

ADMINISTRATOR'S GUIDE: DDAL-DRWEP02 WINGS OF DEATH

This document provides guidance on running *DDAL-DRWEP02 Wings of Death* as a D&D Epic adventure for any number of tables.

OVERVIEW

Each group will play one of two adventure tracks determined by their tier of play. This adventure supports the following tiers of play:

- **11th- through 16th-level characters** (optimized for five 13th-level characters)
- **17th- through 20th-level characters** (optimized for five 18th-level characters)

Each table must seat characters of the same tier. This is a special four-hour interactive adventure designed for many tables playing together. Because of the interactive nature of the adventure, each track possesses elements that impact not only the characters at your table, but other groups as well.

HOW MANY COPIES DO I NEED FOR ONLINE PLAY?

Unlike past Adventurers League epics, *DDAL-DRWEP02 Wings of Death* is being made available on the DMs Guild upon release. As such, it should be treated the same as other non-epic adventures. Each DM should have a copy of the adventure, which they can either purchase or which might be provided by the admin or convention. Failing to do so breaks the core rules of Adventurers League and could result in invalidation of the event for players, as well as possible discontinuation of Adventurers League support for the convention and its team.

OPTION: SINGLE-TABLE PLAY

You have the option to run this epic at a single table as a standard adventure. Look for the “Running Solo” sidebars throughout this guide for tips on running the adventure in this format.

PARTICIPANTS

This adventure requires the following participants to run smoothly:

Groups. A table of three to seven players. The event assumes multiple groups with at least one group per tier of play. Alternatively, you can run for a different setup using the advice in the “Running Solo” sidebars.

Table Captains. Each group has one representative who is responsible for reporting events to the event Commander.

Dungeon Masters. Each group has one Dungeon Master.

Commander. The event has at least one Commander who is responsible for counting victory points and announcing important interactive elements.

RUNNING SOLO

If you are running one table, the DM will usually also serve as the Commander.

SETUP

The following setup steps are important for running the event smoothly.

1. PREPARE TABLES

Each table must have a unique table number displayed prominently on its surface. It is important that players and the Commander can find other tables and identify which track they are playing at. If running at an in-person convention, we suggest:

- Grouping tables together by adventure track
- Arranging tables in table number order

RUNNING ONLINE

An “Admin Table” should be created in your teleconferencing software for the use of DMs, but not players. DMs can use this virtual table to report their results. Alternatively, DMs can deliver their table's results via SMS or email if this setup is communicated clearly in advance of the event.

Ideally, DMs should purchase or be presented their own copy of the epic two weeks in advance, so they can prepare the adventure in their virtual tabletop of choice. Some events might limit the VTT options DMs can choose, but in our experience, allowing each DM to decide the platform for their table increases accessibility for players.

2. MUSTER GROUPS AND ASSIGN ADVENTURE PACKS

During mustering, each table should be supplied with an adventure pack for their track. This contains:

- A copy of the adventure if needed. All DMs should read the adventure beforehand.
- A set of victory point slips (see appendix 4 below).
- Handouts for the appropriate track.
- Recommended: A copy of the event's code of conduct.
- Recommended: Safety tool handouts and any supporting equipment (for example, a handout on X-Cards and a set of X-Cards for each table).

3. COUNT GROUPS PER TRACK

To calculate victory points, the Commander needs to know how many groups are participating on each track. Before play begins, do a table count.

4. PLAY

When play begins, the administrators should read the mission briefing aloud to the players (see “Announcements” below).

TIMING

The following is a summary of the timing for each part of the epic, highlighting when major events should occur:

- 0:00–0:15—Introduction and call to action.
- 0:15–1:45—Part 1. Boons can be earned and used.
- 1:45–3:00—Part 2. Boons can be earned and used.
- 1:45—Iymrith begins wandering until defeated.
- 1:50—Death knight Hekaton begins wandering until defeated.
- 3:00–3:45—Part 3. Boons can no longer be earned but may still be used.
- 3:45–4:00—Conclusion and wrap-up.
- No rests are guaranteed. There are no free short or long rests. All rests come from earning specific boons.

CORE RULES

DMs should take note of the following general rules, and make sure the players are aware of the rules that affect them.

VICTORY POINTS

As each group completes encounters in part 1, they earn victory points corresponding to the number of Shargrailer’s bones (tier 3) and phylactery shards (tier 4) collected. Victory point slips are taken to HQ and added to each track’s victory pool.

Each tier needs an appropriate container for its victory pool. When counters are added, the Commander must keep a tally of the running total.

Interactive events occur when the victory pool reaches certain thresholds (see “Interactive Events” below). When the event begins, the Commander calculates the number of victory points needed for each interactive event.

FINAL HOUR

The game ends after four hours. At this point, the Commander announces whether the event has resulted in success or failure.

BOONS

During play, groups earn special benefits called boons that affect other tables. This guide contains handouts for each boon. When a boon is earned, the group that earned it can award it to a table of their own tier or higher, or hand it to the Commander. The Commander then awards it on the original table’s behalf when another table needs help. If you are running this epic online, it is recommended that the Table Captain donate boons to the Commander rather than trying to locate a table in need themselves.

