



ADVENTURERS LEAGUE™

BLOOD ABOVE, BLOOD BELOW

In two different arenas, the call for blood has been sounded. The five factions now seek out bold adventurers willing to brave death in order to draw attention away from Szith Morcane, and in so doing allow a small group to infiltrate the drow outpost and return it to the hands of the drow. What role will you play in this deadly game? A special three-hour multi-table adventure for 1st-16th level characters.

Adventure Code: DDEP3

CREDITS

Adventure Design: Will Doyle

Development and Editing: Claire Hoffman, Chris Tulach, Travis Woodall

Organized Play: Chris Tulach

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Matt Sernett, Chris Tulach

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick



Debut: August 1, 2015



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, D&D Encounters, D&D Expeditions, D&D Epics, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2015 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

INTRODUCTION

Welcome to Blood Above, Blood Below, a D&D Epics™ adventure, part of the official D&D Adventurers League™ organized play system and the Rage of Demons™ storyline season.

This adventure is designed for **three to seven 1st-16th level characters**, with each table divided into level ranges by tier of play. Levels 1-4 is optimized for **3rd level characters**; levels 5-10 is optimized for **8th level characters**; and levels 11-16 is optimized for **11th level characters**. Characters outside this level range cannot participate in this adventure.

Each table must seat characters of the same tier.

This is a special three-hour interactive adventure, designed for many tables playing together. Rules for coordinating this event appear in a separate document.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D

Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the Player's Handbook™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 3rd-, 8th-, or 11th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters

- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out 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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
Cure wounds (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Faiths that can call upon spellcasting services in and around Hillsfar include the following: Chauntea, Lliira, Mielikki, and Tempus.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a raise dead or revivify spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a raise dead spell. A raise dead spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the raise dead spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is not available.

ADVENTURE BACKGROUND

Escaped from the Abyss, the demon lord Graz'zt lurks in the Underdark beneath Faerûn. His malign presence has fueled a tide of corruption that boils up to encroach Daggerdale and the Moonsea. As Graz'zt flexes in the dark, those on the surface slowly succumb to debauchery and excess.

The incubi of the Crimson Trinity rank among Graz'zt's most trusted agents. In Azzagrat, they entertained their prince with feasts, orgies and gladiatorial games. On Toril, they hope to honor him with an event to rival any held in the Abyss. Two arenas stage battles on the same day: one in underground Maerimydra, and the other in Hillsfar, on the shore of the Moonsea. As battle commences, the Crimson Trinity perform a blood ritual to reap the souls of the slain. Fattened on the slaughter of a thousand slaves, their Dark Prince will rise up to seize his new realm—or so they hope.

Vheloch, leader of the Crimson Trinity, has ensconced himself in the fallen drow outpost of Szith Morcane. In Maerimydra, his partner Oromoth has seduced Queen Hledh and turned her fire giants to the brazen worship of Graz'zt. In Hillsfar, the incubus Gheriot has wormed into the court of the First Lord, where he poses as Master of Ceremonies. The Crimson Trinity is ready to enact their great game—unaware that hidden forces plot against them.

OVERVIEW

Drow refugees have brought news that the Crimson Trinity is preparing a blood ritual to empower Graz'zt. The five factions have agreed to ally with the drow to liberate Szith Morcane, foil the ritual, and destroy the Crimson Trinity.

The factions are planning to smuggle in two groups of adventurers to replace the captives bound for the arenas. If the adventurers can hold out in the games, they'll keep the Crimson Trinity occupied between three locations. This will allow a crack team to break into Szith Morcane, slay Vheloch, and foil the ritual.

Your table will join one of these three groups. As Dungeon Master, you should read the adventure carefully and familiarize yourself with the Administrative Guidance document before play. When describing the crowds, it is important that as Dungeon Master you emphasize the near madness that grips the viewers. Those that participate are overcome with hedonistic desires: calling for more blood, feasting on concessions and drinking to excess!

THE SPREADING MADNESS

The extent of the spread and effects of Graz'zt's madness is not yet clear, but it is building. Those that feel the grasp of this insanity begin to crave the same things as the Dark Prince. They enjoy contrasts, oppositions, and mismatches that others find unsettling or disgusting. They are given over to the basest of hedonisms that would shock even the most corrupt and cosmopolitan. The lands surrounding Hillsfar, above and below, are gripped by a frenzied Bacchanalia that continues to grow with demonic fecundity.

ADVENTURE TRACKS

Players experience one of three adventure tracks. The tracks are played at the same time, and take place in different locations within the Forgotten Realms.

- **Tier 1 Track "Red Tide" (level 1-4):** Players on this track are plunged into Hillsfar's flooded arena. If they hold out, they'll gain an opportunity to slay Gheriot.
- **Tier 2 Track "Fane of Lloth" (level 5-10):** A crack team of adventurers infiltrates Szith Morcane to kill Vheloch, leader of the Crimson Trinity. The success or failure of the other tracks determines this track's final difficulty.
- **Tier 3 Track "The Strangling" (level 11-16):** The adventurers do battle in Maerimydra's coliseum. If they hold out, they'll goad Oromoth into mortal combat.

Table markers can be used to show which track each table is playing. Depending on your event, you may

simply be asked to inform your section's Captain of the track you are running. Make sure you know where the nearest tables of your chosen track are located, in case players call for assistance during play (see below).

