

CCC-GAD01-01



Broken Blade

**Reborn Flame**

**Part 2 of 3**



# Broken Blade

## Part II of the Reborn Flame Trilogy



On the eve of the Red War, the High Blade of Mulmaster has become incapacitated by a mental assault. To give the city a fighting chance, you must help Selfaril Uoumdolphin confront the shadows of his past and free him from a century-long hatred.

A Two-to-Four-Hour Adventure for Tier 2 Characters

Optimized for APL 8

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## Adventure Primer

*"Like his brother before him, Rassendyll could not bring himself to slay his brother... [instead] imprisoning Selfaril within a gem that Rassendyll had mounted on the gold hilt of his bastard sword."*

– *Mysteries of the Moonsea*

*Broken Blade* is the middle adventure of the **Reborn Flame Trilogy**. It can be played either standalone or as part of the trilogy:

- 1) CCC-ODFC02-02 *Palace of the Efreeti*
- 2) CCC-GAD01-01 *Broken Blade*
- 3) CCC-GAD01-02 *Red War: Black Phoenix*

*Broken Blade* also connects deeply with the story of DDEX02-14 *The Sword of Selfaril*.

## Background

The **RED WIZARDS OF THAY** have long been preparing to conquer the city of **MULMASTER**. They have already ingratiated themselves with the city under the guise of helping Mulmaster recover from its Devastation. Now, they plan to initiate the **RED WAR** and start a full-scale invasion.

**RASTOL SHAN**, the leader of the Brotherhood of Cloaks, learned about those invasion plans and seeks to warn **SELFARIL UOUMDOLPHIN**, the **HIGH BLADE** of Mulmaster, about the imminent attack. Unfortunately, the red wizards have made sure to diminish Rastol Shan's political power and sever his access to the High Blade. His only hope is to hire adventurers to assist him in warning Selfaril about the Thayan menace.

What Rastol Shan doesn't know is that the Thayans have allied themselves with the **BLACK PHOENIX** and his **CULT OF REBORN FLAME**, an organization bent on cleansing Mulmaster in fire. The Black Phoenix is secretly the undead revenant of **RASSENDYLL UOUMDOLPHIN**, Selfaril's twin brother, and Rassendyll has hired the **CRIMSON COVEN** to trap Selfaril in a prison of his own dreams and memories. The only way to rescue Selfaril is to enter his dream and reassemble the pieces of Selfaril's soul.

## Episodes

The adventure's story is spread over **three episodes** that take approximately **two hours** to play.

- **Episode 1: Whispers of War.** Rastol Shan hires the adventurers to march into the Tower of the Wyvern and warn Selfaril of the coming Red War. This episode features the **Call to Action**.
- **Episode 2: Dreams of the High Blade.** The adventurers enter Selfaril's dream prison and attempt to retrieve his soul fragments from the shadows of his past. This episode features **Story Objective A**.
- **Episode 3: Confronting the Coven.** The Crimson Coven has united to stop the adventurers from stealing their prisoner. This episode features **Story Objective B**.

## Bonus Objectives

This adventure also includes two, 1-hour bonus objectives that the adventurers can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Elemental, My Dear Selfaril.** To retrieve Dmitra Flass's soul fragment, the adventurers must solve the elemental conundrums barring their way in the Palace of Eltabbar. This bonus objective is found in **Appendix 7**.
- **Bonus Objective B: Traitors and Turncloaks.** As Rastol Shan chases down Thurndan Tallwand with an unusual fervor, it is up to the adventurers to find the Senior Cloak's hidden secrets. This bonus objective is found in **Appendix 8**.

## Episode Sequence

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

### How Will You Play?

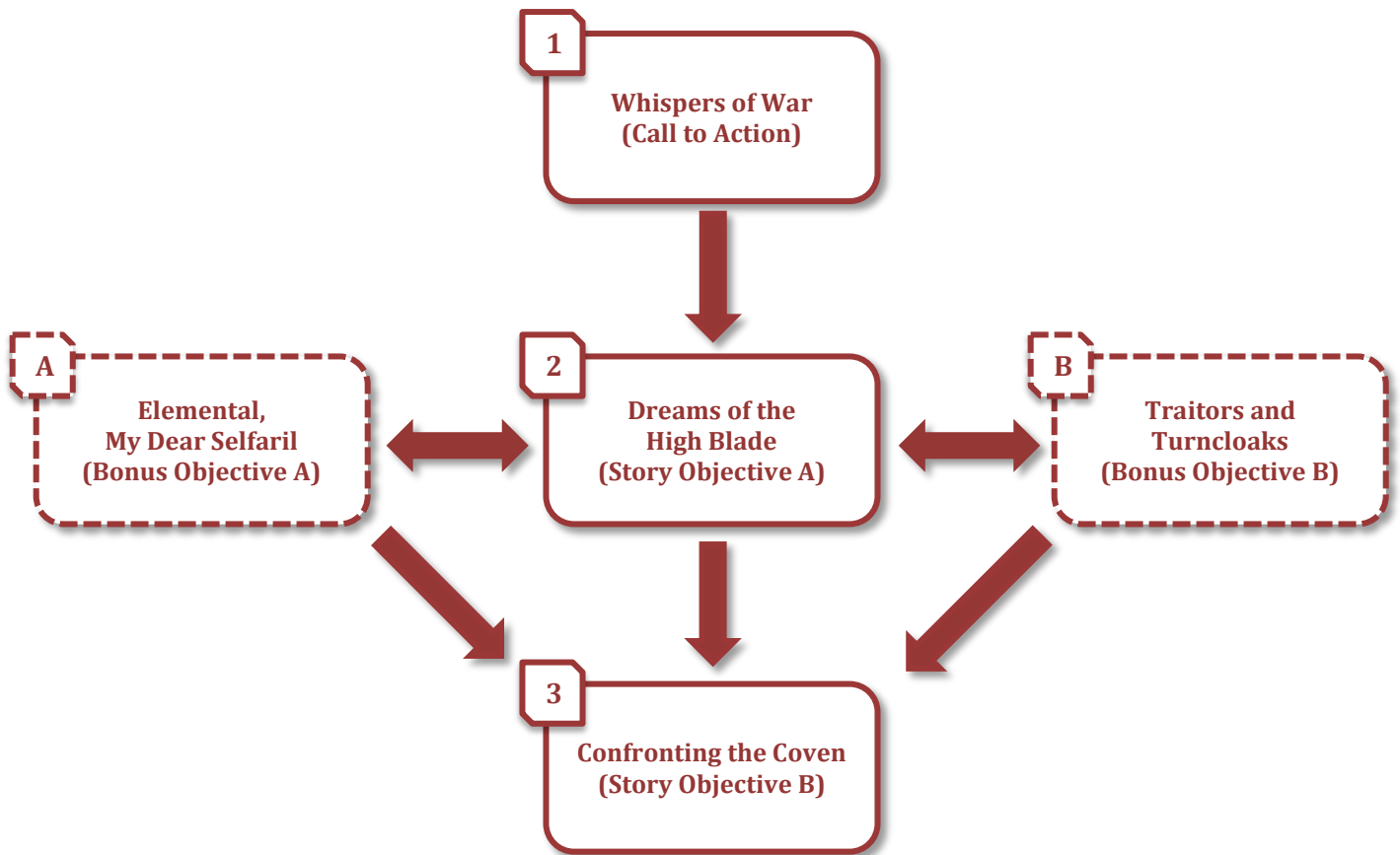
The duration of your session depends on how much of this adventure you use. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by using the **bonus objectives**.

**Story Objectives Only.** To complete the both of the adventure's story objectives, the adventurers play Episodes 1 through 3 in order.

**Bonus Objectives.** You can extend this adventure by **one or two hours** by using the bonus objectives provided in the appendices. Both bonus objectives occur during Episode 2.

## Episode Flowchart

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



# Episode 1: Whispers of War

*Estimated Duration:* 15 minutes

## Scene A. Tower of Arcane Might

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The adventure begins at midnight in the office of Senior Cloak Rastol Shan at the Tower of Arcane Might. Shan personally invited some of the adventurers here (those who have worked for him before or are members of the Brotherhood of Cloaks), while others may have been sent here by recommendation from his allies (such as Blade Cora Peytir or the Lord's Alliance).

### Rastol Shan

**Rastol Shan** is the leader of the Brotherhood of Cloaks. He wears a black cloak, an ornate mithral mask, and heavy perfumes. Those mundane precautions combined with *alter self* and *Nystul's magic aura* allow him to hide the fact that he is a lich from both mundane and supernatural detection (including Divine Sense).

**Objectives/Goals.** Rastol Shan asks the adventurers to introduce themselves before explaining why he invited them here. He has heard from his spies that Szass Tam intends to attack Mulmaster early tomorrow morning due to provocations from arrogant adventurers in worthless factions. Shan cares about Mulmaster's wellbeing more than anything, and he needs to ensure that Mulmaster is prepared to defend itself come morning.

Unfortunately, red wizards are master manipulators, and the politics of Mulmaster are complicated. The Thayans have wormed their way into High Blade Selfaril Uoumdolphin's confidence through the guise of helping the city rebuild. In turn, they have snuffed out any influence the Brotherhood of Cloaks have on Mulmaster's government. Rastol Shan hasn't been welcome in Selfaril's presence for months now, so he isn't able to warn the High Blade of the looming threat.

Now, Thayans have corrupted Selfaril's bodyguards and they control access to the High Blade. To save Mulmaster, Shan's only choice is to hire adventurers and break through the Thayan cordon around Selfaril with a show of force. Once the adventurers are ready, he commands them to follow him as he marches to the Tower of the Wyvern.

## Scene B. Tower of the Wyvern

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The Tower of the Wyvern is a walled keep that serves as the seat and home of the High Blade of Mulmaster. It is only a few blocks away from the Tower of Arcane Might.

### A Favor for a Favor

If any of the adventurers have the **Favor of House Peytir** story award (from *CCC-ODFC02-02 Palace of the Efreeti*), Blade **Cora Peytir** and four of her guards meet up with the group outside the Tower of the Wyvern. She has come to repay her debt to them for rescuing her cousin Ardet and saving the reputation of her house. She will march alongside them to strengthen their forces and help open the way to the High Blade through whatever means necessary.

### Mulmaster's Finest

A half-dozen members of the Soldiery stand watch at the entrance to the keep. Rastol Shan announces to them that he has an important matter which demands the attention of the High Blade. If Blade Cora Peytir is here with the group, she adds her voice as one of the highest nobles of the city, prompting the guards to open the way. If she is not here, they look uncertain and need additional incentive to allow entry.

**Objectives/Goals.** The guards have been paid off by Vasili Ronn (the red wizard in the keep) to prevent anyone from going in to see Selfaril. However, their loyalty to Ronn is not deep. The adventurers can easily convince them to step aside with a bribe of 40 gp, a DC 15 Charisma check of some kind, or a combination thereof (such as a lower Persuasion check combined with a smaller bribe). Reward player creativity.

**What Do They Know?** The guards know that High Blade Selfaril is in his throne room meeting with the red wizard Vasili Ronn. They don't know anything about his plans.

## Scene C. High Blade's Throne Room

Once the party has gotten past the outer guards, Rastol Shan leads them up several flights of stairs to Selfaril's throne room. The throne room is a long hall lit brightly by lanterns. The layout of the room can be seen in **Appendix 3: Throne Room Map**.

### Creatures/NPCs

**Selfaril Uoumdolphin** rests with his eyes closed upon the throne. His mind is trapped in a dream, so he doesn't act or respond to anyone. Standing next to him is **Vasili Ronn**, a red wizard, alongside two Thayan mercenaries. If anyone can see into the Ethereal Plane, they can also spot three shadowy figures surrounding Selfaril, but these figures have merged into Selfaril's dream and can't be harmed even from the Ethereal Plane.

**Objectives/Goals.** Ronn has orders from the Thayan embassy to guard Selfaril and keep anyone from interfering with the Crimson Coven's control over him. However, Ronn is a coward, and he is not willing to fight here if he doesn't think he can win.

**What Does He Know?** Ronn knows that Selfaril's mind is held in suspension by an ally of Thay, but he doesn't know exactly who that is. He knows that the Red War is beginning imminently, and he is willing to taunt the adventurers over the fact that their city will be conquered soon, and it is too late to stop it.

### Overwhelming Force

Rastol Shan tells Vasili Ronn to leave this place, and he warns the adventurers not to waste time and energy fighting a worthless battle when they have more important matters to attend to. Ronn talks tough, but he is very afraid of what Shan and the adventurers can do. He can be convinced to retreat peacefully with a DC 14 Charisma (Intimidation) check or a DC 16 Charisma (Persuasion) check. The adventurers have advantage on the check if Blade Cora Peytir is here presenting a united front.

If the adventurers fail to convince him to leave peacefully, he pretends to leave, but as his forces are heading out the main entrance, he casts a *fireball* spell at the party, forcing everyone in the cluster to make a DC 14 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. Rastol Shan retaliates and kills him with a *power word kill*. Upon seeing this, the mercenaries drop their weapons and run away. Shan didn't want to waste magic on this, but time is an even more important resource than magic.

