaining dark elf forces that see proof of the PC's triumph will escape into the underdark to report the situation to Dirine. If either Arethor or Eilisandre survived this ordeal, they embrace the PCs as friends and true allies of the people of Ilithas. Read the following:

"I cannot thank you enough for your brave actions this day. Without your help, our twisted kin would have unleashed a terrible evil upon our people. You have the gratitude of the Circle of Nine. If ever we can be of assistance to you, please do not hesitate to ask."

As reward for the PCs actions, Arethor (or Eilisandre) offer several items from the Circle of Nine armory as reward: a suit mithral plate armor, 20 storm arrows (as javelin of lightning but single use), Wand of the War Mage +1, Cloak of Elvenkind. Along with these gifts, the PCs are given small mithral broaches shaped like four pointed stars that identify them as allies of Ilithas. These broaches allow the PCs to wander the forest realm freely without suspicion from its wood elven defenders.

When/If the PCs return to Sirione, the surviving townsfolk greet them with open arms. They are offered lodging at the homes of the citizens if they intend to stay for any length of time as the inn has been so horribly vandalized and the proprietor slain. The townsfolk also offer discounts for their wares once the shops are running again, and managed to scrape together a modest monetary reward of 500 gp for the PCs heroic efforts.



Since the outpost is drastically undermanned after the attack, the PCs are asked if they would be able to stay until the Circle of Nine contingent returns from the fraudulent task they were given. This should only be a few days during which the wood elves of Ele'e Enitaur'e and Sirione hold funerals for their fallen kin and celebrate the gift of new friends in the PCs.

After the celebration, the Circle of Nine decides to transport the Onyx Prison to another of their holdings. The dark elves are not likely to give up, and the Circle is well aware of the martial might of their ancient foes and do not wish to test the defenses of the outpost again. The PCs may even be asked if they could lend their skill to protecting the Prison as it is being moved.

If the players failed to defeat Nisirie, the dark elf will use the knowledge gained from Eilisandre to open the gate to the ethereal realm where the Prison is being kept and collect the artifact.

Rather than bring the Prison before her matron, however, Nisirie plans to unleash Karumvrax herself. The priestess would carve a bloody path towards the capital of Ilithas, with the great balor at the fore, gathering ever more of her kin to her banner. Her armies would plunder the capital, but eventually be forced to halt their conquest as the elves gathered a defense. Nisirie will have claimed the capital as the seat of a new dark elf house, House Baelinal. Here she will continue to plot her conquest of the elves of Ilithas.

Adventure Bestiary

The following section contains the statistics for the various foes and fiends used in this adventure.

Dark Elf Cutthroat

AC: 14 (leather armor)

Hit Points: 28 (7d8)

Speed: 30 ft.

Str: 10(+0) Dex: 16(+3) Con: 10(+0)

Int: 12(+1) Wis: 12(+1) Cha: 14(+2)

Saving throws: Dex +6, Int +4

Skills: Perception +4, Stealth +6, Deception +5

Fey Ancestry: Dark elf has advantage on saving throws against being charmed, and magic can't put them to sleep

Innate Spellcasting: The dark elf's spellcasting ability is Charisma (spell save DC 13). It can innately the following spells without material components: Dancing Lights at will, darkness 1/day, faerie fire 1/day

Sunlight Sensitivity: While in sunlight, the dark elf has disadvantage on attack rolls, as well as perception checks that rely on sight.

Actions:

Shortsword: Melee attack +6 to hit, reach 5 ft., one target (1d6+3) piercing damage or, if the dark elf had advantage on the attack roll, (3d6+3) piercing damage

Hand crossbow: Ranged attack +6 to hit, range 30/120 ft., one target (1d6+3) piercing damage, and the target must succeed at 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.

Reactions:

Dodge: When an attacker strikes the dark elf they can use their reaction to halve the damage inflicted.

Dark Elf Warrior

AC: 16 (leather armor, shield)

Hit Points: 32 (7d8+7)

Speed: 30 ft

Str: 12(+1) Dex: 16(+3) Con: 12(+1)

Int: 11(+1) Wis: 12(+1) Cha: 12(+1)

Saving throws: Str +4, Dex +6, Con +4

Skills: Perception +4, Stealth +6,

Fey Ancestry: The dark elf has advantage on all saving throws against being charmed, and magic can't put them to sleep.

Innate spell casting: The dark elf's spellcasting ability is Charisma (Spell save DC 12). It can cast the following spells without material components: Dancing Lights at will, Darkness 1/day, Faerie Fire 1/day, Levitate 1/day

Sunlight Sensitivity: While in sunlight, the dark elf has disadvantage on attack rolls, as well as perception checks that rely on sight.

