

WHAT LIES BENEATH YLRAPHON

Part Three of the Olma Series

Chasing the mysteries of Auntie Olma has disturbed more powerful forces, and the city of Ylraphon pays the price. Zombies, ghosts, and creatures even more sinister tear up the streets. With Ylraphon in danger, adventurers must push back the undead horde threatening it all!

A Four-Hour Adventure for 1st–4th Level Characters



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INTRODUCTION

Welcome to *What Lies Beneath Ylraphon*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's Wyrmplague saga.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as 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.)

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

ADVENTURE PRIMER

ADVENTURE BACKGROUND

Through the manipulations of a bheur hag named Auntie Olma, characters have found themselves unknowingly tangled in another more sinister hag's scheme.

Granny Achlys is not only a night hag; she is *the* night hag, one of the three Blight Sisters that rule over the House of Longevity and Ruin, a household of 99 night hags. Achlys also is the hag that revolutionized Weird Magic via the Wyrmplague, a corruption of the draconic lineage, a millennia-long experiment that exposed draconic eggs to hag magic in places where the Weave flows strongly. Being not wholly of the material plane, these dragons have the weave flowing through them like a conduit, every iota burning with knowledge and power. Thousands of dragons carry dormant Wyrmplague genes, just waiting for Achlys to activate them.

Granny Achlys is eager to stop characters' investigations into her plots and has even sent her most powerful servants – a death knight named Lord Vor – to cleanse the town of her involvement. With the characters persistent, she has summoned a mighty undead horde to make all of Ylraphon suffer.

LOCATION AND NPC SUMMARY

The following location features prominently in this adventure.

Ylraphon (ee-ILL-ra-FON). A small but growing port outside the mouth of the River Lys, on the southern edge of the Moonsea Region.

ADVENTURE OVERVIEW

The adventure is broken down into six parts:

Part 1. The adventure begins with the characters in Ylraphon, outside Hostettler's House, an inn and tavern, where a siege of undead are creating mass chaos. They save a bystander from a group of pesky skeletons and, in turn, are tasked with protecting her master. An observer is impressed with the adventurers and has a mission for them as well. With the nearby market also under siege, the characters must decide who to help and when.

Part 2. Rushing to the Hunters Market, the characters find a group of zombies clawing at civilians behind makeshift barricades. The characters fight waves of undead to protect the civilians as Granny Achlys summons more foes.

Part 3. The Emberstar Exchange has run amuck as partying ghosts possess the guards tasked with protecting the building. The characters bring peace to the tortured spirits by solving the mystery of who

exploded the punch bowl at the party that killed them all. Then characters face the guilty ghost.

Part 4. Meanwhile at the Dragon Docks, panicked Ylraphon civilians clamor to board the merchant vessels to escape the sieged city, but the waters are unsafe. The characters fight off sahuagin skeletons that emerge, all while calming the crowds, saving a family already at sea and building a barricade to block the undead from entering the city.

Part 5. Suddenly the entire city shakes as a long-dead giant skeleton rises from the ground. The characters are the only ones who can save Ylraphon by performing a protection ritual from an ancient rune-covered tablet. The tablet summons an unconventional hero ... an adult red dragon.

Part 6. With the dragon battling the undead hordes, the characters stand a chance against the giant skeleton rocking Ylraphon. The battle is swayed by the characters' previous actions.

ADVENTURE HOOKS

The adventure assumes that either the characters are returning from CCC-TRI-12, *Ill Met in Ylraphon* or they were in the area when the undead horde began to siege the city.

Enemy of Vor. If characters have recently played CCC-TRI-12, they have traded blows with Lord Vor, a death knight beholden to Granny Achlys, and received warning of the undead horde he and the hag have set upon Ylraphon. The town is now besieged. Having proven themselves already to Ylraphon, can the characters protect the city from even greater threats?

Treasure Hunter. If characters have not played the previous adventure, they might have followed rumors that have spread far and wide of an ancient rune-covered tablet recently discovered in Ylraphon. The astute explorer knows mysterious artifacts lead to adventure and, better yet, gold. Arriving mere days ago in the port city and settling into the adventurers hub of Hostettler's House, characters find themselves in the wrong place at the wrong time when Ylraphon is swarmed with undead.

Lords' Alliance (Faction Assignment). The Lords' Alliance knows where the true power lies in Ylraphon—the merchant houses. If you can secure the debt of one of these five families, you will earn the Lords' Alliance a powerful ally and distinguish yourself as an agent.

Zhentarim (Faction Assignment). These are dark times indeed in Ylraphon, so why not find the silver ... or gold ... or bejeweled ... lining? A former pirate vessel, the Ravenous, rests at the Dragon Docks. We will arrange for a distraction. Use it to sneak onto the ship and "reallocate ownership" of the treasure on board.

PART 1. YLRAPHON UNDER SIEGE

Estimated Duration: 30 minutes

Returning to Ylraphon after the events of CCC-TRI-12, *Ill Met in Ylraphon*, the characters find the city besieged by all manner of undead horrors overnight. With the city's resources strained, it is up to the characters to turn the tide of battle, but first they must decide how to prioritize the many calls for aid amidst the chaos.

GENERAL FEATURES

Ylraphon has the following general features.

Terrain. The streets are littered with rubble and refuse.

Weather. Dismal grey clouds fill the sky. The air is unusually stagnant for this dockside settlement.

Light. The sky is cloudy, letting through the barest bit of natural light.

Smells and Sounds. The groans and wails of undead, screams of fear, and clamor of chaos fill the streets, as well as the permeating stink of rotten flesh.

TROUBLE AT THE HUNTERS MARKET

The beginning of this adventure should set the scene of a city thrown into complete chaos, as well as introducing the first potential quest of protecting the Hunters Market.

The port city of Ylraphon has transformed overnight. Everywhere you look . . . skeletons . . . zombies . . . is that little one wearing a red hat? . . . undead causing chaos and clamor in every direction.

You are standing outside the Hostettler's House, yesterday a bustling adventurers hub and tavern, today a fortified shelter crawling with nasty undead. You watch as they grope their way up the walls toward the roof of the inn, where other hardened adventurers wait to knock them off with their weapons. One such adventurer stands and stares in the distance before shouting.

"They're taking the Hunters Market! They're taking the Hunters Market! You below, go help! We've got Hostettler's covered."

Before you can move an inch, a tiny zombie, a red cap cocked to the side atop its rotting head, shambles toward you and stares up from your feet with empty sockets. Its rotting jaw opens.

"Are . . . you . . . my . . . mommy?"

ZJ THE ZOMBIE KID

The soul of this child **zombie** makes an appearance at the end of this adventure, trapped in the hag's flying broom.

This child zombie is mindless and cannot speak except to repeat its one question. It also is harmless and will not attack or defend itself; if left alone, it

will simply wander to various creatures searching for its mother. If engaged in combat, the child will not flee but simply repeat its question each time it is hit.

The red cap of the zombie is embroidered on the back with the letters "ZJ."

TROUBLE AT THE EMBERSTAR EXCHANGE

Before characters can run off to the Hunters Market, or interrupting their interaction with ZJ, they hear a cry for help.

Suddenly, a scream rings out over the clamor. Steps away from you, a bony hand bursts from the ground and grasps itself tightly around the ankle of a terrified young woman, who is soon surrounded by a group of menacing skeletons.

The characters witness three **skeletons** emerge from the ground and attack the bystander. This is meant to be a swift battle, easily overpowered by the characters, to demonstrate their strength as defenders of Ylraphon. Theater of the mind would be appropriate here.

The bystander is **Amity Snapdragon**, a servant to Sebastian Emberstar, leader of the Emberstar Exchange merchant guild. Amity is very grateful for the help of the characters and imparts the following information:

- The guards protecting the Emberstar Exchange seem suddenly to be acting strangely, shirking their duties and joking openly about the undead siege. They don't seem to be taking the invasion seriously at all.
- Fearing the Exchange would soon be overrun, Amity left to find adventurers to help guard her master and his wares, and the guards locked her out, laughing all the while. Now she can't get back in, and she has nowhere to hide!
- A successful DC 13 Wisdom (Insight) check reveals that Amity's motivations go beyond those of a dutiful servant. She has romantic feelings toward Sebastian Emberstar but has never acted on them and doubts they are requited.
- "Y-y-you must help! I am so w-w-worried about Seb . . . I m-m-mean . . . Mr. Emberstar."
- She passed the Hunters Market, and it was a catastrophe, completely overrun by undead.
- If the adventurers can help knock sense into the guards, Lord Emberstar is sure to thank the characters with a hefty reward.