### I Dreamed a Dream

Once Vasili Ronn is gone, Shan goes up to examine Selfaril. Anyone who approaches Selfaril notices that he is unconscious on the throne and occasionally mutters "Brother..." in his sleep.

Since Shan has truesight, he can see the shadows of the Crimson Coven surrounding Selfaril, and he uses a few spells and items to examine Selfaril further. He realizes that Selfaril's mind is held in thrall by powerful enchantment magic trapping him in a dream. He tells the adventurers that such magic can't be dispelled easily; the only way to save Selfaril is to go into the dream, reassemble Selfaril's mind, and defeat the spellcasters maintaining the spell.

### Treasure & Rewards

If Blade Cora Peytir is here (due to the **Favor of House Peytir** story award), she announces that she will return to the city to prepare for the Thayan invasion. Before she leaves, she gives the adventurers an item:

- Cora Peytir gives the party a *spell scroll of revivify* as a final thank you for saving Ardet and House Peytir.

### We Need to Go Deeper

Shan spends a few minutes preparing for a ritual that will allow the adventurers to intrude upon Selfaril's dream. He warns the adventurers that the ritual is very taxing on him; he will not be able to act much in the dream except in rare circumstances. It is up to the adventurers to enter the dream and look for a way to return Selfaril to his right mind. Time is of the essence.

### Urgency and Rests

The adventurers are racing against the clock since the Red War will start very soon. They have enough time to take a single short rest during this adventure, either before entering Selfaril's dream or in between encounters in **Episode 2**. If they try to short rest more than once or if they try to long rest, Rastol Shan's voice tells them that they must press on; they have no time to linger. If they don't heed his warning, they fail their mission.

## Episode 2: Dreams of the High Blade

*Estimated Duration:* 60 minutes

Rastol Shan sends the adventurers into the mind of High Blade Selfaril Uoumdolphin to free him from the mental prison. Inside Selfaril's mind, they find him reliving the worst day of his life.

### Prerequisites

The adventurers must complete the Call to Action in **Episode 1** and reach the High Blade's throne room.

### Story Objective A

To complete **Story Objective A**, the adventurers must fully explore the dreamscape and attempt to retrieve Selfaril's three soul fragments (they need not be successful).

### Area Information

Selfaril's dreamscape has the following features:

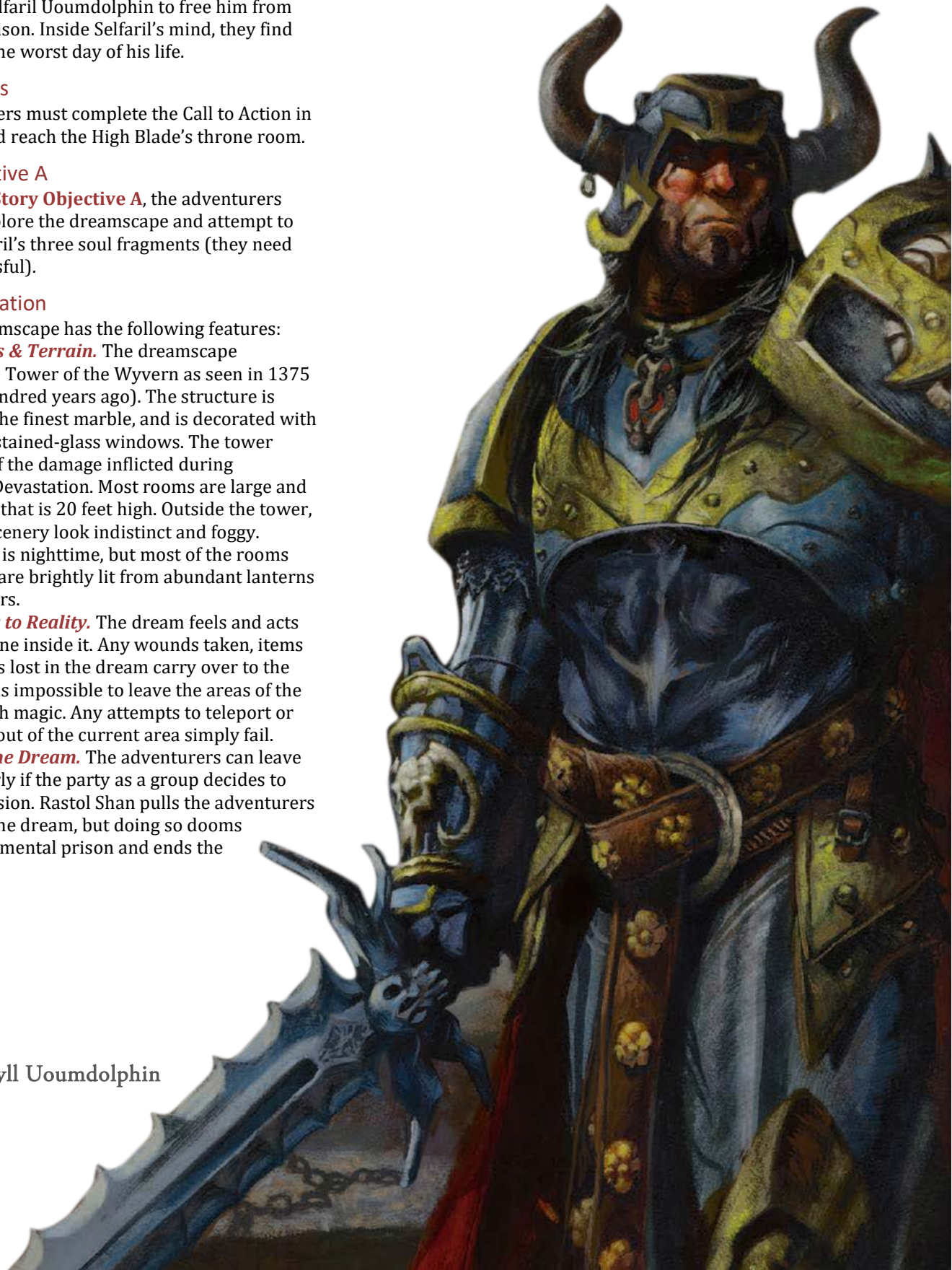
**Dimensions & Terrain.** The dreamscape resembles the Tower of the Wyvern as seen in 1375 DR (over a hundred years ago). The structure is crafted from the finest marble, and is decorated with large, ornate stained-glass windows. The tower sports none of the damage inflicted during Mulmaster's Devastation. Most rooms are large and have a ceiling that is 20 feet high. Outside the tower, the city and scenery look indistinct and foggy.

**Lighting.** It is nighttime, but most of the rooms and hallways are brightly lit from abundant lanterns and chandeliers.

**Alterations to Reality.** The dream feels and acts real to everyone inside it. Any wounds taken, items used, and lives lost in the dream carry over to the real world. It is impossible to leave the areas of the dream through magic. Any attempts to teleport or planar travel out of the current area simply fail.

**Escaping the Dream.** The adventurers can leave the dream early if the party as a group decides to quit their mission. Rastol Shan pulls the adventurers safely out of the dream, but doing so dooms Selfaril to the mental prison and ends the adventure.

Rassendyll Uoumdolphin



## Scene A. Night of Soul's Betrayal

As the adventurers enter Selfaril's mind, they find themselves in a subtly different version of the same throne room. The throne and marble walls look brighter and newer, and the furnishings look more ornate. This room comes from Selfaril's memories from a century ago. The layout of the room can be seen in **Appendix 3: Throne Room Map**.

As the adventurers begin to manifest in this dream world, they witness the tail end of a battle between **Rassendyll Uoumdolphin** and his mercenaries against High Blade **Selfaril Uoumdolphin** and his bodyguards. Selfaril is unarmored and losing a bloody duel against his twin brother. Rassendyll wears heavy plate armor and carries a massive bastard sword. He slowly wears down his brother and knocks the sword from Selfaril's hands, while his mercenaries slaughter the bodyguards one by one. During this time, the adventurers are still manifesting in the dream and are unable to interfere.

Once Selfaril loses the duel, a pair of mercenaries subdues him and holds him down upon his throne. "I should have killed you when I had the chance, Rassendyll," Selfaril says, spitting blood. "Don't worry, brother," Rassendyll responds, "I will repay your mercy with my own."

Rassendyll beckons and **Thurndan Tallwand**, a mage wearing the distinctive cloak of the Brotherhood of Cloaks, steps forth. He holds out a large ruby and chants out a spell. Selfaril screams out "Tallwand, you traitor!" as he shrinks down and becomes trapped in the ruby. Thurndan presents the ruby to Rassendyll and bows to the new High Blade.

Rassendyll takes the ruby and turns to the arriving adventurers. "It looks like we have company." He crushes the ruby in his hand and breaks it into three pieces, then hands them to three of his followers: **Branislav Semyon** (assassin), **Dmitra Flass** (red wizard), and **Thurndan Tallwand** (cloaked mage). "Take the pieces of my brother's soul and guard them well." All three of them accept the gems, bow to Rassendyll, and leave through the doors to the west, north, and east of the throne, respectively.

### The New High Blade

Once the three followers leave, the characters fully manifest. Rassendyll approaches and speaks with them. His bodyguards remain in the room, but they seem muted and oblivious to the characters. In truth, they are just figments of Selfaril's nightmare.

**Objectives/Goals.** Rassendyll suspects that the characters have come to free Selfaril from his prison. He would like to find out their true intentions and discourage them from freeing Selfaril if possible. He wants Selfaril trapped and helpless for as long as possible in order to delay the Mulmaster response to his Cult of Reborn Flame's machinations underneath the city and the imminent attack of the red wizards (with whom he has made a tenuous alliance).

Unlike the adventurers and the Crimson Coven, Rassendyll is not here in person. He projects himself into the dream from a distance through magic, so he is only present as an illusory image that can't harm or be harmed by others.

**What Does He Know?** As Selfaril's twin brother, Rassendyll knows all about the sordid history between them, and he is more than willing to share his hatred and old grudges. He knows more about the Crimson Coven and the Cult of Reborn Flame, but he refuses to share any truthful information about them for fear of adventurers disrupting his plans.

### The Uoumdolphin Brothers

Selfaril and Rassendyll are identical twins. The two were close siblings with each other until Selfaril slew the old High Blade and ascended to become Mulmaster's new ruler. Selfaril feared that his brother might become a danger to his throne, so he sent Rassendyll into effective exile as Mulmaster's ambassador to Waterdeep. Ironically, that act caused his brother to become the very danger that Selfaril feared.

Rassendyll's resentment and hatred festered in exile, leading him to form an alliance with the Zhentarim and return to Mulmaster 27 years later. He defeated Selfaril, trapped Selfaril's soul in a gem, and took up Selfaril's role as High Blade of Mulmaster. Selfaril remained trapped for over a century until Rastol Shan restored him to the throne.

## Playing the Pillars

### COMBAT

Rassendyll is only here as an illusory image. If any adventurer tries to harm him, he sneers at them and shouts a villainous one-liner before vanishing. His bodyguards are just figments of memory and they vanish if interacted with.

### EXPLORATION

If the adventurers study the throne room, the architecture and furnishings all point to a previous period of Mulmaster's history (about a century ago). Objects and bodies fade away into mist if moved about too far.

### SOCIAL

Rassendyll does his best to mislead and discourage the characters from freeing Selfaril. He makes no effort to hide his hatred of Selfaril and his desire to see his brother suffer.



## Branching Paths

There are three doors leading out of the throne room. The door to the west of the throne leads to **Scene B**. The door to the north leads to **Scene C**. The door to the east leads to **Scene D**. These doors don't lead to physical passages; instead, when an adventurer opens any of these doors, they trigger a shift for the entire party that carries everyone to a new dream.

Once the adventurers leave the throne room, Rassendyll leaves as well.

## Scene B. Blades in the Dark

As the adventurers open the door to the west of the throne, the world vanishes into indistinct grey fog around them as Branislav Semyon comes into view.

"I didn't expect visitors here. This might prove amusing. I am Branislav Semyon. I assume you came for this?" Branislav flashes the ruby shard containing a piece of Selfaril's soul. "My siblings and I have worked very hard to keep Selfaril here. It would be a shame if someone freed him after all that. But perhaps we can have a little contest? There is a man I would like to assassinate. If you can keep him alive, I will give you the gem. Sounds like fun?" Branislav smiles and vanishes as the world fades into fog.

### All Manor of Fun

The adventurers arrive in a cozy manor room that is brightly lit by two chandeliers and a fireplace. Three suits of armor stand by the doors. The layout can be seen in **Appendix 4: Mansion Map**.

There is a cowering **Selfaril Uoumdolphin** behind the desk. This version of Selfaril has only his cowardice and paranoia, and he is certain that someone is coming to kill him.

The adventurers don't know it, but they have five minutes to prepare before Branislav's assassins arrive. Until they arrive, the characters can rearrange the furniture and try to talk to Selfaril. It is a dark and stormy night outside the windows, and none of the windows or doors (including the secret door) can be opened before the assassins arrive.