ASSISTANCE BETWEEN TABLES

Blood Above, Blood Below is a dangerous adventure. If players get into trouble, they can visit nearby tables on the same track to request aid. Each track handles this differently:

- **Tier 1 Track (Naval Support):** On this track, each table commands their own naval vessel. When help is requested, players may fire their deck-mounted ballista to assist. See the "Player Ships" section in the Tier 1 track for details.
- **Tier 2 Track (Combat Assistance):** In the final battle of this track, all characters assault the same ruined temple. When requested, a player may join a table in need to help them in combat. See the "Assistance between Tables" section for details.
- **Tier 3 Track (Combat Assistance):** On this track, the characters do battle on giant spider mounts. When requested, a player may join a table in need to help them in combat - bringing their mount with them. See the "Assistance between Tables" section for more details.

Before play begins, make sure your players know how to request and provide aid.

CHARACTER DEATH

Blood Above, Blood Below takes place over just a few hours of game time. If a character dies during play, they hear a sibilant whisper as the darkness closes in around them. "Do you want to live?" Those that answer in the affirmative are brought to partial life as an undead version of themselves by an unknown force. On their next turn, they begin prone with three-quarters of their maximum hit points, immunity to poison, and disadvantage on all ability checks and saving throws involving Dexterity. At the end of the adventure the character is returned to the dead state but the player's table or faction may recover the corpse of their original character. The character now is slightly resistant to the raise dead spell and it requires additional components to revivify, raise, or resurrect them. The components cost 10% more whether cast by a character, NPC, or from a scroll. Record **The Dark Caress** story award and this information this on the characters logsheet.

If the Crimson Trinity's ritual succeeds, Graz'zt devours the souls of all characters that died in the arenas. These characters can only be raised from the dead if another character casts a true resurrection spell.

INTERACTIVE ELEMENTS

Blood Above, Blood Below features interactive elements that affect the outcome of each track's finale. Your table may need to report special events to the administrators, or check for visual cues that indicate effects are active on the battlefield. These are detailed in the adventure under "Interactive Elements" headers.

Contact an administrator if your players take an unscripted action that may affect other tables. If the administrative team deems it appropriate, they'll announce a ruling that may impact other players on the same track.

MUSTERING THE HEROES

The adventure begins with a gathering of adventurers in the city of Hillsfar. All adventure tracks share the same briefing.

MISSION BRIEFING

Expected duration: 5 minutes.

Once your players are seated and ready, read the following aloud:

Summoned by your factions, you crossed the Moonsea to the city of Hillsfar. The law here forbids entry to non-humans, and the guards were wary of strangers. Your faction smuggled you inside, and you threaded the streets to the Vault of Swords, the city's temple of Tempus. You now stand among several hundred adventurers gathered in the catacombs. Nobody knows why the factions called you here; only that it's of great importance and utmost secrecy.

Go around the table, asking each player to describe their character to the rest of the group. Once they've introduced themselves, read the following aloud.

A half-orc cleric steps forward to address the assembly.

"I'm Dargol-Rend, Battle Chaplain of Tempus and Vindicator of the Order of the Gauntlet. We've received news from our...allies that agents of the demon lord Graz'zt are abroad. As we speak, they're preparing a blood ritual to feed their Dark Prince. You're going to stop them."

A robed figure stands nearby. He has the bearing of the fey, though a hood hides his face. As he steps into the torchlight to speak, you see that he's a drow elf.

"In the Abyss, they called them the Crimson Trinity. Their corruption has swept through the Underdark to consume my home, Szith Morcane. Tomorrow, two arena battles will occur: one here in Hillsfar, the other deep below, in the coliseum of Maerimydra. The Crimson Trinity is behind them both. They plan to sacrifice all who die to the demon lord.

"I am Solom Ned'razak. I am indebted to some of you already, and to those of you to whom I am not, I will be soon. I ask for your help to win back Szith Morcane and destroy the Crimson Trinity."

Dargol holds up his hand to silence the discontent.

"Enough! We're going to smuggle some of you into the arenas as bait. If you can hold out, it'll keep the Crimson Trinity divided between Hillsfar and Maerimydra. That'll give the rest of you a chance to hit their leader in Szith Morcane, and shatter the ritual. Questions?"

DEATH TO THE STRANGE FOLK!

In 1357 DR, the wizard Maalthir overthrew the council of Hillsfar to become sole ruler of the city. Backed by his mercenary army, the Red Plumes, Maalthir enacted a draconian law to exile nonhumans from the city. For decades, any outcasts caught inside the city faced death in the arena. In time, Hillsfar abandoned The Great Law of Humanity, but First Lord Torin has recently seen it reinstated. Once more, the city has closed its gates to nonhumans, and condemned those inside to die in the arena.

QUESTIONS AND QUESTS

Expected Duration: 15 minutes.

The players can now question Dargol-Rend and Solom Ned'razak (DDEX3-3 The Occupation of Szith Morcane, DDEX3-4 It's All in the Blood) about the mission. In addition, some characters receive special assignments from their factions.

QUESTIONING THE AGENTS

Use the following information to answer the players' questions about their mission.

INFORMATION ON THE CRIMSON TRINITY

Solom answers questions about the Crimson Trinity.

- A tide of corruption washes through the Underdark, leaving decadence and betrayal in its wake. Solom suspects the Crimson Trinity is to blame.
- Three incubi comprise the Crimson Trinity: Vheloch, Gheriot and Oromoth. In the Abyss, they entertained Graz'zt with sumptuous feasts and gladiatorial games in the city of Zelatar. Solom doesn't know how they escaped to Toril.
- The Crimson Trinity, with assistance from the fire giants of Maerimydra, conquered Szith Morcane and enslaved its inhabitants. Vheloch, the leader of the Crimson Trinity, seduced one of the drow nobles, who opened the gates to Vheloch's army of demons and fire giants.
- Though initially captured, Solom escaped with the assistance of surface-dwelling adventurers. The five factions have agreed to ally with him to foil the ritual.