Actions

Multiattack: The dark elf makes two shortsword attacks

Shortsword: Melee attack +6 to hit, reach 5ft., one target (1d6+3) piercing damage plus (2d6) poison damage.

Hand crossbow: Ranged attack +6 to hit, range 30/120 ft., one target (1d6+3) piercing damage plus (2d6) poison damage.

Reactions:

Riposte: When an attacker misses the dark elf with a melee strike, they can spend their reaction to make an attack with their own melee weapon.

Elite Dark Elf Warrior

AC: 18 (studded leather, shield)

Hit Points: 71 (11d8+22)

Speed: 30 ft.

Str: 13(+1) Dex: 18(+4) Con: 14(+2)

Int: 11(+0) Wis: 13(+1) Cha: 12(+1)

Saving Throws: Dex +7, Con +5, Wis +4

Skills: Perception +4, Stealth +10

Fey Ancestry: The dark elf has advantage on saving throws against being charmed, and magic can't put them to sleep.

Innate spellcasting: The dark elf's spellcasting ability is Charisma (spell save DC 12). It can cast the following spells without material components: dancing lights at will, darkness 1/day, faerie fire 1/day, levitate 1/day

Sunlight Sensitivity: While in sunlight, the dark elf has disadvantage on attack rolls, as well as perception checks that rely on sight.

Actions:

Multiattack: The dark elf makes two shortsword attacks.

Shortsword: Melee attack +7 to hit, reach 5ft., one target (1d6+4) piercing damage plus (3d6) poison damage.

Light crossbow: Ranged attack +7 to hit, range 80/320 ft., one target (1d8+4) piercing damage plus (3d6) poison damage.

Reactions:

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

Dark elf Priestess

AC: 16 (scale mail)

Hit Points: 71 (13d8+13)

Speed: 30 ft.

Str: 10(+0) Dex: 14(+2) Con: 12(+1)

Int: 13(+1) Wis: 17(+3) Cha: 18(+4)

Saving Throws: Con +4, Wis +6, Cha +7

Skills: Insight +6, Perception +6, Religion +4, Stealth +5

Fey Ancestry: The dark elf has advantage on all saving throws against being charmed, and magic can't put them to sleep.

Innate spellcasting: The dark elf's spell casting ability is Charisma (spell save DC 15). She can cast the following spells without material components: dancing lights at will, darkness 1/day, faerie fire 1/day, levitate 1/day

Spellcasting: The dark elf is a 10th level spell caster using Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following spells prepared:

Cantrips: guidance, poison spray, resistance, spare the dying, thaumaturgy

1st level (4 slots): animal friendship, cure wounds, detect poison and disease, ray of sickness

2nd level (3 slots): lesser restoration, protection from poison, web

3rd level (3 slots): conjure animals, dispel magic

4th level (3 slots): divination, freedom of movement

5th level (2 slots): insect plague, mass cure wounds

Sunlight Sensitivity: While in sunlight, the dark elf has disadvantage on attack rolls, as well as perception checks that rely on sight.

Actions:

Multiattack: The dark elf makes two scourge attacks.

Scourge: Melee attack +5 to hit, reach 5ft., one target (1d6+2) piercing damage plus (5d6) poison damage.

Dark Elf Mage

AC: 12 (15 with mage armor)

Hit Points: 45 (10d8)

Speed: 30 ft.

Str: 9(-1) Dex: 14(+2) Con: 10(+0)

Int: 17(+3) Wis: 13(+1) Cha: 12(+1)

Saving Throws: Int +6, Wis +4

Skills: Arcana +6, Deception +5, Perception +4, Stealth +5

Fey Ancestry: The dark elf has advantage on saving throws against being charmed, and magic cannot put them to sleep.

Innate Spellcasting: The dark elf's spellcasting ability is Charisma (spell save DC 12). It can cast the following spells without material components: dancing lights at will, darkness 1/day, faerie fire 1/day, levitate 1/day

Spellcasting: The dark elf is a 10th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attack). The dark elf has the following spells prepared:

Cantrips: mage hand, minor illusion, poison spray, ray of frost

1st level (4 slots): mage armor, magic missile, shield, witch bolt

2nd level (3 slots): scorching ray, misty step, web

3rd level (3 slots): fly, fireball

4th level (3 slots): black tentacles, greater invisibility

5th level (2 slots): cloudkill

Sunlight Sensitivity: While in sunlight, the dark elf has disadvantage on attack rolls, as well as on perception checks that rely on sight.