## Whodunit?

Once five minutes pass, the assassins make their entrance and attack. There are eight potential assassins each arriving in a different manner. Choose a few of them to use depending on party strength.

Assassin	Type	How It Arrives
<b>Ambush Mummy</b>	Weak	Opens the secret door.
3x <b>Animated Armor</b>	Weak	All three suits of armor come to life.
<b>Beholder Spawn</b>	Weak	Breaks through northern window.
<b>Deadly Redcap</b>	Weak	Kicks down the eastern door.
<b>Allip</b>	Strong	Flies through ceiling.
<b>Claw Mangler</b>	Strong	Breaks western window.
<b>Demonic Orc</b>	Strong	Breaks open southern door.
<b>Fire Elemental</b>	Strong	Crawls down chimney and bursts out of fireplace.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Choose one weak and one strong assassin.
  - **Weak:** Choose two strong assassins.
  - **Average:** Choose one weak and two strong assassins.
  - **Strong:** Choose two weak and two strong assassins.
  - **Very Strong:** Choose two weak and three strong assassins.
- ☠ **Extra Challenge:** As soon as combat starts, a heavy wind blows in and the fireplace and chandeliers go dark.

### Surviving the Night

If Selfaril dies, the assassins immediately vanish. Branislav arrives to gloat about the adventurers' failure. He transforms Selfaril's body into a ruby shard and pockets it before he disappears.

If the adventurers defeat the assassins, Branislav appears and transforms Selfaril into a ruby shard. He hands the soul fragment to the adventurers as promised but threatens them before he disappears.

In either case, the adventurers can return to the throne room by going through the southern doors. Once they return, if they haven't yet explored all three rooms, they can enter another room. Otherwise, proceed to **Episode 3**.

## Playing the Pillars

### COMBAT

The assassins have the goal of killing Selfaril, but Branislav also wants to test the adventurers. The assassins try to focus on adventurers standing between them and Selfaril, but a few might occasionally prioritize Selfaril to frighten the party.

### EXPLORATION

The secret door can be found with a DC 17 Intelligence (Investigation) check. The characters can rearrange furniture before the battle. Reward creativity and good planning by delaying or weakening assassins who are inconvenienced.

### SOCIAL

This Selfaril is a paranoid coward with none of his memories, but he can be made to remember parts of himself with the right words and a Charisma check or two. He does not fight or even listen to orders without being inspired to do so.

## Scene C. Till Death Do Us Part

When the adventurers open the door to the north of the throne, they appear in an exotic city filled with baroque buildings, wide streets, colorful flowerbeds, and winding canals. They are seeing Selfaril's memories of Eltabbar during his visit, back when it was the capital of Thay over a century ago.

### Creatures/NPCs

The adventurers are in a street filled with Thayan merchants, slaves, and red wizards, all going about their daily lives and ignoring the adventurers completely. Far above them on a palace balcony, the characters can see Selfaril standing next to Dmitra Flass dressed in red robes. Selfaril seems oblivious to the adventurers and talks only to his wife, but she is eager to speak with them. Despite the distance, the characters can converse with her without effort.

Due to Dmitra's control of the dreamscape here, it is impossible for any character to reach the two of them, not even by flight, ranged attacks, or teleportation. Anyone trying to reach them might find themselves hitting an invisible barrier or just flying infinitely yet never getting closer.

### A Test of Intellect

Dmitra Flass is the Tharchion (governor) of Eltabbar, capital of Thay, and she plays that part perfectly. She demands to know why the adventurers followed her to her city and tells them to leave. She is very possessive of Selfaril and refuses to let him (or his soul fragment) go.

**If you are not using Bonus Objective A**, Dmitra tells the adventurers that as much as she would love to entertain them, this is not the place for it. She tells them that she will see them soon enough and banishes them with a wave of her hand. The adventurers arrive back in the throne room. If they haven't yet explored all three rooms, they can enter another room. Otherwise, proceed to **Episode 3**.

**If you are using Bonus Objective A**, Dmitra challenges the adventurers to a test of intellect to see if they are worthy of reclaiming the gem. She wants to toy with them, believing that they could never break through her palace wards. The doors to the palace swing open, and she tells them that if they want Selfaril's soul fragment, they must find their way through the palace and reach the top floor. Dmitra and Selfaril step back inside to rest. Proceed to **Bonus Objective A**.

## Scene D. Wearing a False Cloak

When the adventurers open the door to the east of the throne, they appear in the Senior Cloak's office at the Tower of Arcane Might. It looks almost identical to Rastol Shan's office back in **Episode 1**, down to the gargoyles in the corners of the room.

Behind the desk sits Thurndan Tallwand, the Senior Cloak of Mulmaster in 1375 DR. Thurndan calmly introduces himself. He assumes that they are here for Selfaril's soul fragment, and he tells them that he has it hidden away well, and they will never find it.

Suddenly, the tower shakes as Rastol Shan, dressed in his typical cloak and mask, appears in a swirl of frost. "Imposter!" he shouts in anger, "You are not Thurndan Tallwand! Cease this deception at once!" Thurndan looks in horror at Rastol Shan. "H-How did you- Who are you?" he stammers, before turning around, tearing a hole in reality, and running through.

**If you are not using Bonus Objective B**, Rastol Shan turns to the adventurers and says, "I will chase after that imposter. The soul fragment is not here. Go look for one of the others instead." He also tears a hole in reality and runs after Thurndan. As he does, the dreamscape of the tower collapses, and the adventurers arrive back in the throne room. If they haven't yet explored all three rooms, they can enter another room. Otherwise, proceed to **Episode 3**.

**If you are using Bonus Objective B**, Rastol Shan turns to the adventurers and says, "I will chase after that imposter and keep him busy. The soul fragment must be hidden in this room. Look for the platinum amulets, they are the key!" He then tears a hole in reality and runs through, leaving the adventurers alone in the Tower of Arcane Might. Proceed to **Bonus Objective B**.



# Episode 3: Confronting the Coven

*Estimated Duration:* 45 minutes

The adventurers return to the throne room to face the coven responsible for Selfaril's prison.

## Prerequisites

The party must have entered all three rooms in **Episode 2** and then returned to the throne room.

## Story Objective B

The adventurers complete **Story Objective B** if they defeat the Crimson Coven.

## Scene A. Soul Objective

The characters have returned to the throne room. Use **Appendix 3: Throne Room Map** to represent this area.

### Area Information

The throne room has the following features:

**Dimensions.** The throne room is vast, with a ceiling that rises 30 feet overhead.

**Curtain.** There is a curtain hanging between the pillars behind the throne, blocking the view between the north door and most of the chamber. If the characters are returning from that door, the curtains have already been pulled open.

**Alcoves.** There are two alcoves that rise 5 feet up on either side of the chamber. Each alcove has chairs for nobles as well as a short 3-ft. railing.

**Lighting.** There are lanterns hanging from each of the pillars, shedding bright light across almost all of the room. If the curtains are drawn back, the area behind the throne is in dim light. The alcoves on either side of the chamber are also dimly lit.

### Creatures/NPCs

Branislav Semyon, Dmitra Flass, and Thurndan Tallwand appear one by one in the south side of the room. They announce that the characters have done enough, and the Crimson Coven can no longer tolerate their unwelcome presence in the dream. They finally reveal their hag forms (as an **annis hag**, a **green hag**, and a **green hag**, respectively), and prepare to destroy the intruders.

### The Soul of Selfaril

All three soul fragments (including the ones on hags if the adventurers failed to retrieve all of them) unleash motes of energy that fly out and merge on the throne, solidifying into **Selfaril Uoumdolphin**. With all the chaos and disruption in his dream, his consciousness is reasserting itself.

- **If the adventurers retrieved all three soul fragments**, Selfaril recognizes the adventurers as his allies and fights alongside the party. (Feel free to allow a player to control Selfaril in combat.)
- **If the adventurers retrieved exactly two soul fragments**, Selfaril feels torn to both sides and doesn't act, staying confused upon his throne.
- **If the adventurers retrieved one or fewer soul fragments**, the hags use their fragments to control Selfaril and force him to fight alongside them.

**If any of the characters helped Selfaril ascend to the High Blade position in DDEX02-14 The Sword of Selfaril**, Selfaril recognizes them and is more inclined to see them as allies. Change Selfaril's outcome one step in favor of the adventurers (so if he was going to help the hags, he does nothing instead; if he was going to stay neutral, he helps the adventurers instead). If they have all three soul fragments, he also shouts out words of encouragement, giving himself and every adventurer 15 temporary hit points.

### The Crimson Coven

While all three hags are alive and present in the dream, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves. For casting these spells, each hag is a 12<sup>th</sup>-level spellcaster with spell save DC 15 and a spell attack bonus of +7.

0<sup>th</sup> level (at will): *fire bolt*, *poison spray*

1<sup>st</sup> level (4 slots): *burning hands*, *ray of sickness*

2<sup>nd</sup> level (3 slots): *hold person*, *misty step*, *scorching ray*

3<sup>rd</sup> level (3 slots): *counterspell*, *lightning bolt*, *vampiric touch*

4<sup>th</sup> level (3 slots): *polymorph*, *wall of fire*

5<sup>th</sup> level (2 slots): *cloudkill*, *dream*

6<sup>th</sup> level (1 slot): *sunbeam*

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** The coven only has 2<sup>nd</sup> level and lower spell slots.
- **Weak:** Replace the **annis hag** with a **night hag**. The coven only has 3<sup>rd</sup> level and lower spell slots.
- **Average:** The coven only has 4<sup>th</sup> level and lower spell slots.
- **Strong:** Replace a **green hag** with a **night hag**.
- **Very Strong:** Replace both **green hags** with a **night hag** and an **annis hag**.
- ☠ **Extra Challenge:** Due to the power of the dreamscape, even if a hag dies, the coven's spellcasting powers remain until all three are defeated.

### Outcome: Defeat

If the adventurers failed to defeat the Crimson Coven, Rastol Shan extricates them from the dream and stabilizes the dying. Selfaril remains trapped in the dream, and this will have devastating consequences when Mulmaster is attacked by Thay.

### Outcome: Victory

If the adventurers managed to defeat the Crimson Coven, they see the dream world falling apart into indistinct mist. If Selfaril died during the battle, he reforms now, sound and whole. Proceed to **Scene B**.

## Scene B. Fraternal Love

As the dreamscape falls apart, the mist surrounding the room transforms into fire. Rassendyll steps out of the flames and faces Selfaril.

"You are not my brother. He is long dead." Selfaril says, "Who are you really?"

"I am Rassendyll Uoumdolphin, the true High Blade of Mulmaster," Rassendyll responds, and his face melts away, revealing a bare skull. His burning shadow extends and grows into a massive winged creature. "We were family. You were my brother. Yet when you became High Blade and found a small taste of power, you banished me from my home without a second thought. I tried to show you mercy by trapping your soul instead of killing you, but that was foolish. I have been reborn as the Black Phoenix, and I will burn away this entire city until no trace of your betrayal remains. If you want to stop me, find me beneath the city. I will be waiting, brother."

As Rassendyll finishes speaking, the remnants of the dream burn away, revealing the true throne room. Selfaril sits upon the throne, Rastol Shan waits alongside it, and the bodies of three withered hags lie in a pile surrounding the throne.

### Treasure & Rewards

The characters receive the following items:

- One of the hags wears the *sea hag's cloak (cloak of the manta ray)*.
- One of the hags carries an *oil of etherealness*.
- An adventurer finds themselves still clutching a piece of *Selfaril's soul gem (ruby of the war mage)*, which Selfaril allows them to keep.
- If any of the adventurers are a member of the Brotherhood of Cloaks, Rastol Shan gives the party a **Brotherhood Spellbook** as a reward for their accomplishment.



### Wrap-Up: War Never Changes

When the dream ends, the sun has already risen, and time is very short. Rastol Shan reports that the Thayans will be ready to attack within the hour. Selfaril needs to remain here to defend his city in the Red War, but he can't just let Rassendyll act freely in the bowels of the city.

Based on intel gathered by the Cloaks, the Black Phoenix leads the Cult of Reborn Flame and has tried to destroy Mulmaster several times already. Now that they know the Black Phoenix is Rassendyll, it is clear he will not stop until he gets his revenge. Selfaril doesn't know what exactly Rassendyll is up to, but he is certain that Rassendyll has a sinister plot which must be stopped for the good of Mulmaster.

Selfaril has no choice but to ask the adventurers to stop his brother. He is grateful that they saved him from the hags, but their job is not done yet. The adventure continues in *CCC-GAD01-02 Red War: Black Phoenix*.

## Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

### Advancement and Treasure Checkpoints

---

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

- **Story Objective A:** Fully Explore the Dream
- **Story Objective B:** Defeat the Crimson Coven

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

- **Bonus Objective A:** Retrieve Dmitra's Fragment
- **Bonus Objective B:** Retrieve Thurndan's Fragment

### Player Rewards

---

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

#### Magic Item Unlocks

Characters completing the adventure unlock:

**Sea Hag's Cloak (Cloak of the Manta Ray).** This dark green cloak seems to be sewn together out of seaweed and kelp. Its wearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit. This item can be found in **Appendix 15**.