ROLEPLAYING SOLOM NED'RAZAK

Solom is a powerful drow wizard who rules Szith Morcane. He uses the present tense when speaking of his home - he firmly believes the invaders will be pushed back and he hopes that the ritual is going to be the key that they need to accomplish that goal. He is ruthless and efficient in his dealings and detests dealing with non-drow, but understands circumstances have left him no choice.

Quote: "We are not wiped out, not yet. And if I have my way every demon-blooded pest is going to pay for what they did."

INFORMATION ON THE BLOOD RITUAL

Dargol-Rend answers questions about the blood ritual.

- The Crimson Trinity plans to massacre hundreds of slaves in the games. As they perish, Vheloch performs a secret ritual to feed their souls to Graz'zt.
- The fiends have split between the three locations. Gheriot and Oromoth oversee the two arenas, while Vheloch performs the ritual from Szith Morcane.
- The adventurers will replace the slaves bound for the arenas. While they fight, a strike team will break into Szith Morcane to slay Vheloch.
- If the adventurers survive the arenas, the Crimson Trinity has fewer souls to sacrifice to Graz'zt. Their actions will also occupy Gheriot and Oromoth, and lessen the chances of them teleporting back to Vheloch. Those adventurers fighting in the Hillsfar Arena should try to avoid killing as many of the gladiators as possible, so as to not feed the ritual.
- If the ritual succeeds, Graz'zt consumes the souls of all who've died in the arenas. The stakes have never been higher!

ROLEPLAYING BATTLE CHAPLAIN DARGOL-REND

Dargol-Rend is battle-scarred and headstrong. He doesn't suffer fools, and isn't afraid to speak his mind. To avoid exile, the Battle-Chaplain must compete often in the arena, where he boasts a near-unbroken record.

Quote: "These hours will brand your names into history. Is that not payment enough?"

ADVENTURE TRACK BRIEFING

Now reveal which adventure track the group will play. Use the following information to brief them on their chosen mission. To avoid unnecessary details, only brief the players on the track they're playing.

TIER 1 TRACK BRIEFING (RED TIDE)

Dargol-Rend briefs the characters about this track.

- Gheriot posed as Master of Ceremonies to infiltrate the First Lord's court. Tomorrow's games have drawn crowds from across the Moonsea.
- The games will reenact the downfall of the "Red Tide", an armada of notorious Moonsea pirates. Gheriot has flooded the arena for the event.
- A host of vagabonds and non-human slaves face trial by combat. Before the games begin, the factions will smuggle the adventurers in to assist them. Dargol-Rend is to fight alongside them.
- If they can hold out, they'll delay Gheriot in Hillsfar. This will give the strike team a better chance to liberate Szith Morcane and stop the blood ritual.

TIER 2 TRACK BRIEFING (FANE OF LLOTH)

Solom briefs the characters about this track.

- Vheloch is performing his ritual from Szith Morcane's ruined Fane of Lloth.
- The adventurers will teleport in just outside Szith Morcane. Powerful forbiddance spells prevent them from teleporting directly inside the Fane.
- Solom knows of a secret way into the Fane of Lloth: a hidden library beneath House Morcane built by its long-dead matron mother. A secret passage connects the library to the chasm just outside. Solom and his warriors will join in the assault. One drow warrior will escort each team as guide.
- To foil the ritual, the adventurers must sneak through the hidden library, and then break into the Fane of Lloth and kill Vheloch.
- Solom provides a drow named Kaele Icaryst to accompany the characters.

TIER 3 TRACK BRIEFING (THE STRANGLING)

Solom Ned'razak and Dargol-Rend both brief the

characters about this track.

- Fire giants rule the Underdark city of Maerimydra. Oromoth has seduced Queen Hledh and turned her giants over to the brazen worship of Graz'zt.
- Maerimydra's games, "The Strangling", will reenact the giants' conquest of the city from the drow. Oromoth is buying hundreds of slaves for the slaughter.
- Solom has formulated a plan with the derro of Ravagestone to sell the adventurers to Oromoth as slaves. The derro will transport them to Maerimydra and smuggle their equipment into the coliseum's armory.
- If the adventurers hold out, they'll delay Oromoth in Maerimydra. This will give the strike team a better chance to liberate Szith Morcane and stop the blood ritual.
- The latent magic of the Underdark prevents direct teleportation between Hillsfar and Maerimydra. If the adventurers escape the arena, they must find their own way home.

FACTION ASSIGNMENTS

Faction representatives now approach the characters to assign special quests. The adventure track determines quests available. Later in the adventure, more faction assignments come into play.

FACTION ASSIGNMENT: EMERALD ENCLAVE

This assignment is only available to characters on the **Tier 1 Track**. Characters belonging to the **Emerald Enclave** receive the following assignment.

Rescue the Envoy. The elves of Cormanthor recently petitioned First Lord Torin to repeal the law that outlaws non-humans from his city. His response was to hurl their envoy into the arena. Arias Goldthorn is the Emerald Enclave's chief contact in the Elven Court, and they want him back alive. The characters are given a fairly accurate description. He shouldn't be difficult to find.

FACTION ASSIGNMENT: ZHENTARIM

This assignment is only available to characters on the **Tier 1 Track**. Characters belonging to the **Zhentarim** receive the following assignment.

Shame the Gladiator. The Zhentarim has riddled Hillsfar with its spies. One spy, a famous gladiator in the arena, recently tried blackmailing the organization. The Zhents want the gladiator shamed in the arena, but not slain. Roll on the table below to determine which gladiator is the spy. Once the spy has been determined, the characters are given a description of the spy

(provided).