When a group successfully completes a quest in part 1 or an encounter in part 2, check to see if they have earned a boon. If so, provide a copy of the boon to the Table Captain.

For a copy of the boons, see appendices 1, 2, and 3 of this guide. It is suggested that an event coordinator print a number of copies of those appendices equal to the number of tables expected for the event, then cut out and sort the boons before the event begins.

RUNNING SOLO

If you are running this event with a single table, the table can use the boons it earns.

SHARED SPELLCASTING

During play, characters can offer spellcasting aid to other tables. Any assistance offered should take no more than one action, bonus action, or reaction, after which time the player must return to their own table. Examples include offering to cast spells such as *revivify* or *plane shift* for the characters of another table. This aid is not restricted to specific tiers, so that tier 3 characters can aid tier 4 characters and vice versa.

INTERACTIVE EVENTS

Each tier track features interactive elements that can affect other tables. When an interactive element occurs, the Commander makes an announcement (see “Announcements” below).

VICTORY POOL EVENTS

The Commander should keep track of the victory pool and be ready for the following events.

VICTORY POOL THRESHOLD 1: UNLOCK QUEST

The first victory pool threshold unlocks an additional quest. To unlock the quest, the track must accumulate a number of victory points equal to the number of tables participating at that tier \times 3. For example, if five tier 3 groups are participating in the event, they unlock a quest when their victory pool reaches 15 points or higher.

When the victory pool for a particular tier reaches this threshold, the appropriate quest is unlocked:

- Tier 3—Quest 1F: Protect the Princess
- Tier 4—Quest 1L: Ambush!

The Commander then announces this new quest (see “Announcements” below).

GLOBAL EFFECTS

Part 2 of this adventure begins with a number of global effects that affect all tiers of play, and which can be disabled by the completion of certain encounters, as noted in the following table.

Effect	Tier	Disabled In
Etherealness	3	Encounter 2B: Fugue Machine
Undead reinforcements	3	Encounter 2C: What Goes Down Must Come UP
Iymrith’s rebirth	4	Encounter 2D: Claiming the Throne

To disable a global effect, one third of the tables at that tier, rounded down, must successfully complete the quest. For example, if five tier 3 groups are participating in the event, the etherealness effect is disabled for the entire event when two tables successfully complete encounter 2B.

When a global effect is disabled, the Commander makes an announcement (see “Announcements” below).

RUNNING SOLO

If you are running this event with a single table, a global effect is disabled if your table completes the appropriate quest.

The descriptions of these effects are noted here for your reference.

ETHEREALNESS

A potent etherealness effect covers the Red Wizards’ fortress and is in effect for all characters at the beginning of part 2 of the adventure. This effect can be disabled by tier 3 characters in “Encounter 2B: Fugue Machine.” While etherealness is in effect, at the beginning of each turn, a character must roll a die. The Red Wizards and their allies are each able to control the magic of the etherealness effect, using a bonus action to shift between the Ethereal Plane and the Material Plane at will.

d20	Effect
1-7	Shifted to (or remain on) the Ethereal Plane
8-14	Shifted to (or remain on) the Material Plane
15-20	Character chooses whether to shift or stay on their current plane.

This effect is not a spell, but it does not function in an *antimagic field*, which traps creatures on their current plane. If a character would appear in an occupied space when they shift from one plane to another, they appear in the nearest unoccupied space instead. Consider placing a visible marker on each character or enemy while they are in the Ethereal Plane. When this effect ends, all characters return to the Material Plane.

RUNNING SOLO

If you are running this event with a single table that does not or cannot undertake encounter 2B, you can choose to end the etherealness effect at a time of your choosing.

UNDEAD REINFORCEMENTS

Undead reinforcements swarm out from the Red Wizards’ fortress, and are in effect for all characters at the beginning of part 2. The reinforcements can be shut down by tier 3 characters during “Encounter 2C: What Goes Down Must Come Up.” While the reinforcements are in effect, zombies and skeletons swarm the area. At initiative count 0 each round, each character on the ground in the Material Plane takes 3 bludgeoning damage (tier 3) or 5 bludgeoning damage (tier 4) from constant undead attacks.

IYMRITH’S REBIRTH

The wandering villain Iymrith, the blue dragon dracolich, cannot be defeated until characters in the tier 4 track have captured her phylactery (the *Wyrmskull Throne*) in “Claiming the Throne” (encounter 2D.) If Iymrith is reduced to 0 hit points before this global effect has been disabled, the volunteer playing her should step out of the gaming area for 5 minutes. Iymrith is then reborn from her phylactery at full hit points and can begin wandering again.

RUNNING SOLO

If you are running this event with a single table, you can choose one of the following options:

- Run one or two global effects that can be disabled by your group’s tier of play. Do not include additional global effects.
- Utilize all global effects but disable the global effects that cannot be disabled by your group’s tier of play after 30 minutes.

WANDERING VILLAINS

This adventure contains villains that move from table to table, attacking different groups, and which are played by volunteers. The Commander directs these villains, who stop wandering when they are defeated. Villains enter play during part 2 and part 3 of the adventure at the following times:

- At the start of part 2, the blue dragon dracolich Iymrith begins to wander.
- 5 minutes into part 2, death knight Hekaton begins to wander.