**Selfaril's Soul Gem (Ruby of the War Mage).** This jagged piece of ruby was once part of the gem that housed Selfaril Uoumdolphin's soul. Even now it seems to hold a small piece of his vitality. It functions as a *Ruby of the War Mage*. This item can be found in **Appendix 15**.

#### Consumable Items

Characters playing the adventure may earn and unlock:

**Oil of Etherealness.** Potion, rare. This item's description can be found in the *Dungeon Master's Guide*.

**Spell Scroll of Revivify.** Scroll, uncommon. This item's description can be found in the *Dungeon Master's Guide*.

#### Spellbooks

Characters playing the adventure may earn:

**Brotherhood Spellbook.** This book bears the symbol of the Brotherhood of Cloaks. More information can be found in **Appendix 16**.

#### Story Awards

Characters playing the adventure may earn:

**A Lich's Secret.** When going through Selfaril's memories of the past, you discovered Rastol Shan's secret. He is a lich who was formerly Thurndan Tallwand, the Senior Cloak who betrayed Selfaril Uoumdolphin on behalf of his brother Rassendyll. What you do with this secret is up to you. More information can be found in **Appendix 17**.

### Dungeon Master Rewards

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

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

## Appendix 1: NPC Summary

The following NPCs feature prominently in this adventure.

- **Branislav Semyon (BRAN ni slav SEM me on).** An annis hag and leader of the Crimson Coven. He is impersonating Branislav Semyon, a ruthless mercenary assassin who served and then betrayed Selfaril on behalf of his brother Rassendyll.

**Personality:** *I always toy with my victims before I deal the killing blow.*

**Ideal:** *All the wealth in the world is not enough to satisfy me.*

**Bond:** *The other coven members are only a means to an end. I will kill them and find new members if either dare to challenge my leadership.*

**Flaw:** *Why lift a finger when I can have minions do the job for me?*

- **Crimson Coven.** A coven of hags that Rassendyll hired to trap Selfaril in a prison of dreams. All three members are impersonating historical figures from Selfaril's past inside his dream. Its members are Branislav Semyon (the coven leader), Dmitra Flass, and Thurndan Tallwand. Due to the nature of the dream ritual, the personalities of the historical figures bleed into and merge with the hags themselves.

- **Dmitra Flass (de MEE tra FLASS).** A green hag and member of the Crimson Coven. She is impersonating Dmitra Flass, a red wizard who was tharchion (governor) of Eltabbar, the former capital of Thay. She married Selfaril out of political convenience, but then she helped Rassendyll betray and replace her own husband.

**Personality:** *I always prefer the subtle approach.*

**Ideal:** *An oath or bargain should never be broken.*

**Bond:** *The coven made a pact with Rassendyll. We must fill that pact whatever the cost.*

**Flaw:** *I always underestimate my enemies.*

- **Rassendyll Uoumdolphin (RASS sen dill oom DOLL fin).** The twin brother of Selfaril Uoumdolphin. He imprisoned and replaced Selfaril as High Blade of Mulmaster more than a century ago. Now that Selfaril has returned to lead Mulmaster, Rassendyll's hatred of his brother caused him to return as an undead revenant fueled by vengeance. He created the Cult of

Reborn Flame and took up the persona of the Black Phoenix in his plot to bathe Mulmaster in cleansing fire.

**Personality:** *I defend my power with ruthless efficiency.*

**Ideal:** *Vengeance is all I have left.*

**Bond:** *My spirit will not rest until my brother has lost everything.*

**Flaw:** *I have a flair for the dramatic which can lead me to expose my devious plans.*

- **Rastol Shan (RASS toll SHANN).** A masked, cloaked, and perfumed wizard who is secretly a lich. He was once Thurndan Tallwand, the Senior Cloak who betrayed Selfaril and trapped him in a gem.

**Personality:** *I use honied words and a pleasant demeanor to cloak my ruthless intentions.*

**Ideal:** *I will defend Mulmaster to my last (metaphorical) breath.*

**Bond:** *Selfaril must never learn my true identity.*

**Flaw:** *I would do anything for power.*

- **Selfaril Uoumdolphin (SELL far rill oom DOLL fin).** A man who is the once and current High Blade of Mulmaster. His soul was trapped in ruby for over a century, until Rastol Shan's machinations restored him to the throne.

**Personality:** *I am cunning and pragmatic.*

**Ideal:** *Only I deserve to rule Mulmaster.*

**Bond:** *I will obey the letter of every agreement I make.*

**Flaw:** *Mulmaster is too weak to refuse the aid of the red wizards.*

- **Thurndan Tallwand (THURN dan TALL wand).** A green hag and member of the Crimson Coven. He is impersonating Thurndan Tallwand, the Senior Cloak of Mulmaster who betrayed Selfaril and trapped his soul in a gem.

**Personality:** *I have a quick wit and a sharp tongue.*

**Ideal:** *I work to ensure that I am always in control.*

**Bond:** *The Crimson Coven will be much more powerful once I become the leader.*

**Flaw:** *I am easily flustered when things don't go according to plan.*

## Appendix 2: Creature Statistics

### Allip

*Medium undead, neutral evil*

**Armor Class** 13

**Hit Points** 40 (9d8)

**Speed** 0 ft., fly 40 ft. (hover)

---

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

---

**Saving Throws** Int +6, Wis +5

**Skills** Perception +5, Stealth +6

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

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 15

**Languages** the languages it knew in life

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

**Incorporeal Movement.** The allip can move through other creatures and objects as though it were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

#### Actions

---

**Maddening Touch.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

**Whispers of Madness.** The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

**Howling Babble (Recharge 6).** Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the allip's next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

### Ambush Mummy (Mummy)

*Medium undead, lawful evil*

**Armor Class** 11 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

---

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

---

**Saving Throws** Wis +2

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** the languages it knew in life

**Challenge** 3 (700 XP)

#### Actions

---

**Multiattack.** The mummy can use its Dreadful Glare and make one attack with its rotting fist.

**Rotting Fist.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

**Dreadful Glare.** The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

## Animated Armor

Medium construct, unaligned

**Armor Class** 18 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
14 (+2)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

---

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages** –

**Challenge** 1 (200 XP)

**Antimagic Susceptibility.** The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

**False Appearance.** While the armor remains motionless, it is indistinguishable from a normal suit of armor.

### Actions

---

**Multiattack.** The armor makes two melee attacks.

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

### Reactions

---

**Spell Reflection.** If the beholder makes a successful saving throw against a spell, or a spell attack misses it, the beholder can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the beholder. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

## Beholder Spawn (Spectator)

Medium aberration, lawful neutral

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 0 ft., fly 30 ft. (hover)

---

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
8 (-1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	11 (+0)

---

**Skills** Perception +6

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 3 (700 XP)

### Actions

---

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

**Eye Rays.** The beholder shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.

1. **Confusion Ray.** The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.

2. **Paralyzing Ray.** The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself as a success.

3. **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the beholder is visible to the target, ending the effect on itself on a success.

4. **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

**Create Food and Water.** The beholder magically creates enough food and water to sustain itself for 24 hours.



## Claw Mangler (Star Spawn Mangler)

*Medium aberration, chaotic evil*

**Armor Class** 14

**Hit Points** 71 (13d8 + 13)

**Speed** 40 ft., climb 40 ft.

---

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)	7 (-2)

---

**Saving Throws** Dex +7, Con +4

**Skills** Stealth +7

**Damage Resistances** cold

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened, prone

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

**Languages** Deep Speech

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

**Ambush.** On the first round of each combat, the mangler has advantage on attack rolls against a creature that hasn't taken a turn yet.

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

### Actions

---

**Multiattack.** The mangler makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the attack roll has advantage, the target also takes 7 (2d6) psychic damage.

**Flurry of Claws (Recharge 4-6).** The mangler makes six claw attacks against one target. Either before or after these attacks, it can move up to its speed as a bonus action without provoking opportunity attacks.

## Deadly Redcap (Redcap)

*Small fey, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 45 (6d6 + 24)

**Speed** 25 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

---

**Skills** Athletics +6, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

**Iron Boots.** While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

**Outsize Strength.** While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

### Actions

---

**Multiattack.** The redcap makes three attacks with its wicked sickle.

**Wicked Sickle.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

**Ironbound Pursuit.** The redcap moves up to its speed to a creature it can see and kicks it with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

## Demonic Orc (Tanarukk)

*Medium fiend (demon, orc), chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 95 (10d8 + 50)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

---

**Skills** Intimidation +2, Perception +2

**Damage Resistances** fire, poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common, Orc

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

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Magic Resistance.** The orc has advantage on saving throws against spells and other magical effects.

### Actions

---

**Multiattack.** The orc makes two attacks: one with its bite and one with its greatsword.

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

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

### Reactions

---

**Unbridled Fury.** In response to being hit by a melee attack, the orc can make one melee weapon attack with advantage against the attacker.

## Fire Elemental

*Large elemental, neutral*

**Armor Class** 13

**Hit Points** 102 (12d10 + 36)

**Speed** 50 ft.

---

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

---

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan

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

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

### Actions

---

**Multiattack.** The elemental makes two touch attacks.

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

## Gargoyle

Medium elemental, chaotic evil

**Armor Class** 15 (natural armor)

**Hit Points** 52 (7d8 + 21)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 2 (450 XP)

**False Appearance.** While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

### Actions

**Multiattack.** The gargoyle makes two attacks: one with its bite and one with its claws.

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

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



## Hag, Annis

Large fey, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

**Saving Throws** Con +5

**Skills** Deception +5, Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Giant, Sylvan

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells:

3/day each: *disguise self* (including the form of a Medium humanoid), *fog cloud*

### Actions

**Multiattack.** The annis hag makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

**Crushing Hug.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 36 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15) if it's a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the hag's turns. The hag can't make attacks while grappling a creature this way.

## Hag, Green

*Medium fey, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

---

**Skills** Arcana +3, Deception +4, Perception +4, Stealth +3

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic, Sylvan

**Challenge** 3 (700 XP)

**Amphibious.** The hag can breathe air and water.

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

**Mimicry.** The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

### Actions

---

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

**Illusory Appearance.** The hag covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if it dies.

The change wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching it would feel its rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

**Invisible Passage.** The hag magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). While invisible, it leaves no physical evidence of its passage, so it can be tracked only by magic. Any equipment it wears or carries is invisible with it.

## Hag, Night

*Medium fiend, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

---

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

**Damage Resistances** cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Abyssal, Common, Infernal, Primordial

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

**Innate Spellcasting.** The hag's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *magic missile*

2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

**Magic Resistance.** The hag has advantage on saving throws against spells and other magical effects.

### Actions

---

**Claws (Hag Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Change Shape.** The hag magically polymorphs into a Small or Medium female humanoid, or back to its true form. 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.

**Etherealness.** The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in its possession.

**Nightmare Haunting (1/Day).** While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. If the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag.

## Selfaril Uoumdolphin (Knight)

Medium humanoid (human), lawful evil

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

---

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

---

**Saving Throws** Con +4, Wis +2

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP)

**Brave.** Selfaril has advantage on saving throws against being frightened.

### Actions

---

**Multiattack.** Selfaril makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

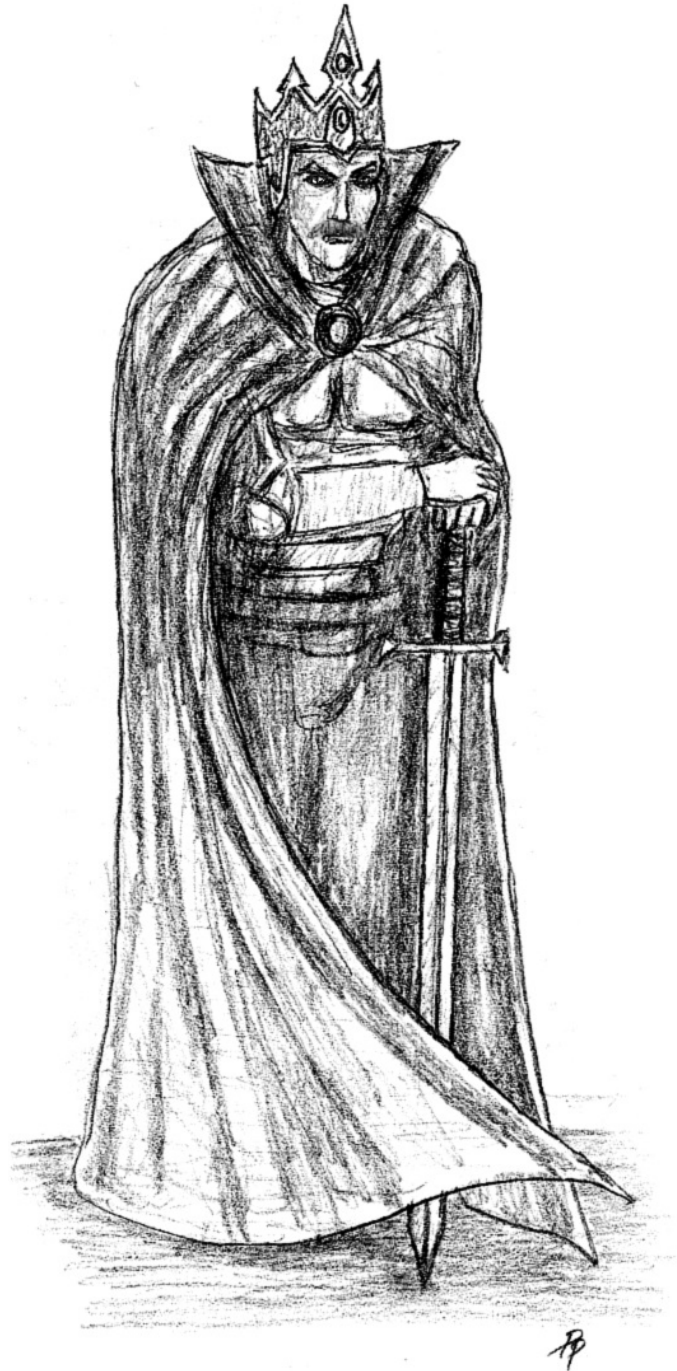
**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, Selfaril can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of him makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand Selfaril. A creature can benefit from only one Leadership die at a time. This effect ends if Selfaril is incapacitated.