ZHENTARIM SPY

1d4	Name of Spy	Location
1	Fayd Uldrane (male human, carries a spiked shield).	R1
2	"The Blacksmith" (male human, wears an apron).	R2
3	Dragomira Var (female human, wears bone armor)	R3
4	Urek Coldwater (male human, priest of Bane)	R4

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

This assignment is only available to characters on the **Tier 2 Track**. Characters belonging to the **Order of the Gauntlet** receive the following assignment.

Investigate the Crimson Trinity. The Order is keen to learn how the Crimson Trinity escaped the Abyss. They ask the characters to force this information out of Vheloch before slaying him.

FACTION ASSIGNMENT: HARPERS

This assignment is only available to characters on the **Tier 2 Track**. Characters belonging to the **Harpers** receive the following assignment.

Investigate the Drow. The Harpers suspect that one of Kaele Icazyd's companions is hiding something. They've assigned the drow as escort to the characters' group. The characters must uncover the drow's secret motive - and take action if it proves a threat to the mission.

FACTION ASSIGNMENT: LORDS' ALLIANCE

This assignment is only available to characters on the **Tier 3 Track**. Characters belonging to the **Lords' Alliance** receive the following assignment.

Rescue the Noble. Solom Ned'razak reveals that an aristocrat captured long ago by the drow, Zor Mirko, may still be alive in Maerimydra. The nobles of the Lords' Alliance fear he'll die in the arena, and ask the characters to free him if possible.

FINAL PREPARATIONS

After the adventurers have been briefed, the alliance is separated into groups and sent on their missions.

GROUP LEADER

Each group chooses one character as **Group Leader**. If the group cannot agree on a course of action during the adventure, the Group Leader makes the decision for them. The Group Leader also relays any messages to the administrators.

SENDING STONES

On Track 1 and 2, the alliance leaders give each Group Leader a sending stone that allows them to communicate with the NPC in charge of their adventure track. Unlike a normal sending stone, this magic item allows unlimited uses per day. During play, you can use the sending stone to offer advice and suggestions when requested. On Track 3, the characters must fend for themselves!

inhospitable world, but the influence of the demon lords has transformed it into a domain of madness and chaos. *Faerzress* acts as a catalyst, spreading the demon lords' madness throughout the Underdark.

A creature's madness level starts at 0. When the creature fails a madness saving throw, its madness level increases by 1, and the creature immediately suffers the level's effect (as determined by rolling on the Short-Term Madness, Long-Term Madness, or Indefinite Madness table in the *Dungeon Master's Guide*, as appropriate). When the effect ends, the creature's madness level doesn't change. Any time the creature's madness level increases, it suffers the effect of the new level.

If a creature with level 3 madness fails a madness saving throw, its madness level becomes 1. In this way, characters can potentially accumulate multiple forms of madness. If a character accumulates a form of madness that they are already suffering from, reroll until a new result is reached.

Bouts of short- and long-term madness can be cured as described in the *Dungeon Master's Guide*. Given the demonic source of the madness, *remove curse* and *dispel evil* are also effective as cures. A *greater restoration* spell or more powerful magic is needed to cure indefinite madness and also resets a creature's madness level to 0.

In adventures set during *Rage of Demons*, madness is measured in three levels:

MADNESS LEVEL

Level	Effect
1	Short-term madness (lasts 1d10 minutes)
2	Long-term madness (lasts 1d10 x 10 minutes)
3	Indefinite madness (lasts until cured)

INDEFINITE MADNESSES OF GRAZ'ZT

Graz'zt influence on the region has manifested itself in the different forms of madness that characters may develop. Upon reaching madness level 3, instead of rolling on the Indefinite Madness table on page 260 of the *Dungeon Master's Guide*, roll on the following table and the character gains the madness listed below. Have the player note it on his or her character sheet.

If the roll results in a madness already possessed by the character, reroll until a new result is reached.

01-20	Narcissism: "There is nothing in existence that is more important than me."
21-40	Megalomania: "Anyone who doesn't do exactly what I say does not deserve to live."
41-60	Infatuation: "I will not rest until I have made someone else mine, and doing so is more important to me than my own life or the lives of others."
61-80	Hedonism: "My own pleasure is of paramount importance. Everything else, including social graces, is a triviality."
81-100	Abomination: "The mores of society are a lie, meant to shackle free thinking people. I will revel in that which others find shocking or disgusting to demonstrate my rebellion."

MADNESS

At the best of times, the Underdark is a bizarre, alien, and

TIER 1 TRACK: RED TIDE

This adventure track is for 1st through 4th-level

characters, but is optimized for 3rd level characters. Each table may only seat characters of this tier.

PART 1: INFILTRATION

Expected duration: 10 minutes.

Read the following aloud when the characters have chosen a Group Leader:

Dargol-Rend calls your company forward. You fasten your weapons and gear, and clamber onboard a convoy of ox-carts. Slowly, you trundle through night-locked streets to the arena. Guards wave the convoy inside the slave pens. Before the slave masters can question their new arrivals, the wagon drivers cut them down with crossbow fire. They drag the corpses out of sight, and pull on their uniforms.

Dargol-Rend ushers you into the slave pens. Inside, flooded passages lead to the arena gates. Dargol-Rend points to an armada of warships moored up in the passages.

"All aboard! Dawn comes, and the crowd soon bays for blood. By Tempus, let it not be ours!"

Players should now name their ship and choose roles on deck. When they're done, continue to the next part.

THE CHARACTER'S NAVY

Handout 1-1: Ship Record Sheet details the players' vessel. The players use this sheet to score their victories, and track the ship's hit points. The ship has the following statistics.