For more information, see “Controlling Villains” below. Each table will generally require about 10 minutes per visit, so additional DMs may be required to run the wandering villains if the event is particularly large.

DEFEATING SHARGRAILAR

In part 3 of this adventure, the characters must defeat Shargrailar. Shargrailar uses a universal hit point pool, which means the dracolich cannot be defeated at any individual table until the universal pool is depleted by all tables. To determine when Shargrailar has been defeated, each DM tallies the amount of damage done to Shargrailar each round. At the end of each round, each Table Captain reports this damage to the Commander, who tallies the damage and announces when the dracolich falls (see “Announcements” below).

Shargrailar’s default hit point total is equal to $50 \times$ the total APL of all tables added together. For example, 7 tables playing together with APLs of 12, 13, 15, 16, 18, 19, 19, equaling 112 total = $112 * 50 = 5600$ (before any reductions from player actions).

Depending on the characters’ success in parts 1 and 2 of the adventure, those hit points are adjusted according to the following table.

Success Factor	Reduce Shargrailar's Hit Points by ...
Bones collected \geq # tables \times 6	100 per tier 3 table
Bones collected \geq # tables \times 9	200 per tier 3 table
Bones collected \geq # tables \times 12	300 per tier 3 table
Phylactery shards collected \geq # tables \times 6	100 per tier 4 table
Phylactery shards collected \geq # tables \times 10	200 per tier 4 table
Phylactery shards collected \geq # tables \times 13	300 per tier 4 table
In encounter 2a, the wall is brought down	75 per tier 3 table
In encounter 2E, the ritual is successfully interrupted by one-third or more of the event's tier 4 groups	100 per tier 4 table
In encounter 2f, successfully disable the laboratory	75 per tier 4 table

For example, if ten tables participate (five tier 3 and five tier 4), Shargrailar starts with 5,600 hit points. Tier 3 tables collected sixty-five bones in total (thirteen per table), reducing Shargrailar's hit points by 300 per table (1,500). Tier 4 tables collected forty-five phylactery shards in total (nine per table), reducing Shargrailar's hit points by 100 per table (500). Two tier 4 groups successfully interrupted the ritual in encounter 2E, reducing Shargrailar's hit points by 100 per table (200). The dracolich thus starts with 3,400 hit points.

CONTROLLING VILLAINS

The appearance of wandering villains in the event is handled as a series of specific steps.

INTRODUCING VILLAINS

When a villain appears, the Commander reads the appropriate announcement.

MOVING THE VILLAIN

The villain travels from table to table in ascending table order. The villain must visit each table at least once before they can be defeated. When death knight Hekaton appears, he should start away from Iymrith, so as to avoid having both villains arriving at a table right after each other.

ARRIVING AT THE TABLE

When the volunteer running a villain arrives at a table, they should introduce themselves and say something appropriately menacing (in character, of course!). Then the table resolves a special round of combat against the villain (see "Fighting the Villain" below).

MOVING ON

When the special round of combat is complete, the villain moves on to target another group. To attack a group a second time, the villain must have attacked every group at least once.

RUNNING SOLO

If you are running this event with a single table, it is recommended that each villain only visit once unless your table needs more of a challenge. If your table is already struggling, you can choose to not have one or both of the wandering villains visit, or to use the reduced-threat version of death knight Hekaton (see the "Creature Statistics" section).

FIGHTING THE VILLAIN

Each fight against a villain plays out in the same way as it moves to challenge different groups.

DETERMINE INITIATIVE

Wandering villain combat occurs outside the normal initiative order. It might be easiest to use the order in which the players are seated around the table, or to use the order they have already determined if you are playing with a virtual tabletop setup. Any monsters present when the villain arrives do not participate in this new battle. Do not be concerned with terrain or a map. It is strongly encouraged that you run the wandering villains using theater of the mind.

The initiative is different for each villain.

Death Knight Hekaton. Death knight Hekaton always takes his turn first. When Hekaton is done, each character then takes a free turn, in any order agreed to by the players. Hekaton can choose to expend one of his three legendary actions. These legendary actions recharge when Hekaton arrives to take on the next group.

Iymrith. The blue dragon dracolich's weakness after being respawned means that the characters always go first, in any order agreed to by the players. Keep track of how much damage each character deals to the dracolich. At the end of each character's turn, Iymrith can choose to expend one of her three legendary actions. These legendary actions recharge when Iymrith arrives to take on the next group. After the characters have taken their turns, Iymrith then takes her turn.

THE VILLAIN ATTACKS

Each wandering villain attacks in a specific way.

Death Knight Hekaton. If the table is tier 3, use the **Death Knight Hekaton (reduced threat)** stat block. For a tier 4 table, use the **Death Knight Hekaton** stat block. Hekaton uses negative lightning sword against half of the possible targets available, or a minimum of three attacks, whichever is higher.

Iymrith. If the table is tier 3, Iymrith uses her Lightning Breath and then makes a claw attack against each character.