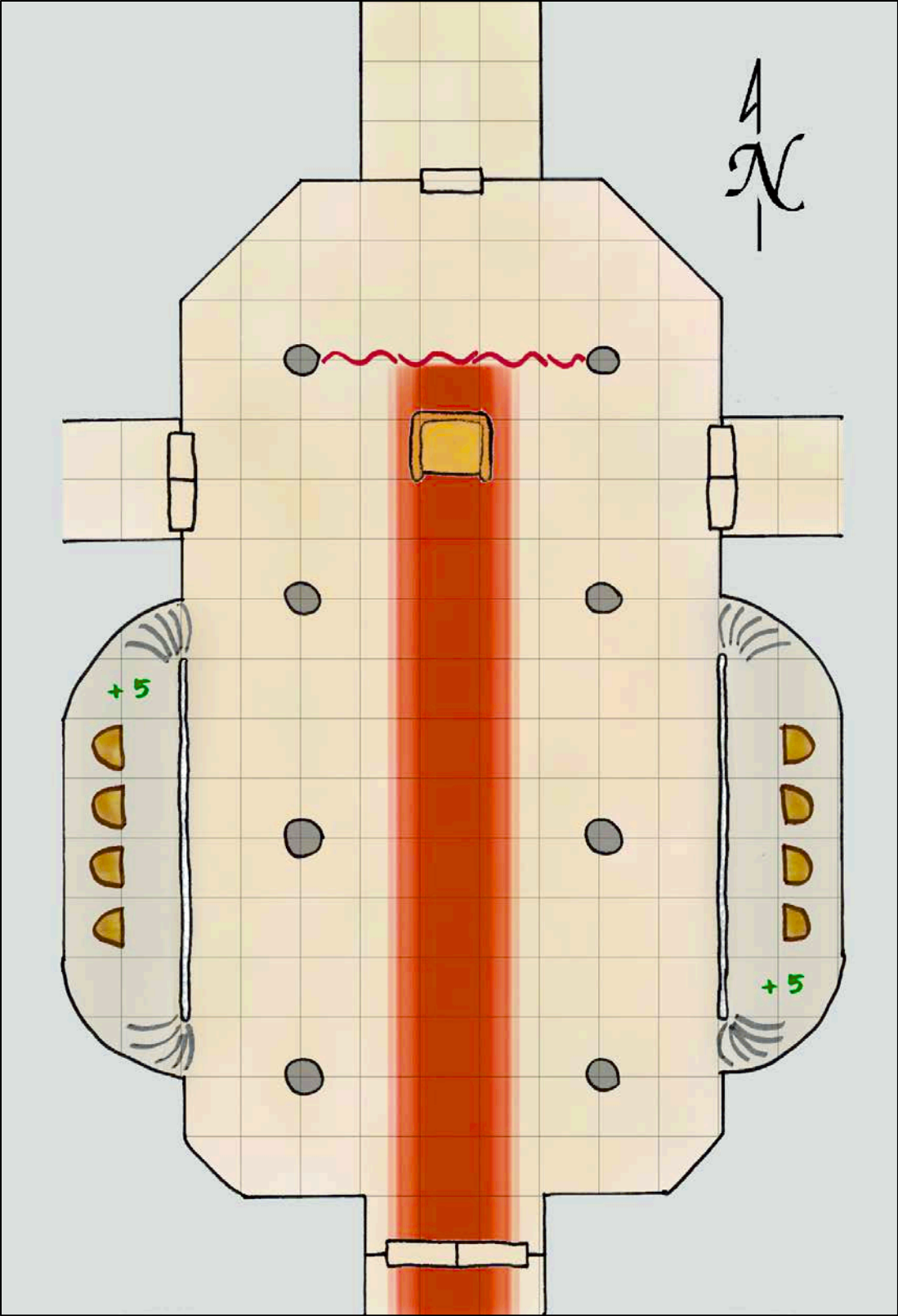
### Reactions

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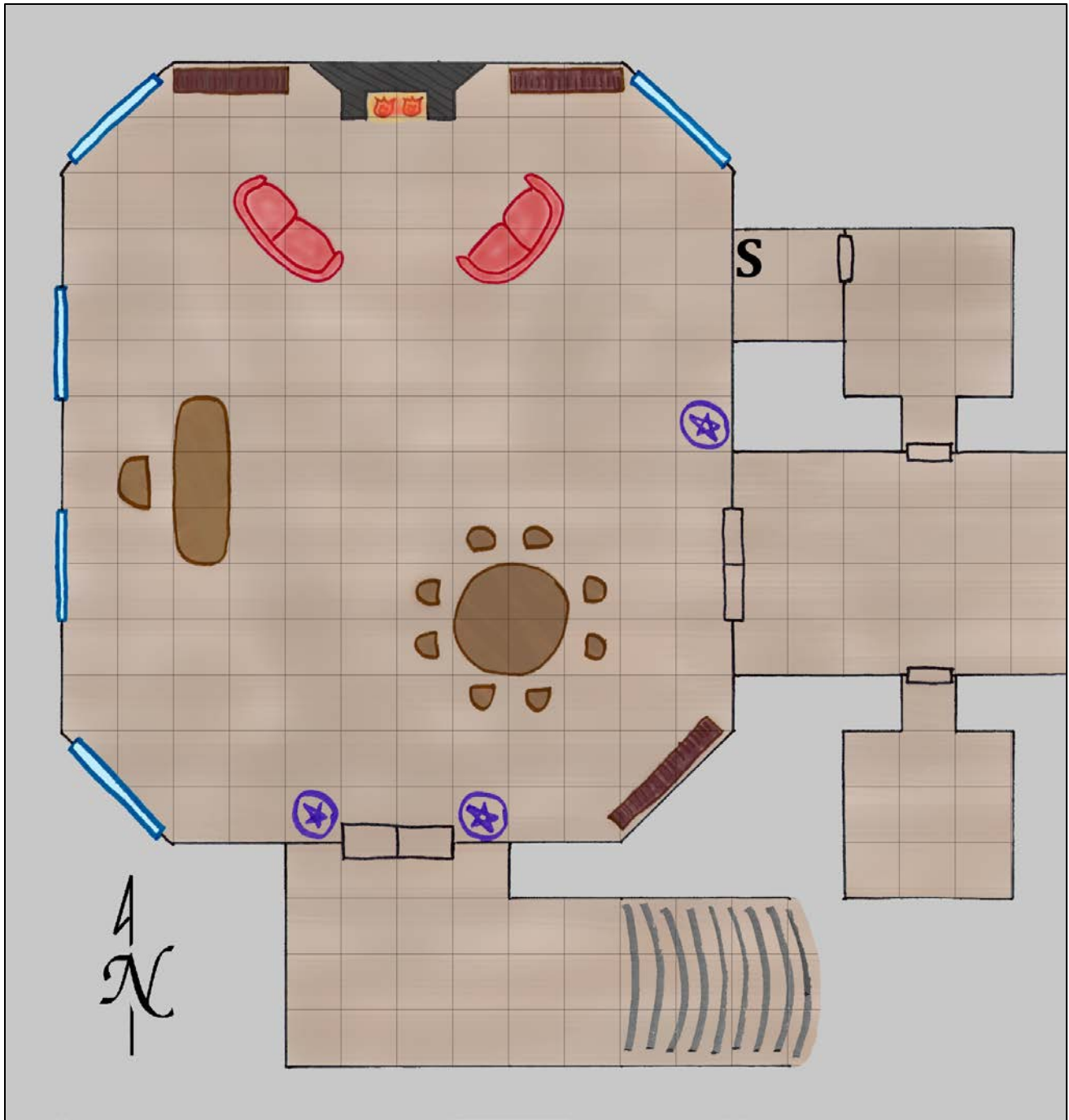
**Parry.** Selfaril adds 2 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.



# Appendix 3: Throne Room Map



# Appendix 4: Mansion Map

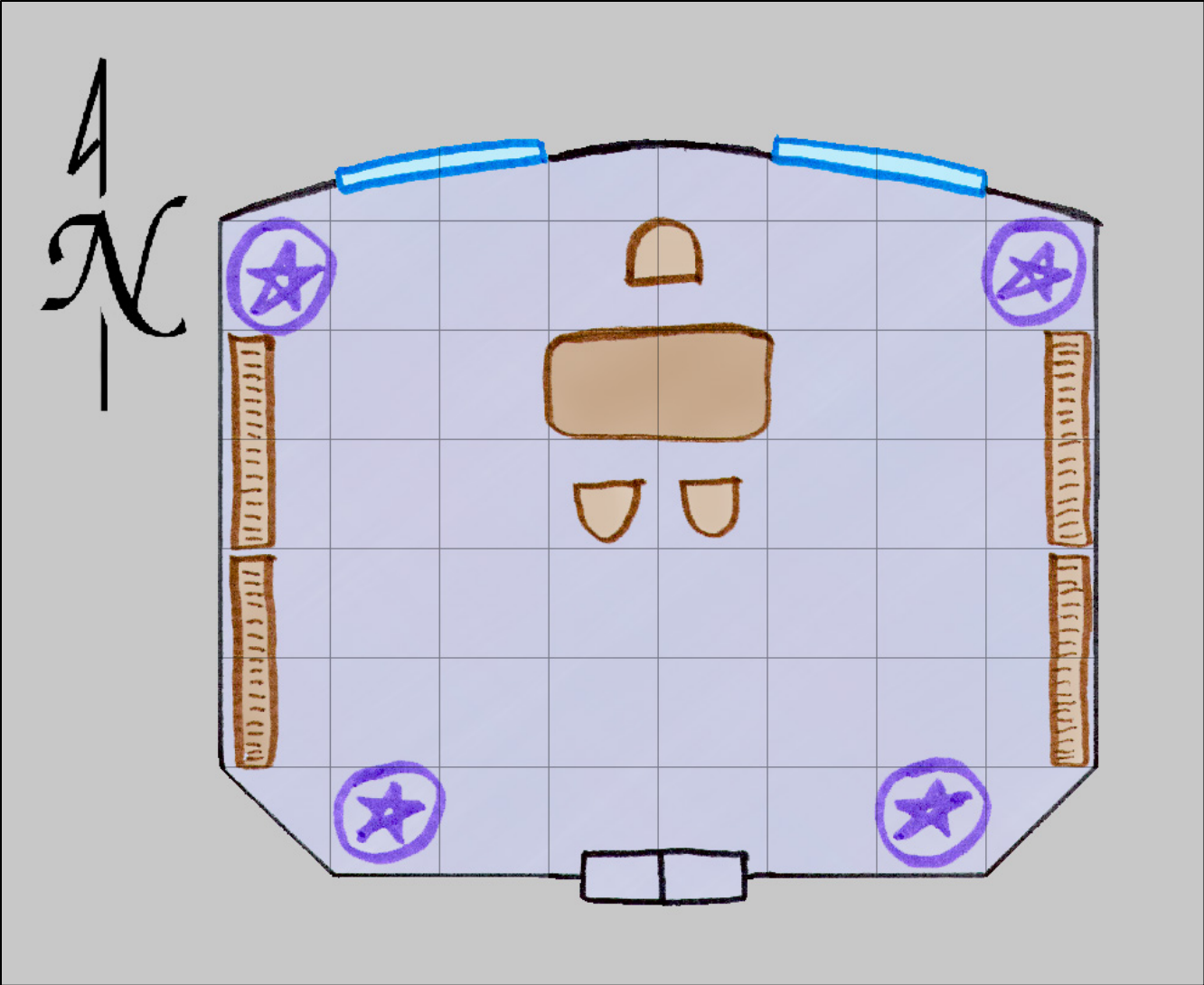


# Appendix 5: Eltabbar Palace Map





Appendix 6: Thurndan's Office Map



## Appendix 7: Elemental, My Dear Selfaril (Bonus Objective A)

*Estimated Duration:* 60 minutes

This bonus objective occurs when the adventurers try to retrieve Dmitra Flass's soul fragment.