ARENA SHIP

Speed	Crew	Passengers	AC	HP	Damage Threshold
3 mph	8	12	12	100	10

Before the next part begins, the players should fill in the following details on the sheet:

- **Ship Name.** Players should bless their ship with a valiant name.
- **Choose the Captain.** The Group Leader or a character with a high Charisma score will make the best captain.
- **Choose the Helmsman.** A character with a high Intelligence score will make the best helmsman.
- **Choose the Gunner.** Any character can play as the gunner.

If a character is proficient with vehicles (water), they can

apply their proficiency bonus to all shipboard checks.

SHIP DAMAGE

The ship has immunity to all damage unless it takes an amount of damage equal to or greater than its damage threshold. If so, it takes damage as normal. The ship sinks if its hit points drop to zero, and all passengers and crew fall into the water.

If the player's ship is lost, log the vessel's name in the "Ships Lost" box on the Ship Record Sheet. Players must now swim for a nearby raft or attempt to capture an enemy ship. If they try to capture a ship, generate an enemy vessel and resolve a boarding action from the water (see Appendix 1: Naval Combat). If the players capture the ship, they can use it in battle.

CREW

Each ship has a crew of eight galley slaves. Don't track their health during encounters - simply describe them as fighting in the background.

BALLISTA ATTACKS

Each ship has a deck-mounted ballista. The **gunner** can use the ballista to make a ranged attack during combat. If targeting another ship, the **helmsman** must perform a successful broadside action for the gunner to fire (see Appendix 1: Naval Combat). When fired at an enemy ship, the gunner can choose to target either the ship's hull or a single gladiator on deck.

BALLISTA

Large object

Armor Class: 15

Hit Points: 50

Damage Immunities: poison, psychic

A ballista is a massive crossbow that fires heavy bolts. Before it can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Burning bolt. Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. Hit: 16 (3d10) piercing damage, plus 11 (2d10) fire damage.

PART 2: FLAG CAPTURE

Expected Duration: 1 hour and 30 minutes.

When this part begins, read the following aloud:

Drums thunder as the gates grind upward. Sunlight sparkles on the arena's flooded surface, and spectators throng the grandstands. In the royal box, an obese nobleman rises to address the crowd. With a sweep of his arm, the Master of Ceremonies gestures to five rafts decked out as fortresses. On each, a band of gladiators guards a fluttering pennant.

"Behold the cities of the Moonsea! It is the tenth century, and our neighbors quake beneath the onslaught of a foreign armada. Citizens of Hillsfar, I give you... the pirates of the Red Tide!"

A roar of hatred washes over you. On one of the platforms, a trebuchet cranks into readiness.

"Only one city could muster the ships to defy them. Only one navy had the skill to defeat them. Beloved citizens, I give you... the glorious armada of Hillsfar!"

Gates open on the far side of the arena, and a fleet of warships emerges into the sunlight. The fight is on!

Give the players **Handout 1-2: Arena Map**. They are now free to explore the arena.

HILLSFAR ARENA

Hillsfar's arena has hosted gladiatorial games for over five hundred years. Today's event is set to be one of its bloodiest, and has drawn crowds from all over the Moonsea.

Gheriot has flooded the arena for the event. Five rafts float in the water, decorated to look like different Moonsea ports.

VICTORY FLAGS

During Part 2, the players must recover as many victory flags as possible and return them to their flagship. Each raft bears the flag of its port, and has its own encounter.

If the players return a flag to their flagship, mark a win on their Ship Record Sheet. If the players sink an enemy ship, they should write its name on their Ship Record Sheet. Each win grants the benefit of a short rest, and awards inspiration to each player. Due to the time available, players are only expected to recover one or two flags at best.

At the end of Part 1, the administrators tally up how many points the alliance won and announce a verdict. This affects the difficulty of the finale—and the final difficulty of the Tier 2 Track!

FEATURES OF THE AREA

The following features are present in the arena:

Flagships. Dargol-Rend fights from the allied flagship. If the players assault the enemy flagship before the final part, a volley of arrows drives them back.

Grandstands. Crowds of baying civilians fill the grandstands. Gheriot has stationed archers on the arena walls, with orders to shoot anyone who tries to climb out.

City Rafts. Climbing onto a raft from the water requires a successful DC 10 Strength (Athletics) check.

Water. The water is 10 feet deep and icy cold. If a character falls in, they must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion.

MOVEMENT IN THE ARENA

A riot of burning ships and screaming gladiators rages across the arena. Don't worry about exact ship positions: when the players need to move, use the zones marked on the map.

Roll on the Arena Encounters table every time the players enter a new zone. Once they've resolved the encounter, they can visit the raft in their zone or move into an adjacent zone. If the party contains an Emerald Enclave member and they have not already found Arias Goldthorn, the result of the second encounter is automatically "Enemy Ship!"