If the table is tier 4, Iymrith uses her Lightning Breath and then makes a bite attack against each character.

HIT POINTS

Each villain uses a specific calculation for hit points. The volunteer playing each villain is responsible for tracking their total hit points and reporting to the Commander when they have reached 0 hit points.

Death Knight Hekaton. Hekaton has hit points equal to $150 \times$ the number of groups taking part in the event. For example, if ten tables are participating, Death Knight Hekaton has 1,500 hit points.

When Death Knight Hekaton is reduced to 0 hit points, he does not die. Instead, the Commander reads the corresponding announcement (see “Announcements” below) and the volunteer playing Hekaton withdraws from the battlefield. Hekaton receives healing from the Red Wizards, allowing the death knight to return for the final encounter of part 3, when the characters have the opportunity to capture or kill him.

Lymrith. The dracolich has hit points equal to $200 \times$ the number of groups taking part in the event. For example, if ten tables are participating, Lymrith has 2,000 hit points.

LEAVING THE TABLE

When the characters and the villain have all acted, the villain moves to the next table.

DEFEATING THE VILLAIN

When the villain reaches 0 hit points, the volunteer playing the villain records which table dealt the killing blow. The volunteer then reports to the Commander, who reads the corresponding announcement (see “Announcements” below).

EVENT COMPLETION

The outcome of the event depends on whether the characters were successful in defeating Shargrailar. If Shargrailar was defeated within the 30 minutes allotted for part 3, the event is a success. If Shargrailar was not defeated, the event is a failure. At the end of the event, the Commander makes an announcement detailing the event’s outcome (see “Announcements” below).

ANNOUNCEMENTS

When an event occurs, the Commander reads the corresponding read-aloud text for that event to all players. It is suggested that all DMs be given a copy of the announcement text, so that they can read it again at their table if players had trouble hearing the Commander’s announcement.

The Commander should consider ending each announcement with “HUZZAH!” and call for a resounding cheer, making it clear to all players that the announcement is over.

RUNNING ONLINE

All of the Commander’s read-aloud text can be read by the DM.

MISSION BRIEFING

The mission briefing text is read at the start of the event.

“Adventurers! Heroes! Friends of giants, and enemies of Szass Tam! Today is a day of reckoning!” Princess Serissa steps forward as she speaks, holding the *Korolnor Scepter* in one hand. “The Red Wizards and their ilk have taken much from the world. Their latest acquisitions, my father and the *Wyrmskull Throne*, are but a part of their greater scheme.”

At Serissa’s side, an attendant unfurls an ancient sketch of a dracolich laying waste to a town.

“This portrait was drawn centuries ago,” Serissa continues, “to capture some of the power of what the Cult of the Dragon called the First Sacred One. Shargrailar, the first dracolich. We have found evidence that Szass Tam wishes to remake this creature, destroyed by spellfire, his bones and phylactery scattered and shattered in the Thunder Peak Mountains and their caverns nearly one hundred and fifty years ago. The Red Wizards’ ritual will bind Shargrailar to the *Wyrmskull Throne*, allowing the dracolich to use it as a new phylactery, and Szass Tam will have a powerful new undead servant. Alongside my father.”

Serissa’s expression grows grim as she raises the *Korolnor Scepter* over her head. “Today we have three goals! Capture my father’s body without destroying it or killing what remains within. Recover the *Wyrmskull Throne*. And stop the ritual to return Shargrailar to this realm. We first must find and recover Shargrailar’s bones and the pieces of the dracolich’s destroyed phylactery, to stymie the Red Wizards’ ritual. You will all receive specific orders from my attendants. May Annam and all the gods watch over us.”

PART 1: UNLOCKING QUESTS

The text in this section is read to unlock the two locked quests in part 1 of the adventure.

UNLOCK TIER 3 QUEST

In your mind, you hear the voice of Princess Serissa, crying out: “*We need help at the command post! Something is happening with the bones ...*” You hear the sound of crashing metal and voices crying out. “*Please! Hurry!*”

We need tier 3 volunteers. Which groups will set aside their current quest to aid Princess Serissa?

Wait for responses, then continue:

Go now! Princess Serissa doesn’t have much time. DMs: Quest 1F is unlocked!

UNLOCK TIER 4 QUEST

The sky above you roils with a sudden influx of storm clouds as a chill wind blows through the mountains. In the distance, you see a distress signal from the storm giants—a great column of smoke rising into the sky.

We need tier 4 volunteers! Which groups will set aside their current quest to aid Princess Serissa?

Wait for responses, then continue:

Go now! The giants are running out of time. DMs: Quest 1L is unlocked!

PART 2: MISSION BRIEFING

The second mission briefing is read at the start of part 2 of the event.

Adventurers, the time has come! You have assembled [#] of the bones of the first dracolich, Shargrailar, and collected [#] shards of his phylactery. The Red Wizards are retreating to their fortress with what bones and shards they could recover.