### Prerequisites

The party must have entered the door to the north of the throne and spoken to Dmitra Flass in **Episode 2**.

### Bonus Objective A

The adventurers complete **Bonus Objective A** if they find Dmitra's soul fragment.

## The Palace of Eltabbar

The adventurers have entered the Eltabbar palace. They must solve the puzzles on the first four floors of the palace to reach Selfaril. Use **Appendix 5: Eltabbar Palace Map** to represent the area.

### Area Information

The palace has the following features:

**Lighting.** Besides floor 2, the rooms are all brightly lit by magical light with no obvious source.

**Dimensions.** Each room has a ceiling of 15 feet.

**Exit.** The adventurers can always give up and return to the throne room through the double doors on the first floor.

**Common Features.** Each floor contains a lectern, a shrine, an offering bowl, and a statue. There is a colorful mosaic at the center of each room.

**Puzzle Pieces:** Each floor contains four colored tiles each painted with a letter on it. These tiles must be collected to complete the puzzle on floor 4. The tiles should be cut out ahead of time from **Appendix 9 – Colored Tiles** so they can be handed out physically during the game.

**Penalties.** Each floor has a unique penalty for wrong guesses and inappropriate actions.

## Floor 1. Chamber of Fire

The walls of this chamber depict volcanic barrens next to a sea of lava. There is a mosaic of a bonfire at the center of the floor. This room is stiflingly hot.

### Penalty of Fire

A creature that suffers the **Penalty of Fire** is blasted by a gout of flame and must make a DC 13 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save or half as much damage on a successful one.

### Lectern of Fire

This lectern holds a red tile bearing the letter “U” glued to the wood. Resting on the lectern is a torn page bearing a riddle:

*“Thin, I am quick. Fat, I am slow. Wind is my foe.”*

If anyone in the room says “Candle” aloud, the red tile glows briefly and is no longer glued to the wood.

Alternatively, a creature can tear the tile from the lectern with a DC 10 Strength check, but that creature suffers the **Penalty of Fire**.

### Shrine to Moradin

This small shrine holds a red tile bearing the letter “N” glued to the stone. Carved upon the shrine is the symbol of a hammer and anvil (which can be found in **Appendix 10 – Holy Symbols F1 & F2**) along with the words “Pay Respect.” If the players don't recognize the symbol, a character can identify it with a DC 15 Intelligence (Religion) check (Dwarves have advantage).

If a creature pays respect to Moradin in front of the shrine, the red tile glows briefly and is no longer glued to the shrine. If a creature in front of the shrine offers prayer to a god other than Moradin or shows disrespect for Moradin, that creature suffers the **Penalty of Fire**.

Alternatively, a creature can tear the tile from the shrine with a DC 10 Strength check, but that creature suffers the **Penalty of Fire**.

### Offering Bowl of Fire

This large offering bowl holds a red tile bearing the letter “B” glued to the stone. Carved upon the rim of the bowl are the words “Make an Offering.”

If a creature places an offering related to fire in the bowl (such as a torch, a lit flame, or kindling), the offering vanishes and the red tile glows briefly and is no longer glued to the bowl. If a creature makes an offering not related to fire, the offering does not vanish, and that creature suffers the **Penalty of Fire**.

Alternatively, a creature can tear the tile from the bowl with a DC 10 Strength check, but that creature suffers the **Penalty of Fire**.

### Efreeti Statue

This statue of an efreeti holds a red tile bearing the letter “R” glued to the stone. Carved upon the statue's chest are the words “Prove Your Magic.”

If a creature casts a spell or uses magic related to fire at the statue, the magic is absorbed without harm and the red tile glows briefly and is no longer

glued. If a creature casts a spell not related to fire at the statue, that creature suffers the **Penalty of Fire**.

Alternatively, a creature can tear the tile from the statue with a DC 10 Strength check, but that creature suffers the **Penalty of Fire**.

## Floor 2. Chamber of Earth

---

The walls of this chamber are painted to resemble an underground cavern. There is a mosaic of a stone pyramid at the center of the floor. Unlike the other rooms of the palace, this room is only dimly lit.

### Penalty of Earth

A creature that suffers the **Penalty of Earth** has a stone spike protrude at them from below. Make a melee weapon attack against them with a +6 attack bonus, dealing 10 (3d6) piercing damage on a hit. That attack has disadvantage against creatures that are flying at least 5 feet in the air.

### Lectern of Earth

This lectern holds a brown tile bearing the letter “I” glued to the wood. Resting on the lectern is a torn page bearing a riddle:

*“Deep down do they go. Spread out as they grow.  
Need no light nor air. Grown as fine as hair.”*

If a creature in the room says “Root” aloud, the brown tile glows briefly and is no longer glued to the lectern.

Alternatively, a creature can tear the tile from the lectern with a DC 10 Strength check, but that creature suffers the **Penalty of Earth**.

### Shrine to Silvanus

This small shrine holds a brown tile bearing the letter “L” glued to the stone. Carved upon the shrine is the symbol of a leaf (which can be found in **Appendix 10 – Holy Symbols F1 & F2**) along with the words “Pay Respect.” If the players don’t recognize the holy symbol, a character can identify it with a DC 15 Intelligence (Religion) check.

If a creature pays respect to Silvanus in front of the shrine, the brown tile glows briefly and is no longer glued to the shrine. If a creature in front of the shrine offers prayer to a god other than Silvanus or shows disrespect to Silvanus, that creature suffers the **Penalty of Earth**.

Alternatively, a creature can tear the tile from the shrine with a DC 10 Strength check, but that creature suffers the **Penalty of Earth**.

### Offering Bowl of Earth

This large offering bowl holds a brown tile bearing the letter “O” glued to the stone. Carved upon the rim of the bowl are the words “Make an Offering.”

If a creature places an offering related to earth in the bowl (such as a rock, a piece of metal, or a shovel), the offering vanishes and the brown tile glows briefly and is no longer glued to the bowl. If a creature makes an offering not related to earth, the offering does not vanish, and that creature suffers the **Penalty of Earth**.

Alternatively, a creature can tear the tile from the bowl with a DC 10 Strength check, but that creature suffers the **Penalty of Earth**.

### Dao Statue

This statue of a dao holds a brown tile bearing the letter “S” glued to the stone. Carved upon the statue’s chest are the words “Prove Your Magic.”

If a creature casts a spell or uses magic related to earth at the statue, the magic is absorbed without harm and the brown tile glows briefly and is no longer glued to the statue. If a creature casts a spell not related to earth at the statue, that creature suffers the **Penalty of Earth**.

Alternatively, a creature can tear the tile from the statue with a DC 10 Strength check, but that creature suffers the **Penalty of Earth**.

## Floor 3. Chamber of Water

---

The walls of this chamber are painted with scenes of a massive ocean dotted with islands. There is a mosaic of the water droplet at the center of the floor. Unlike the other rooms, this room feels very cool and humid.

### Penalty of Water

A creature that suffers the **Penalty of Water** feels the warmth drain out from their body. That creature must make a DC 12 Constitution saving throw, taking 7 (2d6) cold damage on a failed save or half as much damage on a successful one. A creature that rolls 7 or lower on the save also gains 1 level of exhaustion.

### Lectern of Water

This lectern holds a blue tile bearing the letter “D” glued to the wood. Resting on the lectern is a torn page bearing a riddle:

*“Weight in my belly. Trees on my back. Nails in my ribs. Feet I do lack.”*

If a creature in the room says “Boat” or “Ship” aloud, the blue tile glows briefly and is no longer glued to the lectern.

Alternatively, a creature can tear the tile from the lectern with a DC 10 Strength check, but that creature suffers the **Penalty of Water**.

### Shrine to Umberlee

This small shrine holds a blue tile bearing the letter “I” glued to the stone. Carved upon the shrine is the symbol of a pair of crashing waves (which can be found in **Appendix 11 – Holy Symbols F3 & F4**) along with the words “Pay Respect.” If the players don’t recognize the symbol, a character can identify it with a DC 15 Intelligence (Religion) check.

If a creature pays respect to Umberlee in front of the shrine, the blue tile glows briefly and is no longer glued to the shrine. If a creature in front of the shrine offers prayer to a god other than Umberlee or shows disrespect to Umberlee, that creature suffers the **Penalty of Water**.

Alternatively, a creature can tear the tile from the shrine with a DC 10 Strength check, but that creature suffers the **Penalty of Water**.

### Offering Bowl of Water

This large offering bowl holds a blue tile bearing the letter “P” glued to the stone. Carved upon the rim of the bowl are the words “Make an Offering.”

If a creature places an offering related to water in the bowl (such as a liquid, a chunk of ice, or a cup), the offering vanishes and the blue tile glows briefly and is no longer glued to the bowl. If a creature makes an offering not related to water, the offering does not vanish, and that creature suffers the **Penalty of Water**.

Alternatively, a creature can tear the tile from the bowl with a DC 10 Strength check, but that creature suffers the **Penalty of Water**.

### Marid Statue

This statue of a marid holds a blue tile bearing the letter “R” glued to the stone. Carved upon the statue’s chest are the words “Prove Your Magic.”

If a creature casts a spell or uses magic related to water at the statue, the magic is absorbed without harm and the blue tile glows briefly and is no longer glued to the statue. If a creature casts a spell not related to water at the statue, that creature suffers the **Penalty of Water**.

Alternatively, a creature can tear the tile from the statue with a DC 10 Strength check, but that creature suffers the **Penalty of Water**.

## Floor 4. Chamber of Wind

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The walls of this chamber are painted with a vast aerial landscape filled with winged beasts. There is a mosaic of a gust of wind at the center of the floor.

### Penalty of Wind

A creature that suffers the **Penalty of Wind** gets hit by a strong blast of wind. That creature must make a DC 14 Strength saving throw or else get blasted into a nearby wall, taking 11 (2d10) bludgeoning damage.

### Lectern of Wind

This lectern holds a purple tile bearing the letter “E” glued to the wood. Resting on the lectern is a torn page bearing a riddle:

*“Lighter than a coin or song, yet few can hold me for long.”*

If a creature in the room says “Breath” aloud, the purple tile glows briefly and is no longer glued.

Alternatively, a creature can tear the tile from the lectern with a DC 10 Strength check, but that creature suffers the **Penalty of Wind**.

### Shrine to Talos

This small shrine holds a purple tile bearing the letter “L” glued to the stone. Carved upon the shrine is the symbol of three lightning bolts (which can be found in **Appendix 11 – Holy Symbols F3 & F4**) along with the words “Pay Respect.” If the players don’t recognize the symbol, a character can identify it with a DC 15 Intelligence (Religion) check.

If a creature pays respect to Talos in front of the shrine, the purple tile glows briefly and is no longer glued to the shrine. If a creature in front of the shrine offers prayer to a god other than Talos or shows disrespect to Talos, that creature suffers the **Penalty of Wind**.

Alternatively, a creature can tear the tile from the shrine with a DC 10 Strength check, but that creature suffers the **Penalty of Wind**.

### Offering Bowl of Wind

This offering bowl holds a purple tile bearing the letter “A” glued to the stone. Carved upon the rim of the bowl are the words “Make an Offering.”

If a creature places an offering related to wind in the bowl (such as by blowing air into it), it vanishes and the purple tile glows briefly and is no longer glued to the bowl. If a creature makes an offering not related to wind, the offering does not vanish, and that creature suffers the **Penalty of Wind**.

Alternatively, a creature can tear the tile from the bowl with a DC 10 Strength check, but that creature suffers the **Penalty of Wind**.

### Djinni Statue

This statue of a djinni holds a purple tile bearing the letter “G” glued to the stone. Carved upon the statue’s chest are the words “Prove Your Magic.”

If a creature casts a spell or uses magic related to wind at the statue, the magic is absorbed without harm and the purple tile glows briefly and is no longer glued to the statue. If a creature casts a spell not related to wind at the statue, that creature suffers the **Penalty of Wind**.

Alternatively, a creature can tear the tile from the statue with a DC 10 Strength check, but that creature suffers the **Penalty of Wind**.

### Tile Puzzle

On the south side of floor 4 is a large stone wall bearing slots into which they can insert their tiles. Carved next to the grid is the question, “What should an adventurer never leave home without?” Give out **Appendix 12 – Tile Puzzle**.

Below the grid is a four-digit combination lock. Each of the digits cycles between 1, 2, 3, and 4. The combination lock can’t be rotated until all sixteen tiles have been inserted into the grid. The correct answer to the grid and combination lock can be found in **Appendix 13 – Tile Puzzle Answer**.

Once the adventurers insert all sixteen tiles correctly into the grid and put “3244” into the combination lock, the stone wall retracts into a secret staircase leading to the next floor.

### Floor 5. Royal Bedroom

This chamber is a lavish bedroom filled with exotic carpets, drapes, and decorations. An adjoining balcony looks out upon the city of Eltabbar.