HILLSFAR ARENA ENCOUNTERS

2d6	Event
2	Whirlpool! Gheriot opens a drain in the arena floor. The helmsman makes repeated DC 15 Intelligence checks until they roll two consecutive successes. For each failure rolled, the ship takes 11 (2d10) bludgeoning damage.
3	Trebuchet Attack! A boulder slams into the ship, dealing 44 (8d10) bludgeoning damage. If the helmsman succeeds on a DC 15 Intelligence check, the attack deals half damage. Note: Ignore this event if the players disable the trebuchet on the Zhentil Keep raft.
4	Lost in the Smoke! The helmsman must succeed on a DC 15 Intelligence check, or accidentally ram a random vessel. On an even result, generate an enemy ship and resolve a ram attack (see Appendix 1: Naval Combat). On an odd result, contact the administrators to resolve a ram attack on a nearby allied vessel.
5	Arrow Volley! Make a ranged attack against each character on deck: +4 to hit, 5 (1d8+1) piercing damage.
6-9	Enemy Ship! Generate an enemy vessel and resolve a ship-to-ship combat (see Appendix 1: Naval Combat). Note: If the group has characters allied with the Emerald Enclave, Arias Goldthorn is present on the first ship that they encounter. The First Lord has cruelly lashed him to the ship's prow. The characters are able to recognize Arias based on the description given by their faction. Tell the players that Arias will die if the enemy ship performs a successful <i>ram</i> attack to heighten the tension, but do not have the enemy ship ram the characters if the envoy is lashed to the prow unless the characters make no effort to protect the envoy.
10	Panicking Slaves! The captain must succeed on a DC 15 Charisma (Intimidation or Persuasion) check to calm the crew. On a failure, the helmsman has disadvantage on all shipboard checks until the players win their next victory.
11-12	Aid Your Allies! The gunner spots a good opportunity to aid an allied group. If taken, speak to the administrators to resolve a ballista attack (see "Assistance between Tables", below). The gunner scores an automatic critical hit.

ASSISTANCE BETWEEN TABLES

During Part 2, the group can request fire support from a neighboring table. To make the request, the Group Leader should contact the administrators. The administrators then locate a table that is willing to help. **Each table may only receive fire support once.**

When firing to assist another group, the gunner loses their next action if they're currently engaged in combat. Fire support always hits, but the gunner still makes an attack to see if they score a critical hit. Once they've rolled damage, the administrators relay the result back to the other table.

TREASURE

Many of the opponents in the Arena possess treasure. It is intentionally carried in such a way to make it easily retrievable. The DM should make it clear that many of the gladiators seem well supplied and the treasure is obvious. Provided that the characters specify that they are searching for it, they recover it without too much trouble or spending any significant amount of time.

WINNING THE CROWD

Any character who delivers a critical hit or killing blow on an enemy can attempt an immediate DC 12 Charisma (Performance) check to win the backing of the crowd. Characters who succeed on this check gain inspiration. Any characters allied with the Harpers also gain a new faction assignment (see below).

If a character consistently displays a lack of showmanship or cowardice, this check is made with disadvantage.

FACTION ASSIGNMENT: HARPERS

As the crowds cheer for the underdogs, soldiers yank the celebrants from their seats and beat them. Other citizens seated nearby cry out in complaint.

Turn the Tide. Seeding dissent against the Red Plumes can help the Harpers eventually overthrow tyranny in Hillsfar. To achieve the genesis of a lasting dissent, a Harper character must gain three points of inspiration through their actions in the arena. Inspiration earned from victories also counts toward this total.

R1: PHLAN

The Phlan raft defends itself with deadly fire and is surrounded by dark oily water.

The flag of Phlan hangs above a ramshackle fort. Unstable gantries cling to a central tower, where greasy smoke rises from a dozen firepots. The water around the Phlan fort is unnaturally murky, like the polluted waters of the Stojanow River. Gladiators in piecemeal armor defend the tower's base, commanded by a gladiator carrying a spiked shield. On the roof, a line of archers rain arrows on all who come near.

If the players approach the raft, Dargol-Rend uses the sending stone to contact the Group Leader. Read the following aloud:

You spot an allied vessel closing on the fort. Dargol-Rend's voice echoes through the sending stone.
"Those archers are tearing us to pieces! We need one group to hit the gladiators head-on, while another sneaks around to take out the archers! What's it to be?"

If the players choose the stealthy approach, the other ship attacks head-on. This distracts the archers, giving the players a chance to slip through the smoke and board from the rear. If the players choose a frontal assault, the other ship takes the stealthy approach.

FLAG ENCOUNTER

Map 1-1: Phlan shows the layout of this raft.

- A **gladiator champion** (Fayd Uldrane) and four **gladiator recruits defend the lower deck**.
- Four **gladiator archers defend the roof**.

Roll initiative when the characters disembark. If they attack head-on, the archers unleash a volley of arrows in the first round. The crew of the other vessel then ambushes the archers.

Characters approaching from the rear must succeed on a group DC 10 Dexterity (Stealth) check to sneak onboard the raft. Climbing the tower without the archers noticing requires a group DC 10 Dexterity (Acrobatics or Athletics) check. If successful, the archers are surprised.

If the players defeat their section of gladiators, their allies mop up any enemies left on the raft. The players can now claim the victory flag.

ROLEPLAYING FAYD ULDRANE

Fayd carries a shield with rusty nails driven through it. Forged in Mulmaster's fighting pits, this one-time gang enforcer is known for his dirty tricks.

Quote: "Gonna gut you like a pig, boy."

FEATURES OF THE AREA

The raft has the following features.

Keep. The keep is 20 feet high.

Gantries. The gantries are wide enough for only one character at a time. If a character falls prone on a gantry, they must succeed on a DC 10 Dexterity saving throw or tumble to the floor below taking falling damage.

Firepot. As an action, a character can hurl a firepot at a point up to 30 feet away. Each creature within 10 feet of an exploding firepot must make a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one. The archers use the firepots to defend the keep from attack.