ROLEPLAYING AMITY SNAPDRAGON

This skittish half elven woman is much more comfortable behind a desk, specifically the desk of the assistant to the head accountant of the Emberstar Exchange. Capable of complex mathematical acrobatics, Amity's shy and self-deprecating demeanor—coupled with a nervous stutter—has kept her low in the ranks of the Exchange despite her considerable talent. The highlight of her day is fetching coffee for Sebastian Emberstar, leader of the Exchange, for whom Amity pines deeply and secretly.

Quote: “Th-th-there is a 32.875% p-p-percent chance of m-m-making it out of this alive.”

TROUBLE AT THE DRAGON DOCKS

As the characters end their conversation with Amity, an elderly man in a weathered sailor's uniform steps out from his hiding spot behind some rubble. His arms are raised in surrender.

Allistair Thatcher approaches them with one last request for aid:

- Allistair saw the characters valiantly step in to save the young woman, and he is very impressed.
- Allistair's ship is docked at the Dragon Docks, where a crowd of Ylraphon citizens is growing. Panicked townsfolk are trying to push their way onto the merchant vessels there to escape the city, but the sea is just as dangerous.
- Swarms of strange-looking skeletons are rising from the sea.
- Allistair believes building fortifications along the docks will help stem the flow of undead attacking Ylraphon. He abandoned his ship to look for able bodies to help.
- Allistair hopes the characters will prove themselves the upstanding citizens he believes them to be and aid him in this effort.

ROLEPLAYING ALLISTAIR THATCHER

Allistair isn't your typical salty dog. This grey-haired retired navy man is the definition of an upstanding citizen with the manners to boot. Perhaps a bit out of touch, Allistair always means well but can offend with his old-fashioned views. Still, spry for his age, Allistair attacks life with gusto, zest and a weakness for the “old biddies.”

Allistair is quick to brag about his magnificent ship, which, in reality, is a canoe with a makeshift sail.

Quote: “My dear damsel in distress, set aside your weapons. It is I, the courageous and selfless Allistair Thatcher, here to save you!”

DEVELOPMENTS

The characters have three choices, which you should make clear. They can investigate what is happening at the Hunters Market (part 2); they can protect the Emberstar Exchange (part 3); or they can fortify the Dragon Docks (part 4). Part 3 is mandatory to complete the Lords' Alliance faction assignment. Part 4 is mandatory to complete the Zhentarim faction assignment.

Unknown to the players, they will have time to resolve only two of these three conflicts, and their choices will influence the final battle.

At your discretion, characters are allowed one short rest during this adventure.

PART 2. HORDES AT THE HUNTERS MARKET

Estimated Duration: 60 minutes

The Hunters Market has been overrun by the undead horde summoned by Granny Achlys. Characters must fight off waves of undead who are determined to feed on the innocent.

The Hunters Market doesn't smell great on the best of days, but now, as you run toward the open-air market and Ylraphon's de facto town square, the usual smell of fish mingles with the unbearable stench of rotten flesh. As you approach, you see that the market's stalls and tables have been overturned to form three makeshift barricades, around which creatures with desiccated skin claw ferociously to break in. Wails and whimpers of fear reach your ears.

A glowing green eldritch light fills the square, and as it dissipates, it reveals another of the creatures, who groans at you through a mouth of yellowed rotten teeth. The rest turn. They've noticed you.

The following encounter takes place in three waves. Between waves, continue through the initiative counts as normal, and begin the next wave on the enemies' same initiative count. This gives the characters an opportunity to move commoners out of danger, heal, etc.

THE FIRST WAVE

Eight **zombies** surround the three barricaded areas in the Hunters Market. Each barricade has at least two zombies around it.

Each barricade contains three **commoners** and has already been weakened by the zombies' persistent clawing. If a zombie spends an action to attack the barricade, the barricade will break, and the zombies can access the commoners.

If the barricades are broken, the zombies will attack the commoners if given an opportunity. The zombies are willing to ignore ranged attacks if they can attack a commoner instead. However, they will move around the barricade defensively and will defend themselves against melee attackers.

SETTING UP THE ENCOUNTER

Very Weak

- **Zombie (4):** AC 8, 22 hp, Init -2

Weak

- **Zombie (6):** AC 8, 22 hp, Init -2

Average

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

Strong

- **Zombie (10):** AC 8, 22 hp, Init -2

Very Strong

- **Zombie (12):** AC 8, 22 hp, Init -2

THE SECOND WAVE

After the zombies have been defeated, and acting on the same initiative count, the next wave of undead appear and attack.

Suddenly there is another flash of eldritch light. As it fades, ghastly creatures with grey skin and razor-sharp teeth emerge from the ground.

Three **ghasts** emerge throughout the Hunters Market. Like the zombies, the ghasts are enticed by the easy targets of the frightened commoners.

SETTING UP THE ENCOUNTER

Very Weak

- **Ghast:** AC 13, 36 hp, Init +3

Weak

- **Ghast (2):** AC 13, 36 hp, Init +3

Average

- **Ghast (3):** AC 13, 36 hp, Init +3

Strong

- **Ghast (4):** AC 13, 36 hp, Init +3

Very Strong

- **Ghast (5):** AC 13, 36 hp, Init +3

THE THIRD WAVE

After the ghasts have been defeated, and acting on the same initiative count, the final wave of undead appears and attacks.

Once again, the Hunters Market fills with eldritch light, but this time the strong, green glow persists longer and more brightly, almost blinding you. As it finally fades, it leaves swirls of blackened smoke that coalesce into a humanoid shape with glowing eyes.

The characters face a **wraith**. If any of the commoners died during the previous wave, the wraith begins combat by touching one of the corpses, creating a **specter** under its control.

SETTING UP THE ENCOUNTER

Very Weak

- **Wraith:** AC 13, 67 hp, Init +3
Ignore the wraith's damage resistances

Weak

- **Wraith:** AC 13, 45 hp, Init +3

Average

- **Wraith:** AC 13, 67 hp, Init +3

Strong

- **Wraith:** AC 13, 67 hp, Init +3
- **Specter:** AC 12, 22 hp, Init +2
Under the wraith's control

Very Strong

- **Wraith:** AC 13, 67 hp, Init +3
- **Specter (2):** AC 12, 22 hp, Init +2
Under the wraith's control

DEVELOPMENTS

After the wraith and any specters have been defeated, characters succeeding on a DC 13 Wisdom (Perception) check hear a faint cackling that quickly fades.

If there are any surviving commoners, they are very grateful for the characters' help and promise to spread the word of their deeds. The commoners gather any remaining armor or weapons from the market to distribute in defense of the city.

Characters are free to go to the Emberstar Exchange (part 3) or the Dragon Docks (part 4). Part 3 is mandatory to complete the Lords' Alliance faction assignment. Part 4 is mandatory to complete the Zhentarim faction assignment.

If this is their second completed quest, proceed to part 5, "Rise of the Titans," instead.

TREASURE

Among the damaged goods is one finely crafted set of armor worth 150 gp.

XP AWARD

If the characters defeat all three waves without any commoners dying, award 75 XP.

PART 3. GHOSTS AND GUARDS

Estimated Duration: 60 minutes

The characters discover the guards possessed by ghosts continuing a party where they all died years ago. They must bring peace to the ghosts by solving the mystery of how they died before facing the murderer.

The Emberstar Exchange looks like a zoo and sounds like a bard college. Thumping music can be heard from blocks away as you approach the city's famed metal arms merchant. As you near, you can see the doors of the Exchange are no longer locked. In fact, they are thrown open and off their hinges. Guards loiter outside and in, dancing, laughing and drinking, blind to the chaos around them.

Inside, it is almost too crowded to move. Over the blaring beats, however, you hear five guards arguing outside a closed door.

"Of course, it wasn't me! You did it!"

"We've been over this already!"

The door on the other side of the room is locked. If the characters knock on the door, they learn that Sebastian Emberstar has barricaded himself in his office. He will not leave until the characters rid the building of ghosts.

This encounter is formatted as a murder mystery. The ghosts died at a mage guild house party when the punch bowl exploded. Unsure of whom caused their untimely doom, the ghosts continue to haunt this plane, stuck in the wild rager of their final moments.

The ghosts' "unfinished business" can be resolved by discovering what happened that night, a fact the ghosts readily make clear to the characters. If the characters help them, the ghosts will happily leave this plane, ridding the city of Ylraphon of at least one problem.

Any character drinking from the punch bowl becomes possessed by one of the ghosts (the guard who the ghost formerly inhabited falls unconscious) and gains a flaw and knowledge from that ghost. Give the player the appropriate section of **Player Handout 1**. Characters possessed by ghosts also earn the "This Hangover's Gonna Haunt You" story award.