Selfaril is sleeping in the bed. Dmitra Flass sits on the other side of the bed and glances up as the characters come up the stairs. She is extremely surprised that the adventurers managed to outwit her palace defenses and make their way up here.

Dmitra honors her bargain and lays a hand upon Selfaril’s forehead. Selfaril shrinks down into a small

ruby shard, which Dmitra picks up and hands to one of the adventurers. She warns them that they have not seen the last of her, and then she vanishes.

The adventurers complete **Bonus Objective B** and can go back through the palace doors to return to the throne room. If they haven’t yet explored all three rooms, they can enter another room in **Episode 2**. Otherwise, proceed to **Episode 3**.



Dmitra Flass

## Appendix 8: Traitors and Turncloaks (Bonus Objective B)

*Estimated Duration:* 60 minutes

This bonus objective occurs when the adventurers try to find Thurndan Tallwand's soul fragment.

### Prerequisites

The party must have entered the door to the east of the throne and spoken to Thurndan Tallwand in **Episode 2**.

### Bonus Objective B

The adventurers complete **Bonus Objective B** if they find Thurndan's soul fragment.

### Scene A. Statue of Limitations

After Thurndan Tallwand and Rastol Shan leave, the adventurers find themselves alone in the Senior Cloak's office. Rastol Shan's last instructions to the adventurers were to look for the platinum amulets. Use **Appendix 6: Thurndan's Office Map** to represent the area.

### Area Information

This area has the following features:

**Dimensions & Terrain.** The office is a spacious chamber with a 20-ft. high ceiling.

**Lighting.** The center of the room is brightly lit by arcane orbs of light floating in the air. The corners of the room are only dimly lit.

### Creatures/NPCs

The four statues in the room are **gargoyles**. Each gargoyle wears a wide platinum amulet around its neck. The gargoyles all come alive and attack if any of them are harmed or if anyone tries to touch or steal an amulet.

### Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Weak:** The gargoyles have +2 to attack and damage rolls. Their attacks are magical.
  - **Average:** The gargoyles have +20 hit points and +3 to attack and damage rolls. Their attacks are magical.
  - **Strong:** The gargoyles have +30 hit points and +4 to attack and damage rolls. Their attacks are magical.
  - **Very Strong:** The gargoyles have +40 hit points and +5 to attack and damage rolls. Their attacks are magical.
- ☞ **Extra Challenge:** Each gargoyle has three arms and can make a claw attack as a bonus action.

### Scene B. Cloaking Device

Once the gargoyles are defeated, the adventurers can take the platinum amulets. Each amulet is a flat, wide disk which radiates divination magic to *detect magic*. The back side of each amulet is emblazoned with a letter: A, H, S, or N. The amulets can be cut out from **Appendix 14 – Platinum Amulets**.

The amulets are ridged in such a way that they can lock onto each other when stacked in a pile. If they are stacked in an order that spells "SHAN," the magic of the amulets activate, turning the centers of all four amulets into transparent glass as long as they are together. (There are few enough combinations that the players can try every combination if they can't figure out the solution otherwise.)

If anyone examines the room through the glass, they spot a hidden compartment on the floor behind the desk, which can only be opened by someone carrying the amulet. Inside the compartment are Selfaril's soul fragment, three books on lichdom with notes written by Thurndan Tallwand, a bottle of heavy perfume, and an ornate mithral mask. All of these objects, other than the soul fragment, are just figments of the shared dream and disappear if taken out of the room.

### Rastol Shan Unmasked

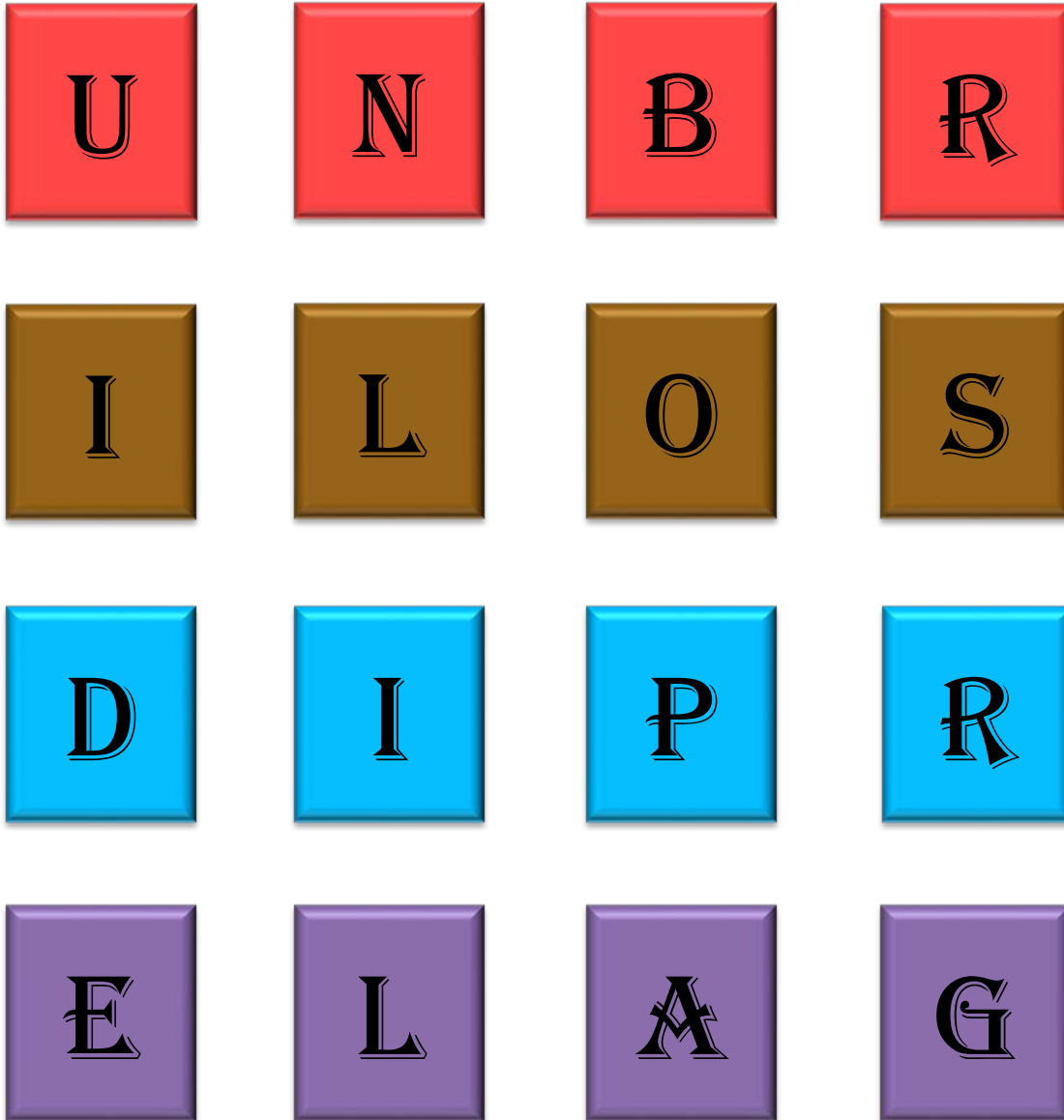
The mithral mask is clearly identical to the mask that Rastol Shan always wears. If a character sniffs the perfume, they recognize the scent as the heavy perfume that Shan always wears. The handwriting of the notes in the lichdom books match the handwriting of Thurndan Tallwand's other papers (found in his desk) as well as Rastol Shan's handwriting (if anyone has correspondence from him).

It is not difficult for an adventurer to put together the clues and realize that Rastol Shan was Thurndan Tallwand who transformed himself into a lich. If any adventurer figures out this secret, all of them gain the **A Lich's Secret** story award.

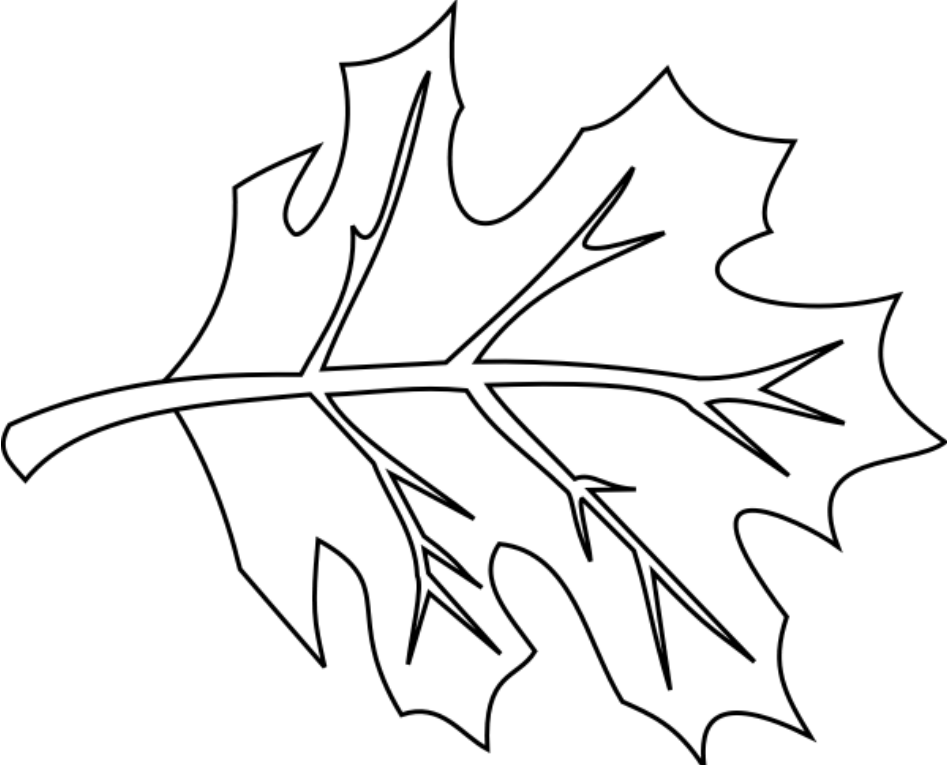
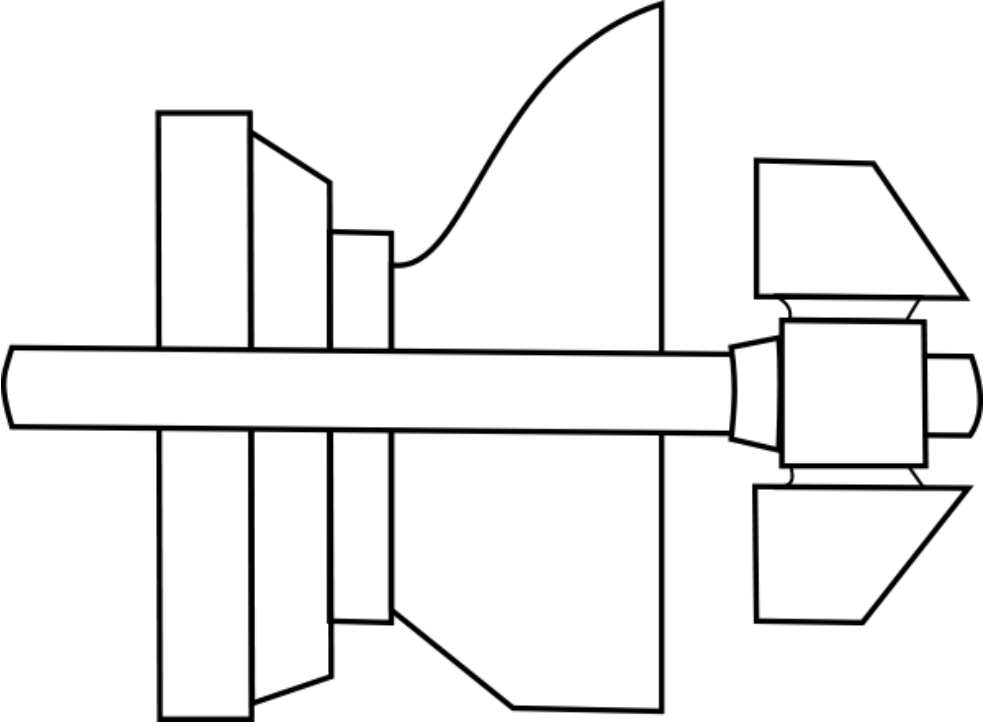
### Return to Sender

Once the adventurers have the soul fragment, they complete **Bonus Objective B**. The double doors lead back to the throne room. If they haven't yet explored all three rooms, they can enter another room in **Episode 2**. Otherwise, proceed to **Episode 3**.