Murky Water. Tanks under the keep are slowly pumping oil into the water around the raft, simulating the famous pollution of the Stojanow River. The murky water grants concealment from those not in it, but is flammable. Anyone in the water when it contacts fire, such as from an exploding firepot, must make a DC 10 Dexterity saving throw to duck under the water, taking 4 (1d8) fire damage on a failed save, or no damage on a successful one. A 20-ft. radius area burns for 1d4 rounds and does 4 (1d8) fire damage to anyone who passes through the fire. On the bright side, it heats up the water and removes the threat of exhaustion from the icy water.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove two gladiator archers, and all of the gladiator recruits.
- **Weak Party:** Remove a gladiator archer, and two gladiator recruits.
- **Strong Party:** Add a gladiator archer, and two gladiator recruits.
- **Very Strong Party:** Add three gladiator archers, and four gladiator recruits.

TREASURE

The gladiator champion carries the following treasure: a pair of silver knuckledusters engraved like a bull's head and inlaid with semi-precious gems (100gp). If the group takes on the archers, this treasure is spread between the archers instead. These knuckledusters may be kept or sold at the end of the adventure.

R2: MELVAUNT

Choking fumes surround this raft, mimicking the factories of Melvaunt.

Black smoke belches from a giant forge, wreathing this raft in an oily cloud. Warriors in plate armor clank between ironclad

towers, attended by a hulking man dressed in a sooty apron. Above, the flag of Melvaunt flutters from a post.

If the players approach the raft, Dargol-Rend uses the sending stone to contact the Group Leader. Read the following aloud:

Dargol-Rend speaks through the sending stone.
"Careful! Those warriors aren't human; they're metal and magic. If you're going to take that platform, you may want to approach with caution and find out how they're controlled."

FLAG ENCOUNTER

Map 1-2: Melvaunt shows the layout of this raft.

- A **gladiator champion (The Blacksmith)** defends the forge.
- Six **animated armors** defend the lower deck. The gladiator champion has assigned two suits of animated armor to each of the towers.

If the pilot succeeds on a DC 15 Intelligence check, the player's ship can slip through the smoke to land out of sight. On a failed check, the gladiator champion orders his animated armor against the intruders.

ANIMATED ARMOR

Each suit of animated armor obeys a single command (e.g. "Defend the south tower"). The suits are incapable of obeying complex orders, so cannot be set to patrol or hunt. If a suit of animated armor takes damage, it moves to destroy its attacker. By default, each suit has orders to attack anyone who enters its tower.

In order to issue a command, the champion must, as an action insert a key into the back plate of an animated armor within 5 feet, and then speaking his order aloud. From a distance this can be spotted through the smoke with a successful DC 15 Wisdom (Perception) check. Once on the raft, it is obvious. The animated armor chants the command aloud in a hollow, metallic voice until it has completed the action so ordered. During combat, the champion orders as many suits of animated armor after the players as possible. If he musters enough, they present a deadly threat.

Any character that sees the champion issue a command can make a DC 10 Intelligence (Arcana) check. On a success, they realize that the key used on the animated armor's back plate is mechanical, not magic. If someone grapples an animated armor, a character with thieves' tools may use an action to pick on a successful DC 10 Dexterity check. The animated armor then obeys any command given—including orders to attack other

animated armors or the champion himself.

ROLEPLAYING "THE BLACKSMITH"

This bald, sweaty man has burns on his face and arms, and is dressed in a sooty apron. The hulking man loves to entertain the crowd by hurling his victims into the furnace alive.

Quote: "Who wants to see this one BURN?"

FEATURES OF THE AREA

The raft has the following features.

Smoke. The smoke makes it difficult to target creatures within it. Creatures within the areas of smoke have light concealment against ranged attacks made from creatures outside of the smoke.

Towers. Each tower is 20 feet high. Creatures inside the towers have three-quarters cover from ranged attacks.

Gantries. The gantries are 10 feet high, rising just above the level of the smoke. Each gantry is wide enough for only one character at a time. If a character falls prone on a gantry, they must succeed on a DC 10 Dexterity saving throw or tumble to the floor below taking falling damage.

Furnace. The furnace is an 8 feet tall, egg-shaped iron bowl filled with burning coals. If a character falls into the furnace, they take 5 (1d10) fire damage on entry, and again at the start of every turn they remain inside.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove three animated armors
- **Weak Party:** Remove one animated armor
- **Strong Party:** Add one animated armor
- **Very Strong Party:** Add two animated armors

TREASURE

The gladiator champion carries the following treasure: a silver bracer engraved with coiling serpents (20gp), a gold whistle (10gp), and a warhammer with a pair of obsidians set into the hilt (70gp). He also carries the key needed to command the suits of animated armor.

R3: THENTIA

Just like ancient Thentia, magic protects this raft.

The flag of Thentia flies from the battlements of a high wooden tower. At the tower's base, a female gladiator in bone armor sits astride a giant scorpion.

If the players approach the raft, Dargol-Rend uses the sending stone to contact the Group Leader. Read the following aloud:

You hear Dargol-Rend speak through the sending stone.
"That gladiatrix may not be the only thing defending that tower.
Be wary! Thentia has always been a place of magic."

ATTACKING THE RAFT

Map 1-3: Thentia shows the raft's layout.

- **The gladiator champion (Dragomira Var) and her giant scorpion mount attack anyone who dares take the tower.**

If the pilot succeeds on a DC 15 Intelligence check, the player's ship can slip through the smoke to land out of sight. On a failed check, the gladiator champion spots the ship approaching.

If the characters stay at range and attack the raft from afar, the crowd boos and hisses; disappointed in the characters's lack of showmanship. Any character with inspiration loses it. Future checks made by the characters to win the crowd are made with disadvantage until another victory after this raft is achieved.

ROLEPLAYING DRAGOMIRA VAR

Dragomira wears an elaborate suit of armor crafted from her victims' bones. She's almost feral, with a particular loathing for dwarves. Her scorpion mount, Hook, is her beloved pet.