THE GHOSTS

The Emberstar Exchange is full of ghost-possessed guards dancing, playing ale pong, and enjoying their everlasting raging party. Most of their personalities are those of your typical "mage guild bro" with a scattering of flirtatious female ghosts as well. However, five ghosts stand out and interact with the characters:

BROTHER WOLF

Bossy Brother Wolf was the leader of the guild mage house and the culinary genius behind the house's famous party punch. But it's lonely at the top. Brother Wolf was overwhelmed with an increasing paranoia that someone was trying to steal his punch recipe and his reign over the mage guild house. He would often share false "secret ingredients" to throw others off the trail.

BROTHER BADGER

Always good company, Brother Badger was beloved for his relaxed and laid-back nature and charismatic personality. He was especially popular among the ladies.

BROTHER BEAR

Brother Bear was eager to help. Perhaps too eager. His butterfingers and clumsy feet always got him in trouble, but for better or worse, this space cadet barely noticed his fumbles.

BROTHER FISH

Brother Fish was so nicknamed for his unquenchable thirst for wine, ale and, most of all, Brother Wolf's punch. Anxious and shaky when without drink, Brother Fish was more comfortable when swimming in libations. With a knack for picking locks, Brother Fish wasn't above sneaking into storage for a little extra punch.

BROTHER SLUG

Envious of Brother Badger, Brother Slug was uptight and awkward and made others feel uncomfortable around him. Often the butt of the mage guild house's jokes, Brother Slug fought tirelessly to earn the admiration of his brothers.

DM NOTE

If the players do not immediately start poking around or interacting with the possessed guards, the ghosts in the guards' bodies recommend they try the punch to 'get into the right mood'. If no one takes them up on that, and the scene does not move forward, try having one of the Brothers start to bemoan his fate and the events of the night.

WHAT HAPPENED THAT NIGHT

The timeline of events the night the punch bowl exploded are as follows:

- Brother Wolf is paranoid someone is stealing his party punch. He decides to protect the stored casks of punch with explosive runes.
- Brother Fish unlocks the mage guild house's storage, where he notices and dispels the runes and takes a cask of punch for himself.
- Brother Badger is busy impressing the ladies with his signature move, using ray of frost to chill

glasses of party punch. Soon the punch bowl is empty.

- Brother Bear is well-meaning but clumsy. He refills the punch bowl with a cask from storage, dripping punch throughout the house.
- Brother Slug is determined for this to be the last party he spends alone. He practices his firebolt to rival Brother Badger's frosty tricks... and unwittingly lights a trail of flammable punch in the hall, which leads to the punch bowl.
- BOOM!

MYSTERY SOLVED, PROBLEMS BEGUN

Once characters discover Brother Slug is the murderer, albeit accidentally, his ghost leaves the body of the guard or of the character he is inhabiting.

"Enough!" wails the ghost of Brother Slug as it emerges from its vessel. "It's not enough that I'm not as popular as Badger or as talented as Wolf or at least as clueless as Bear so I could ignore the torment, the teasing... Now I'm a-a-a m-murderer too? I can't stand it! I can't stand it!"

Brother Slug flies through the door of Sebastian Emberstar's office, and you hear a yell on the other side, then silence and then the door bursts open. Standing before you is man with rust-colored skin, bright orange hair and piercing eyes.

The characters face Sebastian Emberstar (use **flamewrath** statistics with the modifications in the sidebar), a male fire genasi sorcerer, possessed by the **ghost** of Brother Slug. As Sebastian struggles against the ghost possessing him, his magical powers are reduced and have the following modifications:

- Sebastian has one 3rd-level spell slot.
- Sebastian has no 4th- or 5th-level spell slots.

Throughout the fight, describe this internal battle to encourage characters to preserve Emberstar and use nonlethal damage. Here are some examples to sprinkle throughout the combat:

- Emberstar begins the vocal and somatic components for a spell characters recognize as *fireball*! As sparks of flame emerge from his fingertips, his face contorts uncontrollably and a different voice struggles to form the words, "*Counterspell!*"
- A ghostly fist emerges from Emberstar's chest and punches the sorcerer in the face.
- Emberstar lurches about the room as if every step he takes is a struggle between two powerful forces within.

FACTION ASSIGNMENT: LORDS' ALLIANCE

Characters in the Lords' Alliance must keep Sebastian Emberstar alive, dealing only nonlethal damage or expelling the ghost through other means, in order to secure Emberstar's debt to the faction.

SETTING UP THE ENCOUNTER

Very Weak

- **Sebastian Emberstar:** AC 12 (15 with *mage armor*), 40 hp, Init +2
Sebastian has no 3rd-, 4th-, or 5th-level spell slots
- **Ghost:** AC 11, 45 hp, Init +1

Weak

- **Sebastian Emberstar:** AC 12 (15 with *mage armor*), 40 hp, Init +2
Sebastian has one 3rd- and no 4th- or 5th-level spell slots
- **Ghost:** AC 11, 45 hp, Init +1

Average

- **Sebastian Emberstar:** AC 12 (15 with *mage armor*), 40 hp, Init +2
Sebastian has one 3rd- and no 4th- or 5th-level spell slots
- **Ghost:** AC 11, 45 hp, Init +1

Strong

- **Sebastian Emberstar:** AC 12 (15 with *mage armor*), 40 hp, Init +2
Sebastian has no 4th- or 5th-level spell slots
- **Ghost:** AC 11, 45 hp, Init +1

Very Strong

- **Sebastian Emberstar:** AC 12 (15 with *mage armor*), 40 hp, Init +2
- **Ghost:** AC 11, 45 hp, Init +1

SEBASTIAN EMBERSTAR (FLAMEWRATH)

Sebastian Emberstar uses the statistics of a flamewrath (*Princes of the Apocalypse*), but has the following modifications:

- Change type to *humanoid (fire genasi)*.
- Change **Languages** Common, Primordial
- Change *hypnotic pattern* to *counterspell*.
- Remove the **Wreathed in Flame** ability.
- Add the following ability:
Innate Spellcasting. Sebastian's innate spellcasting ability is Constitution (spell save DC 13). He can innately cast the follow spells, requiring no components:
At will: *produce flame*
1/day each: *burning hands*

TRICKS OF THE TRADE

Nonlethal damage. Knocking out an opponent through nonlethal damage can be accomplished only through a melee attack, including melee spell attacks.

DEVELOPMENTS

Upon defeating Sebastian Emberstar, assuming nonlethal damage, the ghost is expelled from his body and dies in Sebastian's stead.

ROLEPLAYING SEBASTIAN EMBERSTAR

Sebastian Emberstar is a well-known figure in Ylraphon, far beyond his striking, rust-colored skin, piercing eyes, and bright orange hair. He is respected as the fiery yet charismatic head of the Emberstar Exchange. Sebastian is mercurial, but better at keeping his impulses in check than most fire genasi. An expert flatterer with a vise-like memory and a disarming smile, he excels at grasping small details and transforming them into a shared personal connection. This social adroitness is the result of feeling that he must overcome suspicion and mistrust based on his heritage as a fire genasi. Most of the time, he remains intensely focused on advancing his merchant house and its fortunes, but he is easily distracted by beauty, fine craftsmanship, and mystery.

Quote: *"To accept the ordinary is to accept defeat; this town's people must build their future on their own terms."*

Characters are free to go to the Hunters Market (part 2) or the Dragon Docks (part 4). Part 4 is mandatory to complete the Zhentarim faction assignment.

If this is their second completed quest, proceed to part 5, "Rise of the Titans," instead.

XP AWARD

If the characters defeat Brother Slug without harming Sebastian Emberstar at all (for example, turning the ghost), reward 75 XP.

TREASURE

Sebastian Emberstar is grateful to the adventurers for securing the Emberstar Exchange. He rewards players with 150 gp.

PART 4. DAM THE DAMNED

Estimated Duration: 60 minutes

Characters must calm the Dragon Docks, where sahuagin skeletons are crawling out of the sea and panicked citizens of Ylraphon fight desperately to escape the city under siege.

You approach the Dragon Docks, and it is worse than Allistair had described . . . Hundreds of Ylraphon's panicked citizens crowd the docks, clamoring to board the ships with pleas for safe passage away from the now cursed city. Sailors of the merchant vessels strain to push back the swarms.

"Bloody hell, they've taken my ship!" Allistair points toward a small canoe, 30 feet off the shore, on which a mother furiously paddles one of the oars, her two children paddling the other. They scream in unison as suddenly a skeleton with bony fins leaps out of the water and onto the boat.

"Bloody . . . we need to save that family, calm these crowds before someone gets hurt and build a barricade before more of those creatures arrive. Well, don't just stand there! Do something!"