## Appendix 9: Colored Tiles

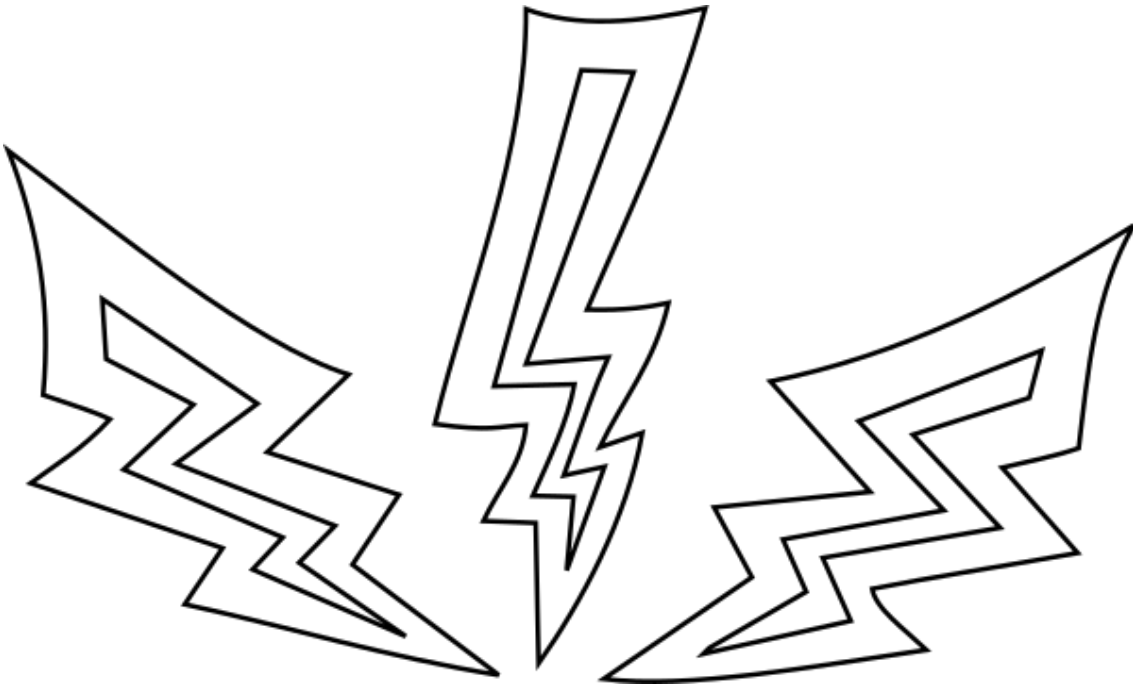
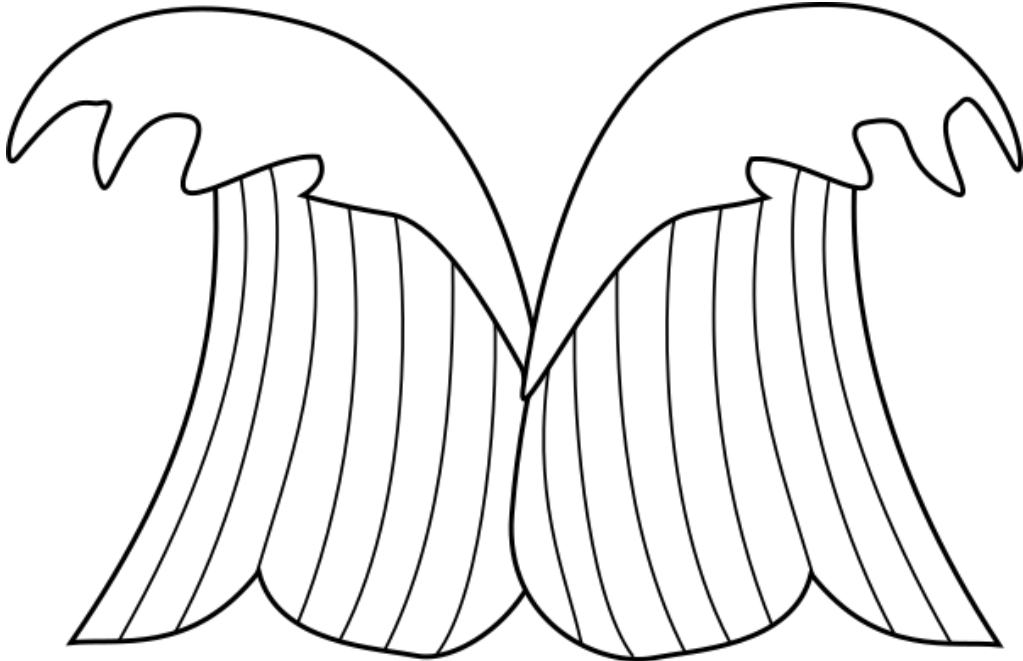


Appendix 10: Holy Symbols (F1 & F2)




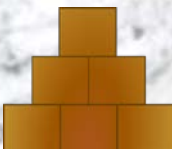




Appendix 11: Holy Symbols (F3 & F4)



Appendix 12: Tile Puzzle

1 2 3 4

	Red	Red	Red	Red
	Brown	Brown	Brown	Brown
	Blue	Blue	Blue	Blue
	Purple	Purple	Purple	Purple

**WHAT SHOULD AN ADVENTURER NEVER LEAVE HOME WITHOUT?**

1 1 1 1

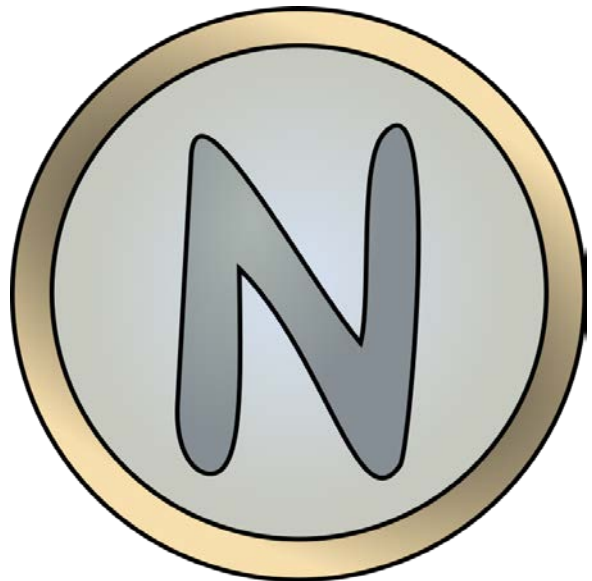
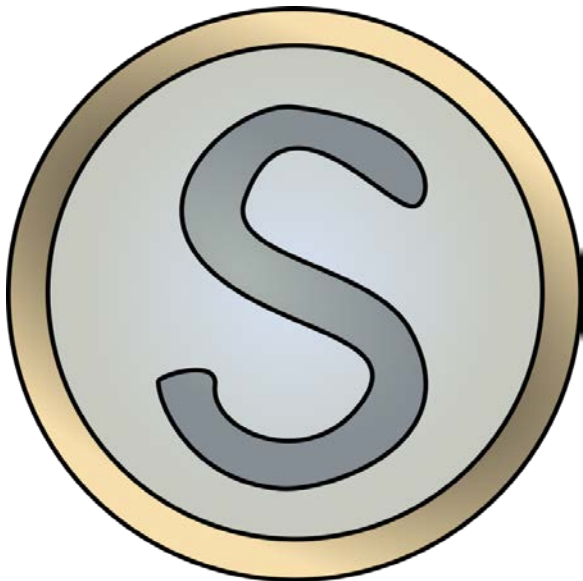
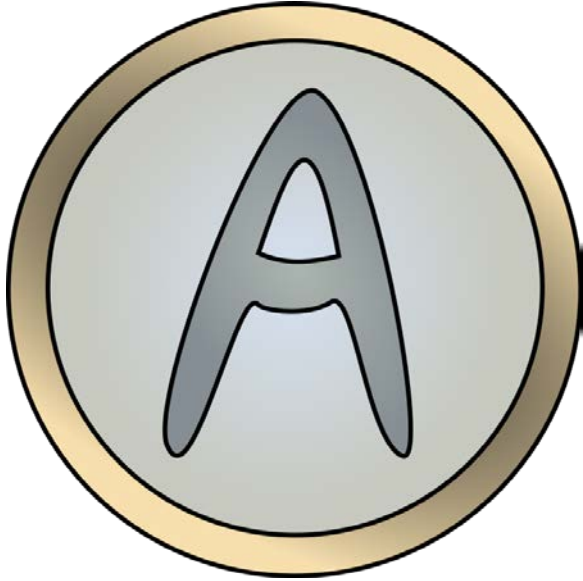
Appendix 13: Tile Puzzle Answer

	1	2	3	4
	B	U	R	N
	S	O	I	L
	D	R	I	P
	G	A	L	E

**WHAT SHOULD AN ADVENTURER  
NEVER LEAVE HOME WITHOUT?**

3	2	4	4
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## Appendix 14: Platinum Amulets



## Appendix 15: Magic Items

Adventurers completing this adventure's objective unlock these magic items.

### Sea Hag's Cloak (Cloak of the Manta Ray)

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*Wondrous item, uncommon*

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

This dark green cloak seems to be sewn together out of seaweed and kelp. Its wearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

### Selfaril's Soul Gem (Ruby of the War Mage)

---

*Wondrous item, common (requires attunement by a spellcaster)*

Etched with eldritch runes, this 1-inch-diameter ruby allows you to use a simple or martial weapon as a spellcasting focus for your spells. For this property to work, you must attach the ruby to the weapon by pressing the ruby against it for at least 10 minutes. Thereafter, the ruby can't be removed unless you detach it as an action or the weapon is destroyed. Not even an *antimagic field* causes it to fall off. The ruby does fall off the weapon if your attunement to the ruby ends.

This item can be purchased with **2 Treasure Checkpoints** of any tier.

This jagged piece of ruby was once part of the gem that housed Selfaril Uoumdolphin's soul. Even now it seems to hold a small piece of his vitality.

## Appendix 16: Spellbook

Adventurers may earn the following spellbook during the adventure.

### Brotherhood Spellbook

---

This book bears the symbol of the Brotherhood of Cloaks. It contains the following spells:

1<sup>st</sup> level: *absorb elements, silent image, unseen servant*

2<sup>nd</sup> level: *mirror image, shadow blade*

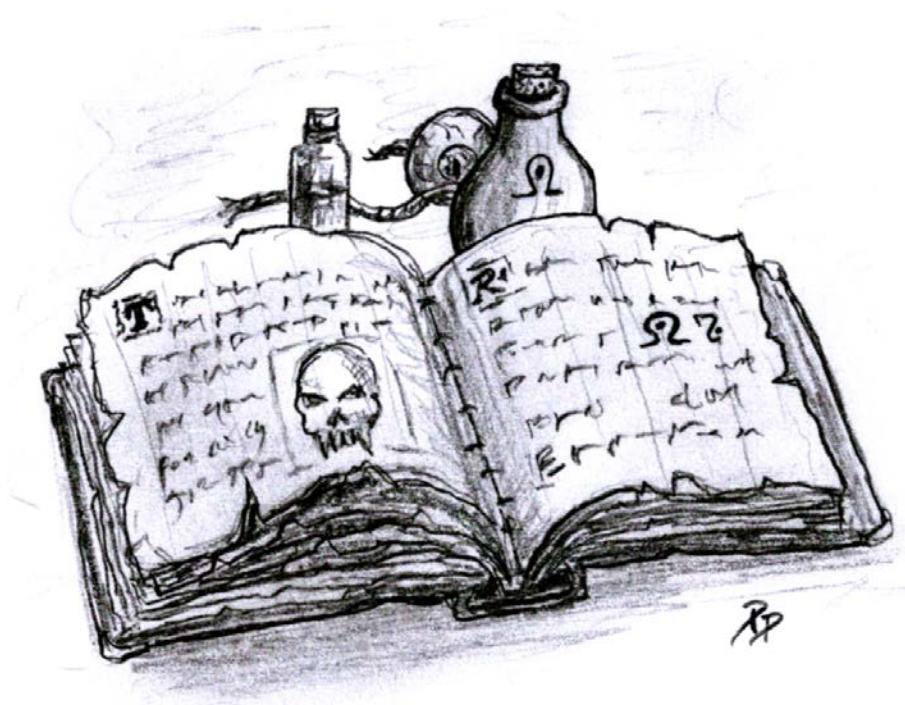
3<sup>rd</sup> level: *catnap, major image*

4<sup>th</sup> level: *sickening radiance, summon greater demon*

5<sup>th</sup> level: *dream, steel wind strike*

6<sup>th</sup> level: *mental prison*

7<sup>th</sup> level: *crown of stars*



## Appendix 17: Story Award

Adventurers may earn the following story award during the adventure.

### A Lich's Secret

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## Appendix 18: Dungeon Master Tips

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

<http://dnd.wizards.com/playevents/organized-play>

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

### Preparing the Adventure

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

### Adjusting This Adventure

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

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

#### Determining Party Strength

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

☞ **For Extra Challenge:** Some adjustment sidebars include adjustments for extraordinary parties. Suggestions marked this way are options for experienced DMs with players who can handle very difficult encounters. They can be used alongside any other adjustment. Be careful using these options, especially in a time-limited setting.



**Item Unlock:**

**Sea Hag's Cloak  
(Cloak of the Manta Ray)**

*CCC-GAD01-01 Broken Blade*

*Wondrous Item, Uncommon (Table B)*

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

This dark green cloak seems to be sewn together out of seaweed and kelp. Its wearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

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