Even with their plans disrupted by your efforts, the Thayans plan to attempt their dark ritual to raise Shargrailar as a dracolich once more, and bind him to their will. With what they have collected, the first dracolich will not be as powerful as he once was, but Shargrailar will be a devastating weapon for Thay nonetheless. You must assault the Red Wizards' fortress and stop the ritual at all costs. This will be no easy feat, for the Thayans have prepared for this moment. Their defenses must be disabled, and the *Wyrmskull Throne* recovered, if you are to have any chance of success. Go now!

PART 2: GLOBAL EFFECTS DISABLED

The text in this section is to be read when specific global effects are disabled in part 2 of the adventure.

ETHEREALNESS IS DISABLED

A column of brilliant white light shoots up from the fortress, filling the sky with swirling translucent forms that spiral and dissipate. The Red Wizards' etherealness has been disabled!

If you are on the Ethereal Plane when this happens, swirling mist and light surrounds you as you are shifted back to the Material Plane, returning to the battlefield.

All characters on the Ethereal Plane return to the Material Plane when this effect ends.

UNDEAD REINFORCEMENTS ARE DISABLED

The ground shudders as if a great evil had been purged from the world. You see the lesser undead around you begin to crumple, falling to their knees and littering the battlefield with their ruined corpses. The Red Wizards' undead reinforcements have been disabled!

THE WYRMSKULL THRONE IS CAPTURED

A group of adventurers rushes out of the fortress, an enormous throne in tow. Cries of alarm echo through the Thayan ranks, but your allies close in, holding pursuers back as the party and the throne are drawn into the ranks of Princess Serissa's forces. Congratulations, adventurers! The *Wyrmskull Throne* has been reclaimed!

PART 2: WANDERING VILLAINS ENTER PLAY

The text in this section is to be read when the two wandering villains enter play in part 2 of the adventure.

IYMRITH ENTERS PLAY

Enormous claws breach the top of the Thayan fortress, followed by two deteriorating wings and the enormous head of an ancient blue dragon dracolich. As she exhales, a column of lightning crackles up into the sky. Iymrith has entered the battlefield! Adventurers, beware!

HEKATON ENTERS PLAY

A hulking form emerges from the Thayan fortress. The once-noble visage of King Hekaton is shrouded in shadow now, his eyes blazing with red light as he looks for targets. Death knight Hekaton has entered the battlefield! Adventurers, beware!

PART 2: WANDERING VILLAINS ARE DEFEATED

The text in this section is to be read if the wandering villains are defeated in part 2 of the adventure.

IYMRITH DIES

With a mighty roar, the dracolich Iymrith crashes down upon the Thayan ranks. This ancient evil is no more. Congratulations to table [#], who dealt the killing blow!

HEKATON IS REDUCED TO 0 HIT POINTS

The towering figure of Hekaton wavers, swaying unsteadily. Another group of adventurers closes in, ready to make a final assault. But Hekaton lets out a snarl as he breaks away, retreating to the Thayan fortress. Congratulations to table [#], who forced death knight Hekaton to retreat!

PART 3: BEGINNING OF THE END

The text in this section is to be read before the final battle begins in part 3 of the adventure.

A sudden shockwave erupts from the fortress, as a deep voice echoes across the battlefield. “Yes ... yes! I am reborn once more, as I was the day Sammaster first brought me into this form ...”

A colossal dracolich, easily one hundred and fifty feet from nose to tail, unfurls its wings above the fortress, a single giant rider on its back. Fire and lightning dance at the edges of its charred teeth, the creature’s empty eye sockets taking in the battlefield. “Which of you will be the first to fall this day?”

Adventurers! The First Sacred One, Shargrailer, descends to claim your lives!”

Even as the dracolich advances, you recognize the giant who sits astride it. Death knight Hekaton has joined with Shargrailer to destroy you all.

EVENT COMPLETION

The text in this section is to be read at the end of the event, detailing the outcome of the characters’ attempt to destroy Shargrailer.

EVENT SUCCESS

Both Hekaton is captured and Shargrailer is defeated:

Shargrailer, the first dracolich, lets out a resounding roar. Then with one last sputtering bellow of fire and lightning, this enormous monster collapses before you. Congratulations to Table [#], who dealt the killing blow.

You can add details of the killing blow here, describing how the dracolich was felled by spells, by taking a sword through his undead brain, and so forth.

The Death knight Hekaton is bound in mystical chains before the command tent, his chance at redemption is still within reach.

In the distance, you see the remaining Red Wizards looking on in terror and defeat. One by one, they begin to teleport away, leaving their failures behind them on the battlefield.

A cheer spreads through the ranks of the small folk and giants around you. Congratulations, adventurers! You succeeded! HUZDAH!

PARTIAL SUCCESS

If Hekaton is captured, but Shargrailer escapes:

Shargrailer, the first dracolich, lets out a resounding roar as he turns from the battlefield and takes to the air. Strafing outlying forces with waves of fire and lightning, the monster flies away—firmly under the control of Szass Tam and the Red Wizards of Thay. You have failed in your mission to destroy the dracolich, who is now free to wreak havoc on Faerûn.

But all is not lost. The Death knight Hekaton is bound in mystical chains and his chance at redemption is still within reach.