If there is a Zhentarim character, add this as an aside to that character:

This chaos must be the distraction your agent mentioned. This is the perfect and only opportunity to board the Ravenous.

The following encounter is a combination of skill checks and combat. Characters can use their turns to attack an enemy or to perform a skill check to help complete one of the tasks needed to succeed. The goal here is to complete all tasks and retreat before the docks are overwhelmed by enemies.

The encounter starts with one sahuagin skeleton (use **sahuagin** statistics with the *undead* creature type) on the canoe. Starting the second round, at initiative count 20, losing ties, an additional sahuagin skeleton jumps onto the docks each round.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Include a maximum of two **sahuagin skeletons** at any given time
- **Weak:** Include a maximum of three **sahuagin skeletons** at any given time
- **Strong** and **Very Strong:** Add one sahuagin skeleton priestess (use **sahuagin priestess** statistics with the *undead* creature type)

The tasks are:

- Save the Family
- Calm the Crowd
- Build a Barricade
- Optional: Faction Assignment (Zhentarim)

Allistair spends his turns building a barricade unless given other direction from the characters.

SAVE THE FAMILY

Success Condition. Defeat the sahuagin skeleton on the canoe, and return the family to the docks for evacuation.

In addition to the sahuagin skeleton, the canoe holds three **commoners**—the mother and her two children.

CALM THE CROWD

Success Condition. Calm the crowd and organize citizens for evacuation with three successful skill checks.

Have characters describe how they would like to help, and determine a skill check from there, using the ones listed below as suggestions to guide you. DC 13 is appropriate for all skill checks. Reward player creativity, and give advantage for good roleplaying.

Charisma (Persuasion). Calm the crowd with an impassioned speech.

Charisma (Performance). Sing a soothing tune.

Strength (Athletics). Pull people attempting to climb onto the ships.

Intelligence (History). Reason with the crowd with examples of historic riots that have added to disaster.

Wisdom (Perception). Notice people about to panic and run and focus calming efforts on them.

BUILD A BARRICADE

Success Condition. Build a barricade at the end of the docks to prevent sahuagin skeletons from entering the city with five successful skill checks. (Note: Building the barricades requires more successes as it takes longer to complete.)

Have characters describe how they would like to help, and determine a skill check from there, using the ones listed below as suggestions to guide you. DC 13 is appropriate for all skill checks. Reward player creativity, and give advantage for good roleplaying.

Strength (Athletics). Drag large pieces of driftwood or other heavy materials to the barricade.

Intelligence (History). Devise the most effective schematic for the barricade.

Charisma (Persuasion). Rally sailors or calmed civilians to help build the barricade.

Intelligence (Investigation) or **Wisdom (Perception)**. Spot weaknesses in the barricade and help patch them.

FACTION ASSIGNMENT: ZHENTARIM

Success Condition. Sneak onto the Ravenous while the crowd is panicking and defeat the mummy to secure the treasure.

For the purposes of this encounter, the crew of the Ravenous, a formerly feared pirate ship, is preoccupied with the panicked crowd, and the Zhentarim characters can easily sneak on board.

Once on the ship, the characters find their way to the captain's quarters, where there is a gem-encrusted sarcophagus. The sarcophagus is easily opened and it contains a bounty of gems ... all of which are being worn by a **mummy**.

The mummy attacks when the sarcophagus is opened or moved.

DEVELOPMENTS

After tasks have been completed, sahuagin skeletons have been defeated and everyone has bid a hasty retreat behind the barricade, Allistair and the citizens of Ylraphon are grateful to the characters for their aid.

Characters are free to go to the Hunters Market (part 2) or the Emberstar Exchange (part 3). Part 3 is mandatory to complete the Lords' Alliance faction assignment.

If this is their second completed quest, proceed to part 5, "Rise of the Titans," instead.

TREASURE

The captain of one of the merchant vessels rewards players with a *spell scroll of enlarge/reduce*.

The treasure aboard the Ravenous is worth 250 gp.

XP AWARD

If the family on the canoe is saved completely unscathed, reward 75 XP.

PART 5. RISE OF THE TITANS

Estimated Duration: 30 minutes

Before characters can continue, Granny Achlys summons the ultimate undead, bones buried beneath Ylraphon since the ancient Rage of Dragons that destroyed the city last. The party must perform a protection ritual that summons a red dragon, an unconventional hero with strange tales to tell.

Suddenly the earth begins to tremble and then rise beneath your feet. Buildings sway and topple as something horrifically huge tears itself out of the ground, and an eerie shadow falls over Ylraphon. In the settling dust, you look up and see the skeleton of a giant towering over the city. The skeleton raises a bony hand, and you feel a rush of air as it slams its hand down onto a nearby building. As the distant boom fades, you hear a whisper.

“Psst . . . I can get you to safety. We need you. You are our only hope.”

The speaker seems to be Andorran Bree, the bespectacled, bookish and soft-spoken leader of the Moonwater, Ylraphon’s temple of Selûne. In reality, this is Granny Achlys in disguise, having hidden the male half-elf in a magical slumber. Woven by strong hag magic, it is impossible to see through this disguise.

If the characters have played CCC-TRI-12, *Ill Met in Ylraphon*, it is possible Andorran Bree previously was killed, and it should be noted that Bree was resurrected after those events.

“Bree” shares the following with the characters as he guides them to the Moonwater:

- The Moonwater is the only landmark to survive the rise and fall of every incarnation of Ylraphon. With Selûne’s blessing, it will be a safe haven for us on this day.
- Selûne predicted Ylraphon would be in danger. Recently the elves delivered an artifact of protection to the temple. The Moonwater holds a rune-covered tablet, which, based on Bree’s study of the artifact, bears a protection ritual that can only be interpreted and performed by protectors of the city.
- Word travels fast in Ylraphon, and Bree believes the characters to be those protectors. (This is a lie. Granny Achlys is intrigued by the characters’ interference in her plans. She is using them as a way to summon one of her wyrmplague dragon experiments from its demiplane prison to observe what it can do.)

ROLEPLAYING ANDORRAN BREE

Bespectacled, bookish and soft-spoken, Andorran pretends to be an absent-minded spiritual leader, almost to the point of caricature. In truth, this powerful cleric’s iron will and prescience keep Ylraphon safe. His affectation of cheery forgetfulness masterfully hides his secret work as the town’s most stalwart defender.

Andorran wears thin spectacles, which he is constantly misplacing, and tends to look harried or distracted. His bulky vestments disguise that he is surprisingly well-muscled for a man of the cloth.

Quote: “Selûne shines her light on the loved and hated, the jester and the mourner, the sated and the starving, the wealthy and the poor—but there are some secrets she still permits to stay in the shadows.”

DECIPHER THE TABLET

The Moonwater is crowded with followers seeking safety from the destruction outside. Bree shepherds the characters into his study and uncovers the tablet.

The tablet appears to be a broken piece of broken stone marked with engravings. They appear as complicated runes to Bree, who is shocked to learn they form letters to the characters’ eyes.

Give characters **Player Handout 2**.

Bree encourages the characters to interpret and perform the ritual as soon as possible as there is no time to waste.

If the ritual is performed incorrectly, flames burst from the tablet as the red dragon unsuccessfully tries to pry herself into this plane. All participants in the ritual must roll a DC 13 Dexterity saving throw or take 5 (1d10) fire damage.

The correct ritual requires the characters to stand in a line and perform the “YMCA” dance.

TOTHA THE FIERCE

When the ritual is performed correctly, read the following:

You are thrown against the walls of the study as the tablet explodes from your hands, floating in the center of the room and growing red hot until it seems to melt away into a mighty blaze. A door of fire rages before you, the air around it shimmering with heat and searing your skin. It is unbearable. You clamp your eyes shut, and you hear the temple roof crumble and fall around you. The burning heat rises and fades into the sky above, and as you open your eyes, you see the gleam of red scales.

What is left of Bree’s study contains an **adult red dragon** and a two-headed dragon wyrmling, who is half red and half blue.

The adult red dragon, named Totha the Fierce, runs the gamut of emotions from surprised, afraid,

and then curious about her surroundings. While conversing with the characters, her right eye darts around the room spastically and independently, while her left eye observes shrewdly the adventurer to whom she is speaking.

The dragon wyrmling is the size of a small house cat and has two heads—one red and one blue—which are constantly looking for something to chew on and then fighting over that something. This unnamed companion of Totha's does not speak, instead communicating in small growls and chirps.