Actions:

Staff: Melee attack -2 to hit, reach 5ft., one target (1d6-1) bludgeoning damage, or (1d8-1) bludgeoning damage if used with two hands, plus (1d6) poison damage.

Dark Elf

AC: 15 (chain shirt)

Hit Points: 13 (3d8)

Speed: 30 ft.

Str: 10(+0) Dex: 14(+2) Con: 10(+0)

Int: 11(+0) Wis: 11(+0) Cha: 12(+1)

Skills: Perception +2, Stealth +4

Fey ancestry: The dark elf has advantage on saving throws against being charmed, and magic can't put the dark elf to sleep.

Innate Spellcasting: The dark elf's spellcasting ability is Charisma (spell save DC 11). It can cast the following spells without material components: dancing lights at will, darkness 1/day, faerie fire 1/day

Sunlight Sensitivity: While in sunlight, the dark elf has disadvantage on attack rolls, as well as on perception checks that rely on sight.

Actions:

Shortsword: Melee attack +4 to hit, reach 5 ft., one target (1d6+2) piercing damage, plus (1d6) poison damage.

Hand crossbow: Ranged attack +4 to hit, range 30/120 ft., one target (1d6+2) 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.

Nisirie Lithanael (Dark Elf Priestess)

AC: 17 (Mithril half-plate)

Hit Points: 103 (15d8+15)

Speed: 30 ft.

Str: 12(+1) Dex: 14(+2) Con: 12(+1)

Int: 13(+1) Wis: 18(+4) Cha: 18(+4)

Saving Throws: Con +5, Wis +8, Cha +8

Skills: Insight +8, Deception +8, Perception +8, Religion +5

Fey Ancestry: The dark elf has advantage on saving throws against being charmed, and magic cannot put them to sleep.

Innate Spellcasting: The dark elf's spellcasting ability is Charisma (spell save DC 16). She can cast the following spells without material components: dancing lights at will, darkness 1/day, faerie fire 1/day, levitate 1/day

Spellcasting: Nisirie is a 12th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell). She has the following spells prepared:

Cantrips: guidance, poison spray, resistance, spare the dying, thaumaturgy

1st level (4 slots): bane, cure wounds, detect poison and disease, inflict wounds

2nd level (3 slots): lesser restoration, protection from poison, web, hold person

3rd level (3 slots): conjure animal, spirit guardians

4th level (3 slots): death ward, freedom of movement

5th level (2 slots): insect plague, mass cure wounds

6th level (1 slot): blade barrier, heal

Sunlight Sensitivity: While in sunlight, Nisirie has disadvantage on attack rolls, as well as on perception checks that rely on sight.

Actions:

Multiattack: Nisirie makes two attacks with her scourge.

Scourge: Melee attack +6 to hit, reach 5 ft., one target (1d6+2) piercing damage, plus (5d6) poison damage and the target must make a Constitution save DC 14 or become poisoned.

Gloomshroud Golem

AC: 14 (natural armor)

Hit Points: 102 (12d10+36)

Speed: 30 ft.

Str: 20(+5) Dex: 9(-1) Con: 16(+3)

Int: 3(-4) Wis: 8(-1) Cha: 1(-5)

Resistance: bludgeoning, piercing, slashing from non-magical attacks not made with adamantite weapons.

Immunities: acid, poison, psychic, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Light Absorption: Whenever the golem is within an area of dim, bright, or sun light, it absorbs the light within a 120 ft. radius to create an aura of darkness. Darkvision can still see through this area, but any light sources within cast only dim light out to their primary radius.

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

Magic Weapons: The golem's attacks are considered magical.

Actions:

Multiattack: The golem makes two slam attacks.

Slam: Melee attack +8 to hit, reach 5ft., one target (2d10+5) bludgeoning damage.

Blindness (Recharge 5-6): The golem focuses its light absorbing field toward an enemy that must succeed at a DC 15 Constitution saving throw or be struck blind until the end of the golem's next turn.

Shadow Demon

AC: 13

Hit Points: 66 (12d8+12)

Speed: 30 ft., fly 30 ft.

Str: 1(-5) Dex: 17(+3) Con: 12(+1)

Int: 14(+2) Wis: 13(+1) Cha: 14(+2)

Saving throws: Dex: +5, Cha +4

Skills: Stealth +7

Vulnerabilities: Radiant

Resistances: acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from non-magical attacks

Immunities: cold, lightning, poison, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Incorporeal Movement: The demon can move through other creatures and objects as if they were difficult terrain. It takes (1d10) force damage if it ends its turn inside an object.