Princess Serissa calls all remaining adventurers to gather at her command tent. The mood is solemn as she thanks you for your aid. Even though it was not enough to end Shargrailer’s threat, you have dealt numerous blows to Szass Tam’s plots and servants—and you live to fight the Red Wizards another day.

EVENT FAILURE

Neither Hekaton is captured nor is Shargrailer defeated:

Shargrailer, the first dracolich, lets out a resounding roar as he turns from the battlefield and takes to the air. Strafing outlying forces with waves of fire and lightning, the monster flies away with the death knight Hekaton astride him—firmly under the control of Szass Tam and the Red Wizards of Thay. You have failed in your mission to destroy the dracolich, who is now free to wreak havoc on Faerûn.

Princess Serissa calls all remaining adventurers to gather at her command tent. The mood is solemn as she thanks you for your aid. Even though it was not enough to end Shargrailer’s threat, you have dealt numerous blows to Szass Tam’s plots and servants—and you live to fight the Red Wizards another day.

NPC STATISTICS

The following NPCs appear in the adventure.

DEATH KNIGHT HEKATON (REDUCED THREAT)

Huge undead, chaotic evil

Armor Class 20 (plate armor, shield)

Hit Points (# Tables * 200)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +15, Dex +8, Con +11, Int +9, Wis +10, Cha +10

Skills Arcana +8, Athletics +19, Perception +9

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, necrotic, poison, thunder

Condition Immunities exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, Common, Giant

Challenge 23 (50,000 XP)

Enhanced Reactions. Death knight Hekaton can make two reactions per round.

Legendary Resistance (3/Day). If Death knight Hekaton fails a saving throw, he can choose to succeed instead.

Magic Resistance. Death knight Hekaton has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless Death knight Hekaton is incapacitated, him and undead creatures of his choice within 60 feet of him have advantage on saving throws against features that turn undead.

Planar Anchored. Death knight Hekaton is unable to be moved to another plane of existence.

Turn Immunity. Death knight Hekaton is immune to effects that turn undead.

Undead Nature. Death knight Hekaton doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Death knight Hekaton makes three Negative Lightning Sword attacks.

Negative Lightning Sword. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 8) slashing damage, or 25 (3d10 + 8) slashing damage if used with two hands, plus 11 (3d6) lightning damage and 14 (3d8) necrotic damage. Hekaton can choose to do thunder damage instead of lightning damage.

Hellfire Orb. Death knight Hekaton hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each character in a 20-foot radius sphere centered on that point must make a DC 17 Dexterity saving throw. The sphere spreads around corners. A creature takes 28 (8d6) fire damage and 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

Lightning Strike. Death knight Hekaton hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Stomp. Death knight Hekaton stomps the ground, triggering a thunderclap. All other creatures within 15 feet of him must succeed on a DC 17 Constitution saving throw or take 11 (2d10) necrotic damage plus 11 (2d10) thunder damage and be deafened until the start of Hekaton's next turn. If a creature failed by 5 or more, they are also stunned until the start of Hekaton's next turn. On a successful save, a creature takes half as much damage and isn't deafened.

REACTIONS

Retort. Death knight Hekaton adds 6 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. When Death knight Hekaton parries an attack, the attacker must make a DC 21 Strength saving throw. On a failed save, the creature is knocked back 30 feet, knocked prone, and takes 11 (3d6) necrotic damage and 11 (3d6) thunder damage. The target takes half as much damage on a successful one and is knocked back only 15 feet.

LEGENDARY ACTIONS

Death knight Hekaton 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. Hekaton regains spent legendary actions at the start of his turn.

Strike Down. Death knight Hekaton makes one attack with his Negative Lightning Sword.

King Step (2 Legendary Actions). Death knight Hekaton teleports himself to an unoccupied space within 150 feet of him. Immediately after he disappears, a thunderous boom sounds, and each creature within 10 feet of the space he left must make a DC 17 Constitution saving throw, taking 17 (3d10) thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

Storm Wall (2 Legendary Actions). Death knight Hekaton creates an opaque wall of pure storm energy at any point within 120 feet of him. The wall can be 50 feet long, 15 feet high, and 1 foot thick, can be placed on a surface or in the air in any shape, but must be one continuous surface. The wall lasts until Hekaton's next turn.

When the wall appears, each creature within its area must make a DC 17 Strength saving throw. A creature takes 7 (2d6) bludgeoning damage and 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

The storm wall keeps all other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

DEATH KNIGHT HEKATON

Huge undead, chaotic evil

Armor Class 22 (plate armor, shield)

Hit Points (# Tables * 200)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +15, Dex +8, Con +11, Int +9, Wis +10, Cha +10

Skills Arcana +9, Athletics +21, Perception +10

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, necrotic, poison, thunder

Condition Immunities exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Abyssal, Common, Giant

Challenge 25 (75,000 XP)

Enhanced Reactions. Death knight Hekaton can make two reactions per round.

Legendary Resistance (4/Day). If Death knight Hekaton fails a saving throw, he can choose to succeed instead.

Magic Resistance. Death knight Hekaton has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless Death knight Hekaton is incapacitated, him and undead creatures of his choice within 60 feet of him have advantage on saving throws against features that turn undead.