Totha imparts the following information:

- Totha has been trapped for centuries (perhaps millennia) in a demiplane prison, the only place she's ever known, by Granny Achlys.
- "What type of dragon are you?"
- While the characters were performing the ritual, Totha's bonds melted away, and a door of fire appeared. She walked through it, bringing her wyrmling friend with her.
- Over her long lifetime, Totha has watched Granny Achlys corrupt other dragon eggs through terrible experiments of hag magic, and Totha understands this is how she must have come to be as well. These are Granny Achlys' experiments with the "Wyrmplague," a corruption of draconic lineage overloaded with hag magic.
- "I've seen dragons hatched without mouths . . . dragons with eyes all over their bodies instead of scales . . . dragons without any skin to cover their flesh at all . . . The lucky ones were the eggs who turned to rot from the hag's magic before they could hatch . . . and me . . . I am a lucky one . . . I suppose . . ."
- Totha naïvely believes her corruption is that she breathes fire. In reality, the Wyrmplague lies dormant in Totha, although she and the characters do not know that.
- Totha has never looked in a mirror and is unaware of her lazy eye of sorts. If characters ask her about it, she is surprised and embarrassed.
- "What do you mean? Is there something on my eye? Get it! Get it!"
- The demiplane stores thousands of eggs and imprisoned dragons, some with horrible physical mutations. These date back multiple millennia.
- Totha is happy to help the characters defeat the giant skeleton, a plague that "reeks of Granny Achlys' vile magic." Totha will do anything to thwart the woman who imprisoned her and tortured so many of her kind.
- "My wings, I did not know they could stretch so far, I did not know what strength they had! Yes, little dragons, I will help you!"

ROLEPLAYING TOTH A THE FIERCE

Having been raised in captivity her entire life, the adult red dragon moves awkwardly and tentatively in her newfound freedom, a stark contrast to her frightening appearance. Totha is naïve of most knowledge regarding the material plane and dragons and even believes her own fire breath is a mutation from the cruel experiments of hag magic conducted on her. Despite this, Totha's natural intelligence shines through, and she is quick to learn.

Unlike most red dragons, Totha is of neutral alignment. Totha is open-minded and kind to all she meets . . . except hags. Then her sweet demeanor becomes a fiery one fit to match her red scales.

The most noticeable feature of Totha's is her right eye, which peers around spastically and completely independently of her left eye. Totha herself is not aware of this feature.

Quote: "What type of dragon are you?"

DEVELOPMENTS

Before she enters the fray, Totha ensures her companion wyrmling is in good hands. She will entrust the creature's care to one character, who earns the **Red Versus Blue** story award.

Once the wyrmling has a new guardian, Totha flies through what used to be the roof of Bree's study. With her help, the characters stand a chance against the skeletal giant destroying the city outside, but she will need their aid in the final battle.

PART 6. RAGE OF DRAGONS REDUX

Estimated Duration: 60 minutes

In a fight reminiscent of the old wars between giants and dragons, Totha the Fierce aids characters in their battle against the giant skeleton. The results of previous encounters also lend potential boons and banes for this epic final battle.

The Moonwater shakes as you race out after Totha, and outside, you see the skeletal giant has reached your quarter of Ylraphon. Totha's gleaming red form dives through the sky like a comet toward the undead monster that looms over you. She stretches her neck, and a stream of fiery breath billows from her toward the giant, melting the ground beneath its feet. In retaliation, the giant swats Totha as she passes, sending her hurtling through two buildings. She falls to the ground, apparently down for the count.

The giant then turns on you, energy and bits of bone breaking off of it as it is clearly weakened, but ready to rumble.

The characters face an ancient giant skeleton (use **hill giant** statistics with changes detailed in the sidebar). Formed from the bones of several different giants, and gaining features from all of them, characters succeeding on a DC 13 Wisdom (Perception) check notice that the skeleton seems mismatched. Perhaps one arm bone is longer than the other, the creature walks with an uneven gait or its skull seems too big or too small for its body.

Before beginning the encounter, inform characters of the boons and banes they have earned from completing (or not completing) the previous parts.

In addition to fighting the ancient giant skeleton, Granny Achlys interferes with the battle from afar by influencing the undead hordes under her control.

BOONS AND BANES

The characters earn the following boons and banes depending on their choices in parts 2, 3, and 4.

HORDES AT THE HUNTERS MARKET

Characters successfully completing part 2, "Hordes at the Hunters Market," earn the following boon. Characters who did not complete part 2 or did not complete the part successfully earn the bane.

Boon. The Hunters Market merchants survived the onslaught of undead and have armed the masses. Once at any time during this encounter, characters can choose for a crowd of armed civilians to attack an enemy, dealing 10 (3d6) bludgeoning damage.

Bane. The undead scourge massacred the Hunters Market and looted its weapons. Once at any time during this encounter, you can choose for

a crowd of undead to attack, dealing 3 (1d6) bludgeoning damage to all characters within a 20-foot square.

GHOSTS AND GUARDS

Characters successfully completing part 3, "Ghosts and Guards," earn the following boon. Characters who did not complete part 3 or did not complete the part successfully earn the bane.

Boon. The characters brought peace to the ghosts at the Emberstar Exchange. In this encounter, you cannot use Granny Achlys' Booooo action.

Bane. The ghost of Brother Slug begins roaming the city. You may use Granny Achlys' Booooo action.

DAM THE DAMNED

Characters successfully completing part 4, "Dam the Damned," earn the following boon. Characters who did not complete part 4 or did not complete the part successfully earn the bane.

Boon. The calmed civilians at the Dragon Docks were rallied by Allistair. Once at any time during this encounter, characters can choose to impose disadvantage on an enemy as Allistair's followers rush to the characters' aid.

Bane. The sahuagin skeletons infiltrated the city. Once at any time during this encounter, you can cause a sahuagin skeleton to spear one target, dealing 9 (2d8) piercing damage.

GRANNY ACHLYS' INFLUENCE

Starting in the second round, on initiative count 20, losing ties, Granny Achlys begins to interfere with the battle. Under her control, the undead hordes perform one of the following actions.

Bones, More Bones. Arrows rain down from a group of skeleton archers in the distance. All targets in a 20-foot cube must make a DC 13 Dexterity saving throw. On a failed save, targets take 7 (2d6) piercing damage, or half as much on a success.

Booooo. A horrifying ghost briefly manifests. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

What's that smell? A ghast rampages through the crowd, passing characters and leaving behind a cloud of stench within a 15-foot radius. Characters inside the cloud must succeed on a DC 13 Constitution saving throw or spend their next turn retching.

SETTING UP THE ENCOUNTER

Very Weak

- **Ancient Giant Skeleton:** AC 13, 80 hp, Init –1
Does not use **Thunderous Stomp** legendary action

Weak

- **Ancient Giant Skeleton:** AC 13, 80 hp, Init –1

Average

- **Ancient Giant Skeleton:** AC 13, 105 hp, Init –1

Strong

- **Ancient Giant Skeleton:** AC 13, 135 hp, Init –1

Very Strong

- **Ancient Giant Skeleton:** AC 13, 160 hp, Init –1
The **Fling** ability costs one legendary action instead of two

ANCIENT GIANT SKELETON (HILL GIANT)

The ancient giant skeleton uses the statistics of a hill giant with the *undead* creature type, and has the following legendary actions:

LEGENDARY ACTIONS

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

Ancestors Call. The earth shakes as the giant calls on its ancestral bones buried deep underground. All other creatures within 30 feet of the giant must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Cloud Step. The giant casts *misty step*.

Fling (Costs 2 Actions). The giant throws a Small or Medium creature within 10 feet of it. The target must succeed on a DC 10 Dexterity saving throw or be hurled up to 40 feet horizontally in a direction of the giant's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

Thunderous Stomp (Costs 3 Actions). The giant stomps the ground, triggering a thunderclap. All other creatures within 15 feet of the giant must succeed on a DC 13 Constitution saving throw or take 16 (3d10) thunder damage and be deafened until the start of the giant's next turn. On a successful save, a creature takes half as much damage and isn't deafened. The thunderclap can be heard out to a range of 1,200 feet.

TRICKS OF THE TRADE

Keep up the Pace. As the fight progresses, let the characters know it is trying to reform and power up, but their damage is keeping it from doing so. If no damage is done in a round, play up some of its features reforming or energy/ooze flowing back in (this does not change its hit points or mechanical abilities, it's just for show).

AN INVITATION TO GRANNY'S HOUSE

If characters are unsuccessful at defeating the ancient giant skeleton or retreat, read the following:

You retreat with your wounded to the outskirts of Ylraphon, where you can see Totha swooping over the city skyline that sways and falls before the giant's destructive path. Fire and dust fill the air, but through the ash, you see the strangest sight. A broom descends from the sky and hovers in front of you. Attached to it is a red neckerchief and an envelope.