Light Sensitivity: While in bright light, the demon has disadvantage on attack rolls, as well as perception checks that rely on sight.

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

Actions:

Claws: Melee attack +5 to hit, reach 5ft., one target (2d6+3) psychic damage or, if the demon had advantage on the attack roll, (4d6+3) psychic damage.

Hezrou

AC: 16

Hit Points: 136 (13d10+65)

Speed: 30 ft.

Str: 19(+4) Dex: 17(+3) Con: 20(+5)

Int: 5(-3) Wis: 12(+1) Cha: 13(+1)

Saving Throws: Str +7, Con +8, Wis +4

Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Immunities: poison, poisoned

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

Stench: Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn.

Actions:

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

Bite: Melee attack +7 to hit, reach 5ft., one target (2d10+4) piercing damage.

Claw: Melee attack +7 to hit, reach 5ft., one target (2d6+4) slashing damage.

Vrock

AC: 15

Hit Points: 104 (11d10+44)

Speed: 40 ft., fly 60 ft.

Str: 17(+3) Dex: 15(+2) Con: 18(+4)

Int: 8(-1) Wis: 13(+1) Cha: 8(-1)

Saving Throws: Dex +5 Wis +4, Cha +2

Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks

Immunities: poison, poisoned

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

Actions:

Multiattack: The vrock makes two attacks: one with its beak and one with its talons.

Beak: Melee attack +6 to hit, reach 5ft., one target (2d6+3) piercing damage.

Talons: Melee attack +6 to hit, reach 5ft., one target (2d10+3) slashing damage.

Spores (Recharge 6): A 15-foot-radius cloud of toxic

spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 saving throw or become poisoned. While poisoned in this way, a target takes (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns to end the effect on itself. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech (1/day): The vrock emits a horrible screech. Each creature within 20 feet of it that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

Glabrezu

AC: 17 (natural armor)
Hit Points: 157 (15d10+75)
Speed: 40 ft.

Str: 20 (+5) Dex: 15(+2) Con: 21(+5)
Int: 19(+4) Wis: 17(+3) Cha: 16(+3)

Saving Throws: Str +9, Con +9, Wis +7, Cha +7
Resistances: cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical attacks
Immunities: poison, poisoned

Innate Spellcasting: The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can cast the following spells, requiring no material components:

At will: darkness, detect magic, dispel magic
1/day: confusion, fly, power word stun

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

Actions:

Multiattack: The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer: Melee attack +9 to hit, reach 10ft., one target (2d10+5) bludgeoning damage. If the target is a medium or smaller creature, it is grappled (escape DC 15).

The glabrezu has two pincers, each of which can grapple only one target.

Fist: Melee attack +9 to hit, reach 5ft., one target (2d4+2) bludgeoning damage.

Succubus

AC: 15 (natural armor)
Hit Points: 66 (12d8+12)
Speed: 30 ft., fly 60 ft

Str: 8(-1) Dex: 17(+3) Con: 13(+1)
Int: 15(+2) Wis: 12(+1) Cha: 20(+5)

Skills: Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Resistances: cold, fire, lightning, poison; bludgeoning, piercing, and slashing from non-magical attacks

Telepathic Bond: The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shape changer: The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions:

Claw (fiend form only): Melee attack +5 to hit, reach 5ft., one target (1d6+3) slashing damage

Charm: One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's charm for the next 24 hours.

Draining Kiss: The fiend kisses a charmed or willing

creature. The target must make a DC 15 Constitution saving throw or take (5d10+5) psychic damage. A successful save halves this damage. This damage reduces the target's hit point maximum

Etherealness: The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Eilisandre Dehanine

AC: 18 (Mithril plate armor)

Hit Points: 71 (11d8+22)

Speed: 35 ft.

Str: 18(+4) Dex: 14(+2) Con: 14(+2)

Int: 12(+1) Wis: 11(+0) Cha: 14(+2)

Saving Throws: Str +7, Con +5, Cha +5

Skills: Perception +3, History +4, Investigation +4

Fey Ancestry: Eilisandre has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Actions:

Multiattack: Eilisandre makes two attacks with either her glaive or longbow.

Glaive: Melee Attack +7 to hit, reach 10 ft., one target (1d10+5) slashing damage.

Longbow: Ranged attack +5 to hit, range 150/600 ft., one target (1d8+2) piercing damage.

Reaction:

Parry: When Eilisandre is struck by a melee attack she can use her reaction to parry the strike increasing her AC against one melee attack by 2. She must be wielding a melee weapon.



Eilisandre Dehanine

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