Planar Anchored. Death knight Hekaton is unable to be moved to another plane of existence.

Turn Immunity. Death knight Hekaton is immune to effects that turn undead.

Undead Nature. Death knight Hekaton doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Death knight Hekaton makes three Negative Lightning Sword attacks.

Negative Lightning Sword. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 23 (3d8 + 9) slashing damage, or 26 (3d10 + 9) slashing damage if used with two hands, plus 14 (4d6) lightning damage and 18 (4d8) necrotic damage. Hekaton can choose to do thunder damage instead of lightning damage.

Hellfire Orb. Death knight Hekaton hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each character in a 20-foot radius sphere centered on that point must make a DC 19 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Lightning Strike. Death knight Hekaton hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Stomp. Death knight Hekaton stomps the ground, triggering a thunderclap. All other creatures within 15 feet of him must succeed on a DC 19 Constitution saving throw or take 17 (3d10) necrotic damage plus 17 (3d10) thunder damage and be deafened until the start of Hekaton's next turn. If a creature failed by 5 or more, they are also stunned until the start of Hekaton's next turn. On a successful save, a creature takes half as much damage and isn't deafened.

REACTIONS

Retort. Death knight Hekaton adds 8 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. When Death knight Hekaton parries an attack, the attacker must make a DC 23 Strength saving throw. On a failed save, the creature is knocked back 30 feet, knocked prone, and takes 14 (4d6) necrotic damage and 14 (4d6) thunder damage. The target takes half as much damage on a successful one and is knocked back only 15 feet.

LEGENDARY ACTIONS

Death knight Hekaton 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. Death knight Hekaton regains spent legendary actions at the start of his turn.

Strike Down. Death knight Hekaton makes one attack with his Negative Lightning Sword.

King Step (2 Legendary Actions). Death knight Hekaton teleports himself to an unoccupied space within 150 feet of him. Immediately after he disappears, a thunderous boom sounds, and each creature within 10 feet of the space he left must make a DC 19 Constitution saving throw, taking 4d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

Storm Wall (2 Legendary Actions). Death knight Hekaton creates an opaque wall of pure storm energy at any point within 120 feet of him. The wall can be 50 feet long, 15 feet high, and 1 foot thick, can be placed on a surface or in the air in any shape, but must be one continuous surface. The wall lasts until Hekaton's next turn.

When the wall appears, each creature within its area must make a DC 19 Strength saving throw. A creature takes 9 (2d8) bludgeoning damage and 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one.

The storm wall keeps all other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

IYMRITH

Huge undead, lawful evil

Armor Class 19 (natural armor)

Hit Points (# Tables * 150)

Death If Iymrith is killed, report to the Commander. Iymrith cannot be defeated until the tier 4 adventurers have captured her phylactery (the *Wyrmskull Throne*) in part 2 (“Encounter 2D: Claiming the Throne”). If Iymrith is reduced to 0 hit points before this global effect has been disabled, the wandering villain Iymrith should step out of the gaming area for 5 minutes, after which time she is reborn from the phylactery at full hit points and may begin wandering again.

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Deception +19, Perception +17, Stealth +7

Damage Resistances necrotic

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic, Giant, Terran

Challenge 23 (50,000 XP)

Innate Spellcasting. Iymrith’s spellcasting ability is Charisma (spell save DC 20). She can innately cast the following spells, requiring no material components:

1/day each: counterspell, detect magic, ice storm, stone shape, teleport

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

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

Undead Nature. Iymrith doesn’t require air, food, drink, or sleep.

ACTIONS

Multiattack. Iymrith uses her Lightning Breath or Frightful Presence. She then makes a claw attack (tier 3) or bite attack (tier 4) against each character.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. Hit: 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. Hit: 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dracolich’s choice that is within 120 feet of the dracolich and aware of it must succeed on a DC 20 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.

Lightning Breath. The dracolich exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that area must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Iymrith 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. Iymrith regains spent legendary actions at the start of its turn.

Detect. Iymrith makes a Wisdom (Perception) check.

Tail Attack. Iymrith makes a tail attack.

Wing Attack (Costs 2 Actions). Iymrith beats her wings. Each creature within 15 feet of her must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. Iymrith can then fly up to half her flying speed.

APPENDIX 1: BOONS (PART 1—TIER 3)

QUEST 1A

BOON OF INSPIRATION

Give this boon to another group. This boon can be used to grant inspiration to each character in the group.

QUEST 1A

BOON OF INSPIRATION

Give this boon to another group. This boon can be used to grant inspiration to each character in the group.

QUEST 1B

BOON OF REST

Give this boon to another group. This boon can be used to gain the effect of one short rest.

QUEST 1B

BOON OF REST

Give this boon to another group. This boon can be used to gain the effect of one short rest.

QUEST 1C

BOON OF HEALTH

Give this boon to another group. This boon can be used to have each character in the group gain 20 temporary hit points.

QUEST 1C

BOON OF HEALTH

Give this boon to another group. This boon can be used to have each character in the group gain 20 temporary hit points.