If characters are successful at defeating the ancient giant skeleton, read the following:

Ylraphon trembles as the giant skeleton tumbles to the ground bone by bone, trying to reform and rise. Conscious again, Totha rises into the air, grasping a massive piece of rubble. Struggling to maintain altitude, she slams the massive piece through the giant's body, and it drops into the caverns beneath the city, defeated. Totha gives a mighty roar as if to say goodbye. As you watch her become a fading dot on the horizon, another dot approaches and grows. A broom descends from the sky and hovers in front of you. Attached to it is a red neckerchief and an envelope.

The *broom of flying* is a sentient magic item and contains the soul of the zombie child at the beginning of this adventure. Its red neckerchief matches the zombie's cap and is embroidered with the letters "ZJ." Unlike the mindless zombie, the broom of flying is filled with a child's sense of wonder and is prone to the occasional temper tantrum.

The envelope contains an invitation from the night hags of the House of Longevity and Ruin. It reads:

“You have survived Granny Achlys’ little—or should we say giant—plot. We are impressed. You are cordially invited to join us at the House of Longevity and Ruin. Our 96 sisters are most eager to hear how you survived the ordeal with one of the diseased subjects of Achlys’ Wyrmplague experiment, Totha. Few mortals join us for tea, except those in our finger sandwiches, but do not fear. We offer this broom as a show of good faith. Come, chat and help us bring Achlys to heel.”

The letter is signed with a flourish from Granny Rhea and Granny Themis.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Skeleton	50 XP
Commoner	10 XP
Zombie	50 XP
Ghast	450 XP
Wraith	1,800 XP
Specter	200 XP
Ghost	1,100 XP
Flamewrath	2,300 XP
Sahuagin	100 XP
Sahuagin Priestess	450 XP
Mummy	700 XP
Adult Red Dragon	18,000 XP
Hill Giant	2,300 XP

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Market Commoners Unharmed	75 XP
Sebastian Emberstar Unharmed	75 XP
Canoe Escapees Unharmed	75 XP

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,200 experience points**.

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Finely Crafted Armor	150
Sebastian Emberstar's Reward	150
The Ravenous' Treasure	250

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

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

BROOM OF FLYING

Wondrous item, uncommon

An old pet of the House of Longevity and Ruin, it has now been given as a gift. Slightly cracked but still a lustrous ebony, with some of the broom bristles broken off, it will follow its user like a puppy and with a child-like curiosity unless instructed not to ... at which it is prone to throwing a temper tantrum. Tied around its handle is a red neckerchief embroidered with the letters "ZJ." This item can be found in **Player Handout 4**.

SPELL SCROLL OF ENLARGE/REDUCE

Scroll, uncommon

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

STORY AWARDS

During the course of this adventure, the characters may earn the following story awards:

This Hangover's Gonna Haunt You. You drank from the mystery punch bowl, and a ghost possessed you. You have a feeling you won't experience a party this wild for a while, and it's a good thing because something's ... different. Roll 1d6 and use the Possession Side Effects table to determine your character's side effect. This side effect can be removed through *greater restoration*

Red Versus Blue. Through the trust of Totha the Fierce, you now have a two-headed dragon wyrmling pet, who is half red and half blue. It is the size of a small house cat (use **cat** statistics from the *Monster Manual*) and cannot participate in combat. It sometimes sneezes out little tufts of smoke or a tiny bit of cold air, and the two heads are constantly looking for and fighting over snacks. All things are snacks.

More information can be found in **Player Handout 3**.

REOWN

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

Members of the Lords' Alliance who successfully keep Sebastian Emberstar alive earn **one additional renown point**.

Members of the Zhentarim who successfully secure the treasure from the Ravenous earn **one additional renown point**.

DM REWARD

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

APPENDIX. MONSTER/NPC STATISTICS

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

FLAMEWRATH

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

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

Skills Arcana +3, Religion +3

Damage Immunities fire

Senses passive Perception 10

Languages Common, Ignan

Challenge 6 (2,300 XP)

Spellcasting. The flamewrath is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from *Princes of the Apocalypse*, appendix B):

Cantrips (at will): *control flames*,* *fire bolt*, *friends*, *light*, *minor illusion*

1st level (4 slots): *burning hands*, *color spray*, *mage armor*

2nd level (3 slots): *scorching ray*, *suggestion*

3rd level (3 slots): *fireball*, *hypnotic pattern*

4th level (1 slot): *fire shield* (see *Wreathed in Flame*)

Wreathed in Flame. For the flamewrath, the warm version of the *fire shield* spell has a duration of “until dispelled.” The *fire shield* burns for 10 minutes after the flamewrath dies, consuming its body.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Source: *Princes of the Apocalypse*

GHAST

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghastr must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghastr's Stench for 24 hours.

Turning Defiance. The ghastr and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead,

and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 +5) bludgeoning damage.

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 makes 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.

SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

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

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

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

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bless, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon* (trident)

3rd level (3 slots): *mass healing word, tongues*

ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SPECTER

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

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

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

ACTIONS

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

ACTIONS

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

APPENDIX. ENCOUNTER SETUP

THE FIRST WAVE

VERY WEAK

- **Zombie (4):** AC 8, 22 hp, Init -2

WEAK

- **Zombie (6):** AC 8, 22 hp, Init -2

AVERAGE

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

STRONG

- **Zombie (10):** AC 8, 22 hp, Init -2

VERY STRONG

- **Zombie (12):** AC 8, 22 hp, Init -2

THE SECOND WAVE

VERY WEAK

- **Ghast:** AC 13, 36 hp, Init +3

WEAK

- **Ghast (2):** AC 13, 36 hp, Init +3

AVERAGE

- **Ghast (3):** AC 13, 36 hp, Init +3

STRONG

- **Ghast (4):** AC 13, 36 hp, Init +3

VERY STRONG

- **Ghast (5):** AC 13, 36 hp, Init +3

THE THIRD WAVE

VERY WEAK

- **Wraith:** AC 13, 67 hp, Init +3
Ignore the wraith's damage resistances

WEAK

- **Wraith:** AC 13, 45 hp, Init +3

AVERAGE

- **Wraith:** AC 13, 67 hp, Init +3

STRONG

- **Wraith:** AC 13, 67 hp, Init +3
- **Specter:** AC 12, 22 hp, Init +2
Under the wraith's control

VERY STRONG

- **Wraith:** AC 13, 67 hp, Init +3
- **Specter (2):** AC 12, 22 hp, Init +2
Under the wraith's control

MYSTERY SOLVED, PROBLEMS BEGUN

VERY WEAK

- **Sebastian Emberstar:** AC 12/15, 105 hp, Init +2
Sebastian has no 3rd-, 4th-, or 5th-level spell slots
- **Ghost:** AC 11, 45 hp, Init +1

WEAK

- **Sebastian Emberstar:** AC 12/15, 105 hp, Init +2
Sebastian has one 3rd- and no 4th- or 5th-level spell slots
- **Ghost:** AC 11, 45 hp, Init +1

AVERAGE

- **Sebastian Emberstar:** AC 12/15, 105 hp, Init +2
Sebastian has one 3rd- and no 4th- or 5th-level spell slots
- **Ghost:** AC 11, 45 hp, Init +1

STRONG

- **Sebastian Emberstar:** AC 12/15, 105 hp, Init +2
Sebastian has no 4th- or 5th-level spell slots
- **Ghost:** AC 11, 45 hp, Init +1

VERY STRONG

- **Sebastian Emberstar:** AC 12/15, 105 hp, Init +2
- **Ghost:** AC 11, 45 hp, Init +1

SEBASTIAN EMBERSTAR (FLAMEWRATH)

Sebastian Emberstar uses the statistics of a flamewrath (*Princes of the Apocalypse*), but has the following modifications:

- Change type to *humanoid (fire genasi)*.
- Change **Languages** Common, Primordial
- Change *hypnotic pattern* to *counterspell*.
- Remove the **Wreathed in Flame** ability.
- Add the following ability:
Innate Spellcasting. Sebastian's innate spellcasting ability is Constitution (spell save DC 13). He can innately cast the follow spells, requiring no components:
At will: *produce flame*
1/day each: *burning hands*

RAGE OF DRAGONS REDUX

VERY WEAK

- **Ancient Giant Skeleton:** AC 13, 80 hp, Init –1
Does not use **Thunderous Stomp** legendary action

WEAK

- **Ancient Giant Skeleton:** AC 13, 80 hp, Init –1

AVERAGE

- **Ancient Giant Skeleton:** AC 13, 105 hp, Init –1

STRONG

- **Ancient Giant Skeleton:** AC 13, 135 hp, Init –1

VERY STRONG

- **Ancient Giant Skeleton:** AC 13, 160 hp, Init –1
The **Fling** ability costs one legendary action instead of two

ANCIENT GIANT SKELETON (HILL GIANT)

The ancient giant skeleton uses the statistics of a hill giant with the *undead* creature type, and has the following legendary actions:

LEGENDARY ACTIONS

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

Ancestors Call. The earth shakes as the giant calls on its ancestral bones buried deep underground. All other creatures within 30 feet of the giant must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Cloud Step. The giant casts *misty step*.

Fling (Costs 2 Actions). The giant throws a Small or Medium creature within 10 feet of it. The target must succeed on a DC 10 Dexterity saving throw or be hurled up to 40 feet horizontally in a direction of the giant's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

Thunderous Stomp (Costs 3 Actions). The giant stomps the ground, triggering a thunderclap. All other creatures within 15 feet of the giant must succeed on a DC 13 Constitution saving throw or take 16 (3d10) thunder damage and be deafened until the start of the giant's next turn. On a successful save, a creature takes half as much damage and isn't deafened. The thunderclap can be heard out to a range of 1,200 feet.

GRANNY ACHLYS' INFLUENCE

Starting in the second round, on initiative count 20, losing ties, Granny Achlys begins to interfere with the battle. Under her control, the undead hordes perform one of the following actions.

Bones, More Bones. Arrows rain down from a group of skeleton archers in the distance. All targets in a 20-foot cube must make a DC 13 Dexterity saving throw. On a failed save, targets take 7 (2d6) piercing damage, or half as much on a success.

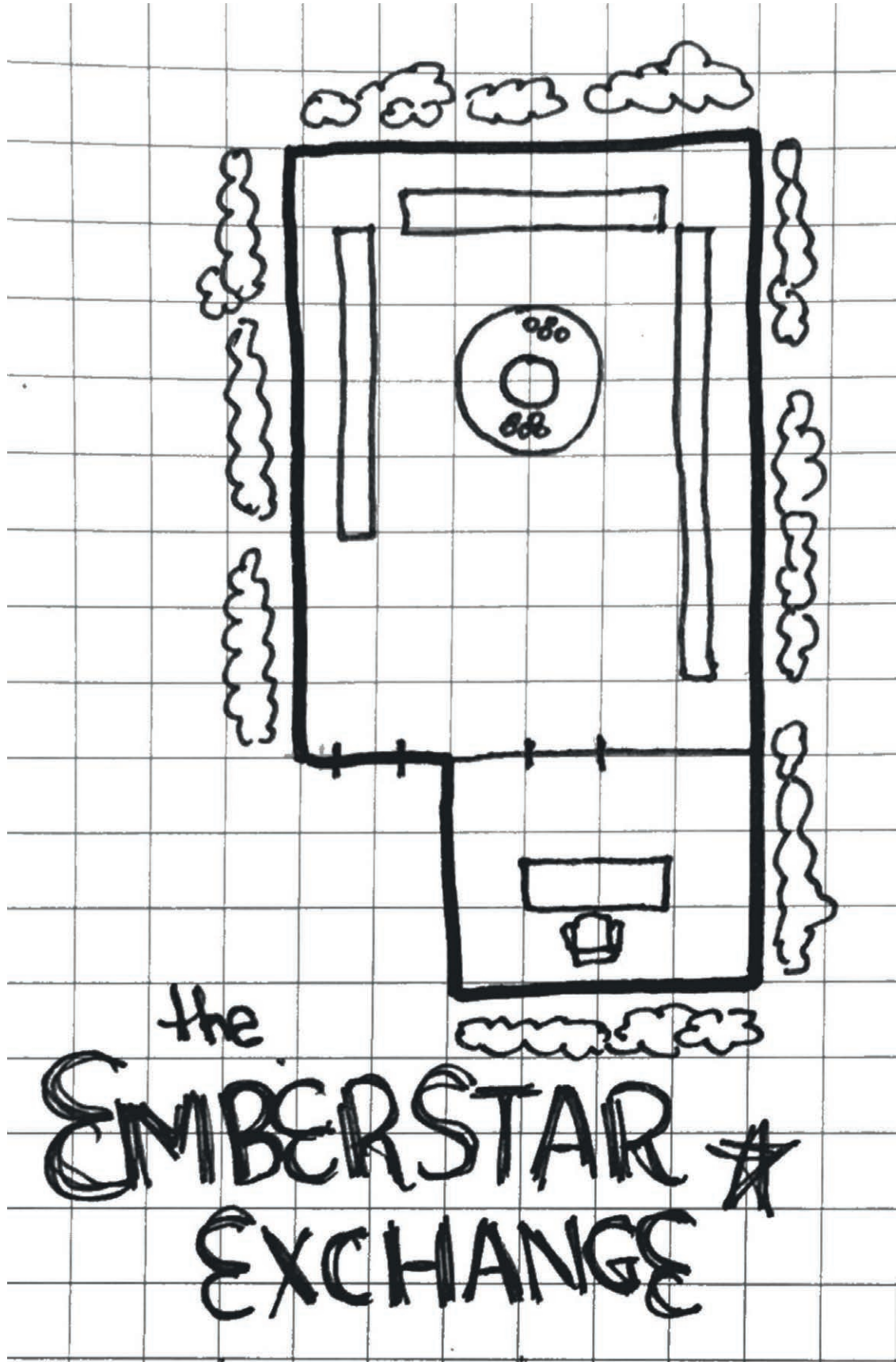
Booooo. A horrifying ghost briefly manifests. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

What's that smell? A ghast rampages through the crowd, passing characters and leaving behind a cloud of stench within a 15-foot radius. Characters inside the cloud must succeed on a DC 13 Constitution saving throw or spend their next turn retching.

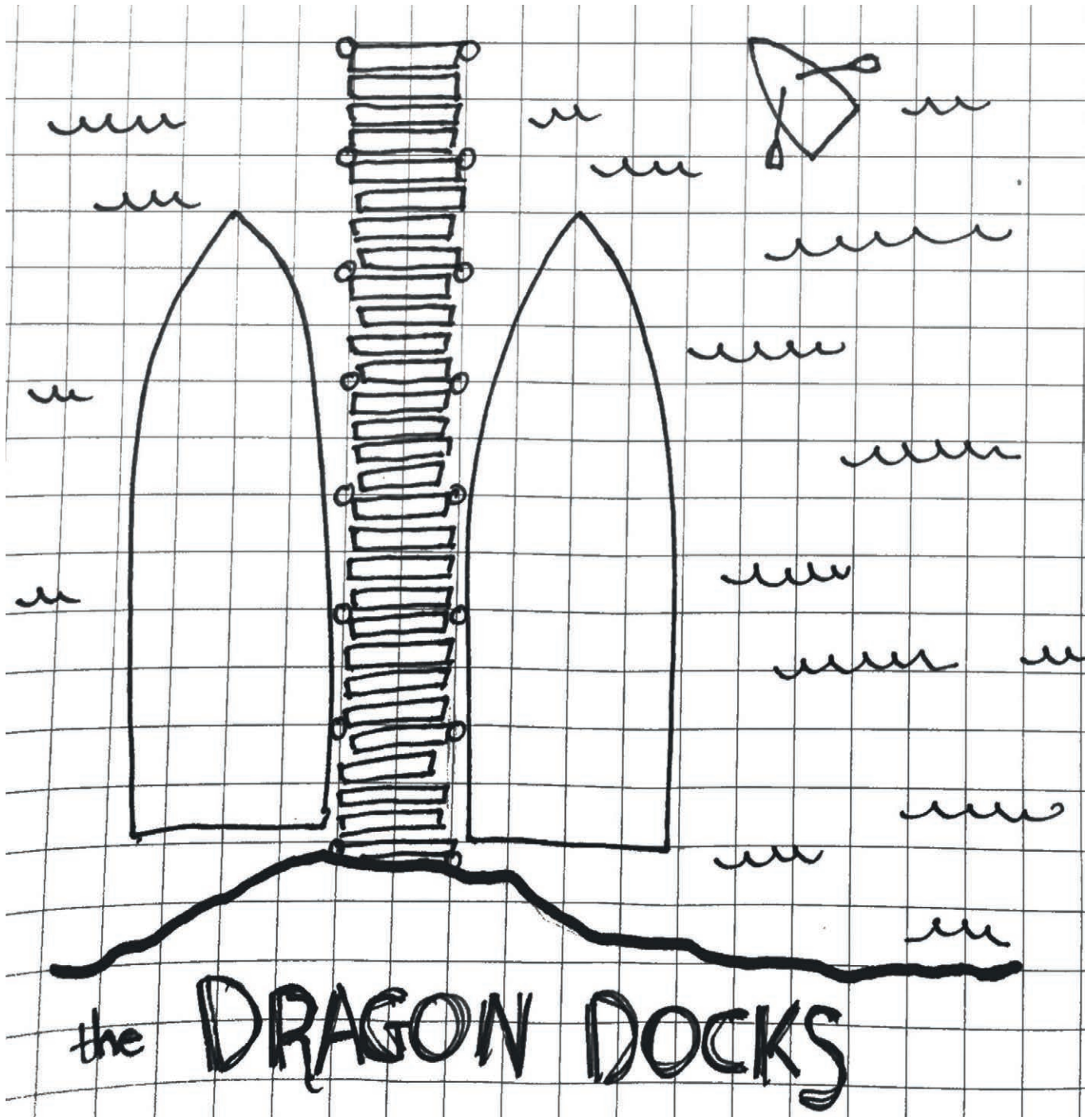
APPENDIX. THE HUNTERS MARKET MAP



APPENDIX. THE EMBERSTAR EXCHANGE MAP



APPENDIX. THE DRAGON DOCKS MAP



PLAYER HANDOUT 1. GHOSTS AND GUARDS

You have been possessed by the spirit of Brother Wolf.