QUEST 1D

BOON OF LIFE

Give this boon to another group. This boon grants one character the ability to cast *revivify* once as a bonus action, requiring no components.

QUEST 1D

BOON OF LIFE

Give this boon to another group. This boon grants one character the ability to cast *revivify* once as a bonus action, requiring no components.

QUEST 1E

BOON OF EVEN MORE HEALTH

Give this boon to another group. This boon grants one character the ability to cast *mass cure wounds* once as a bonus action, requiring no components.

QUEST 1E

BOON OF EVEN MORE HEALTH

Give this boon to another group. This boon grants one character the ability to cast *mass cure wounds* once as a bonus action, requiring no components.

QUEST 1F

BOON OF LUCK

Give this boon to another group. This boon grants one character the ability to reroll a single d20 roll of their choosing.

QUEST 1F

BOON OF LUCK

Give this boon to another group. This boon grants one character the ability to reroll a single d20 roll of their choosing.

APPENDIX 2: BOONS (PART 1—TIER 4)

QUEST 1G

BOON OF INSPIRATION

Give this boon to another group. This boon can be used to grant inspiration to each character in the group.

QUEST 1G

BOON OF INSPIRATION

Give this boon to another group. This boon can be used to grant inspiration to each character in the group.

QUEST 1H

BOON OF REST

Give this boon to another group. This boon can be used to gain the effect of one short rest.

QUEST 1H

BOON OF REST

Give this boon to another group. This boon can be used to gain the effect of one short rest.

QUEST 1I

BOON OF HEALTH

Give this boon to another group. This boon can be used to have each character in the group gain 30 temporary hit points.

QUEST 1I

BOON OF HEALTH

Give this boon to another group. This boon can be used to have each character in the group gain 30 temporary hit points.

QUEST 1J

BOON OF LIFE

Give this boon to another group. This boon grants one character the ability to cast *true resurrection* once as a bonus action, requiring no components.

QUEST 1J

BOON OF LIFE

Give this boon to another group. This boon grants one character the ability to cast *true resurrection* once as a bonus action, requiring no components.

QUEST 1K

BOON OF EVEN MORE HEALTH

Give this boon to another group. This boon grants one character the ability to cast *mass cure wounds* once as a bonus action, requiring no components.

QUEST 1K

BOON OF EVEN MORE HEALTH

Give this boon to another group. This boon grants one character the ability to cast *mass cure wounds* once as a bonus action, requiring no components.

QUEST 1L

BOON OF LUCK

Give this boon to another group. This boon grants one character the ability to reroll a single d20 roll of their choosing.

QUEST 1L

BOON OF LUCK

Give this boon to another group. This boon grants one character the ability to reroll a single d20 roll of their choosing.

APPENDIX 3: BOONS (PART 2)

ENCOUNTER 2A

BOON OF RESISTANCE

Give this boon to another group. This boon can be used to grant each character in the group resistance to a damage type of your choice for 1 round.

ENCOUNTER 2B

BOON OF RESISTANCE

Give this boon to another group. This boon can be used to grant each character in the group resistance to a damage type of your choice for 1 round.

ENCOUNTER 2C

BOON OF RESISTANCE

Give this boon to another group. This boon can be used to grant each character in the group resistance to a damage type of your choice for 1 round.

ENCOUNTER 2D

BOON OF DESTRUCTION

Give this boon to another group. This boon can be used to infuse all the characters' weapon attacks and spells, which deal an extra 2d8 radiant damage for 1 round.

ENCOUNTER 2E

BOON OF DESTRUCTION

Give this boon to another group. This boon can be used to infuse all the characters' weapon attacks and spells, which deal an extra 2d8 radiant damage for 1 round.

ENCOUNTER 2F

BOON OF DESTRUCTION

Give this boon to another group. This boon can be used to infuse all the characters' weapon attacks and spells, which deal an extra 2d8 radiant damage for 1 round.

APPENDIX 4A: VICTORY POINT SLIPS (PART 1—TIER 3)

TABLE #: _____
QUEST ID: _____
BONES COLLECTED: _____
SUCCESS/FAILURE: _____

TABLE #: _____
QUEST ID: _____
BONES COLLECTED: _____
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BONES COLLECTED: _____
SUCCESS/FAILURE: _____

APPENDIX 4B: VICTORY POINT SLIPS (PART 1—TIER 4)

TABLE #: _____
QUEST ID: _____
PHYLACTERY
SHARDS COLLECTED: _____
SUCCESS/FAILURE: _____

TABLE #: _____
QUEST ID: _____
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SHARDS COLLECTED: _____
SUCCESS/FAILURE: _____

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QUEST ID: _____
PHYLACTERY
SHARDS COLLECTED: _____
SUCCESS/FAILURE: _____

TABLE #: _____
QUEST ID: _____
PHYLACTERY
SHARDS COLLECTED: _____
SUCCESS/FAILURE: _____

APPENDIX 4C: VICTORY POINT SLIPS (PART 2—TIERS 3 AND 4)

TABLE #: _____
QUEST ID: _____
SUCCESS/FAILURE: _____

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QUEST ID: _____
SUCCESS/FAILURE: _____

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