Flaw: You are bossy, paranoid and insist you are always right.

You were the leader of the guild mage house and the culinary genius behind the house's famous party punch. But it's lonely at the top. You were sure that someone was trying to steal your punch recipe, especially at that fatal last party. You protected your extra batches of punch in storage with explosive runes to teach the culprit a lesson. You bet someone set them off!

You have been possessed by the spirit of Brother Badger.

Flaw: You are an incorrigible flirt.

You are relaxed, laid-back and popular among the ladies. In fact, at that fatal last party, you were doing your usual tricks – ladies love their cups of punch cooled with a ray of frost – until the punch bowl ran out. You can't stand Brother Slug, who always seems to be copying you. What a poser!

You have been possessed by the spirit of Brother Bear.

Flaw: You have butterfingers and two left feet. You can't help it if you're clumsy!

You are always eager to help. In fact, at that fatal last party, you noticed the punch bowl was empty. Lucky you, you discovered the storage room was unlocked, and you dragged a cask to refill the bowl. You might have spilled a little ... okay ... a lot ... on the way.

You have been possessed by the spirit of Brother Fish.

Flaw: You'll do anything for your next drink. You are anxious and shaky without it.

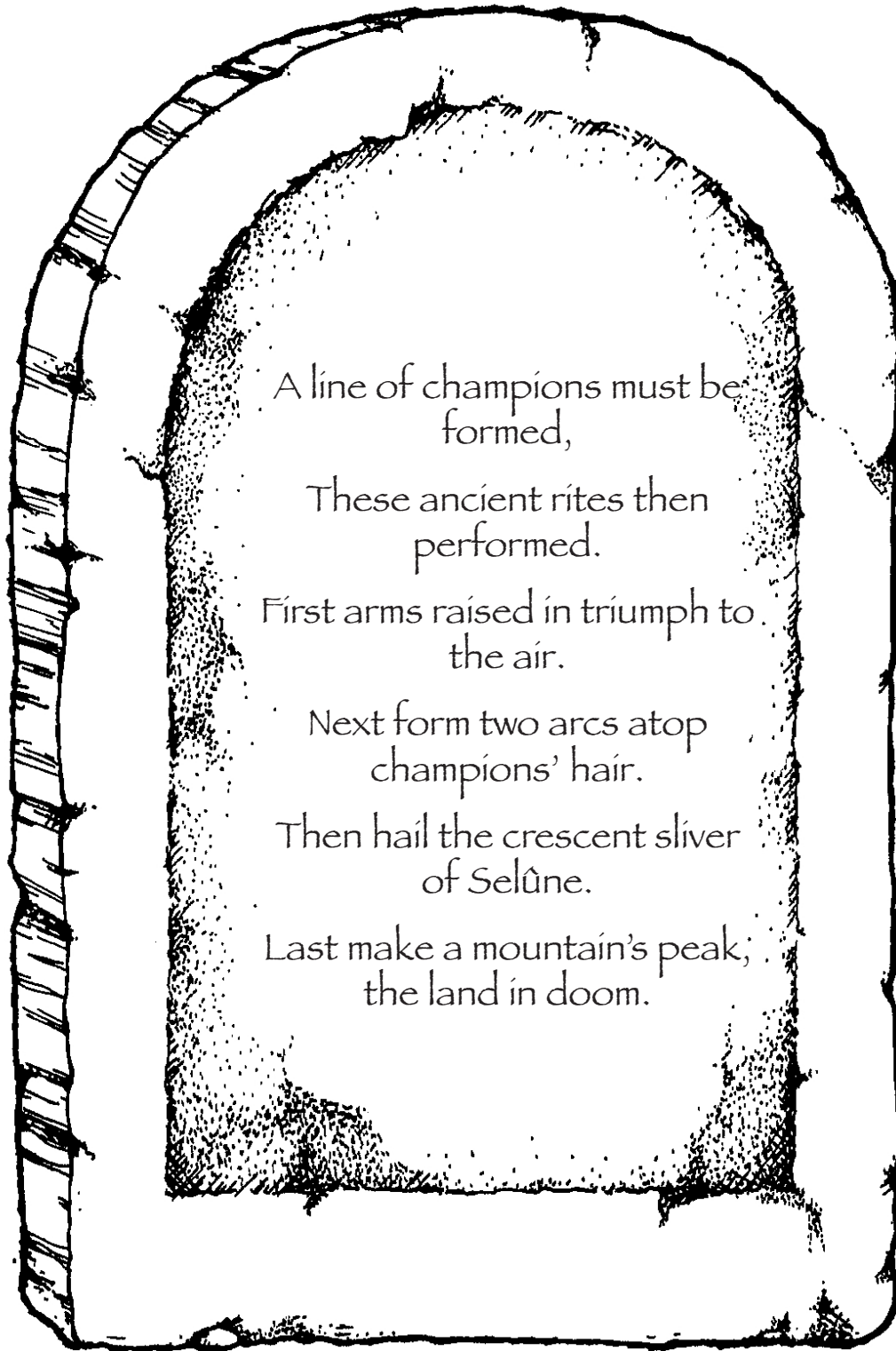
The worst part about being a ghost is you can't drink anything. You've been sober for centuries, and it is terrible. The last drink you remember was at that fatal last party. You used your knack for picking locks to break into the storage room for Brother Wolf's secret stash. That paranoid goober had protected them with some explosive runes, but you easily dispelled those.

You have been possessed by the spirit of Brother Slug.

Flaw: You are so awkward it is painful to look at you.

You somehow accidentally exploded the punch bowl, and you will do anything to make sure your brothers don't find out. They tease you incessantly, especially Brother Badger. Maybe you can pin the blame on him? All you know is you were practicing your firebolts in a corner by yourself at that fatal last party. The next thing you know, there's a trail of fire in the hall and then ... BOOM! How were you supposed to know there was something flammable on the ground?

PLAYER HANDOUT 2. THE TABLET



PLAYER HANDOUT 3. STORY AWARDS

During the course of this adventure, the characters may earn the following story awards. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

STORY AWARD

This Hangover's Gonna Haunt You. You drank from the mystery punch bowl, and a ghost possessed you. You have a feeling you won't experience a party this wild for a while, and it's a good thing because something's... different. Roll 1d6 and use the Possession Side Effects table to determine your character's side effect. This side effect can be removed through *greater restoration*.

POSSESSION SIDE EFFECTS

d6	Side Effect
----	-------------

- | | |
|---|--|
| 1 | You talk to yourself in made up tongues. |
| 2 | You are deathly afraid of the dark. |
| 3 | Sudden loud sounds make you drop things. |
| 4 | Your hair has turned shock white. |
| 5 | You nervously wink at inappropriate times. |
| 6 | You find yourself unable to shake the flaw of the ghost who possessed you. |

STORY AWARD

Red Versus Blue. Through the trust of Totha the Fierce, you now have a two-headed dragon wyrmling pet, who is half red and half blue. It is the size of a small house cat (use **cat** statistics from the *Monster Manual*) and cannot participate in combat. It sometimes sneezes out little tufts of smoke or a tiny bit of cold air, and the two heads are constantly looking for and fighting over snacks. All things are snacks.

PLAYER HANDOUT 4. MAGIC ITEM

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

BROOM OF FLYING

Wondrous item, uncommon

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.

An old pet of the House of Longevity and Ruin, it has now been given as a gift. Slightly cracked but still a lustrous ebony, with some of the broom bristles broken off, it will follow its user like a puppy and with a child-like curiosity unless instructed not to ... at which it is prone to throwing a temper tantrum. Tied around its handle is a red neckerchief embroidered with the letters "ZJ."

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