Quote: "Get closer, Hook! I want to hit them with my sword!"

FEATURES OF THE AREA

The raft has the following features.

Tower. The tower is 30 feet high. A ladder fixed to the wall provides access to the roof.

Weak Floors. Some sections of the raft have sustained damage, loosening the timbers. Creatures that move onto a weak floor must succeed on a DC 10 Dexterity saving throw, or plunge into the water below. Remember to check for exhaustion due to the cold water.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove the giant scorpion, her mount is solely a statue included for show
- **Weak Party:** The giant scorpion has half hit points
- **Strong Party:** Add three gladiator recruits
- **Very Strong Party:** Add five gladiator recruits

FLAG ENCOUNTER

When the players ascend the tower, read the following aloud:

The flag flutters just ahead. A pair of treasure chests rests before it, with a silver sword driven into the wood between them. As you watch, a ring of green flame bursts up around the flag, and

the crowd gasps with excitement.

To dismiss the fire, the players must use the silver sword as a key to open one of the chests.

Ring of Fire. The green flames radiate no heat, but deal 7 (2d6) fire damage to any creature that passes through them. A character passing through the flames may attempt a DC 10 Dexterity saving throw, taking only half damage if successful.

Silver Sword. If a character examines the sword, they find the words "Beirmoura" inscribed on the blade. If they succeed on a DC 12 Intelligence (History) check, they recall this as the legendary "Bright Sword" of Thentia. Forged to slay wizards, it once haunted the city's crypts. This weapon is clearly an ornamental replica.

Treasure Chests. Each chest bears a long, rectangular keyhole engraved with a different symbol: a warrior on the left, and a wizard on the right. To dismiss the ring of fire, a character must use the silver sword as a key on the wizard's chest. If they try the sword on the warrior's chest, the **chest explodes**. The explosion deals 11 (2d10) fire damage to all creatures within 10 feet, or half damage if they succeed on a DC 10 Dexterity saving throw. A character with thieves' tools can pick the locks on a successful DC 15 Dexterity check. Unlocking the wizard's chest, dismisses the ring of fire and disarms the trap.

TREASURE

The wizard's chest contains 2 potions of healing, a silver pendant set with three moonstones (60gp), and a pair of bracelets set with bloodstones (20gp each). The warrior's chest is empty.

R4: MULMASTER

A **helmed horror** punishes characters that use arcane magic on this raft.

The flag of Mulmaster flies above a fortress built from rusted metal plates. Armored gladiators guard the lower deck, accompanied by a muscular man in leather robes with the black fist of Bane painted on them. Near the top of the fortress, a metal cage imprisons a glowing suit of armor.

If the players approach the raft, Dargol-Rend uses the sending stone to contact the Group Leader. Read the following aloud:

You hear Dargol-Rend speak through the sending stone.
"That's a helmed horror inside that cage! Be careful! If that brute gets loose, you're in real trouble!"

FLAG ENCOUNTER

Map 1-4: Mulmaster shows the raft's layout.

- A **gladiator fanatic (Urek Coldwater)** and four **gladiator recruits** defend the lower deck. The gladiators protect the fanatic while he casts spells.
- A **helmed horror** waits in the cage. While imprisoned, it is incapacitated.

The gladiators attack anyone who assaults their raft. If the pilot succeeds on a DC 15 Intelligence check, the player's ship can slip through the smoke to land out of sight. On a failed check, the gladiators spot the ship approaching.

ROLEPLAYING UREK COLDWATER

Coldwater is a soldier of Mulmaster and a devotee of Bane. Though he's seen many battles, he fights on this day to repay a long-standing debt.

Quote: "The Black Hand guides my blade!"

FEATURES OF THE AREA

The raft has the following features.

Fort. The fort is 20 feet high.

Cage. The cage bears the symbol of Mulmaster's arcane order, the Brotherhood of the Cloak. A powerful magic lock secures the cage door (see Helmed Horror, below).

Gantries. The gantries are only wide enough for one character at a time. If a character falls prone on a gantry, they must succeed on a DC 12 Dexterity saving throw or tumble to the floor below.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove two gladiator recruits
- **Weak Party:** Remove one gladiator recruit
- **Strong Party:** Add three gladiator recruits
- **Very Strong Party:** Add 5 five gladiator recruits

HELMED HORROR

If a character uses arcane magic on the raft, an enchantment on the cage releases the helmed horror. This includes spells cast by arcane tricksters, bards, eldritch knights, sorcerers, warlocks and wizards. Spells cast from scrolls or racial abilities do not count. Once released, the helmed horror attacks the characters. When faced with a choice between obvious and otherwise equal targets, it chooses the arcane caster.

Within 30 feet of the cage, characters that can cast arcane spells can identify the aura on a successful DC 10 Intelligence (Arcana) check. If so, they can disable it by repeating the same check. They must move adjacent

to the cage to attempt this second check.

TREASURE

The gladiator fanatic carries the following treasures: an ebony pendant shaped as a clawed hand (40gp), and a ring set with a malachite skull (60gp).

R5: ZHENTIL KEEP

Undead minions guard the trebuchet on this raft.

The black flag of Zhentil Keep flies over a mighty trebuchet. The trebuchet sits on a pile of bones, with burning braziers and wooden shields surrounding it. A team of gladiators works the firing mechanism.

If the players approach the raft, Dargol-Rend uses the sending stone to contact the Group Leader. Read the following aloud:

A skeletal minotaur emerges from the smoke, wielding an axe the size of a field plough. Dargol-Rend's voice barks through the sending stone.

"By the broken blade! It's Tonorok! He was champion back in the day. Watch his charge - it could bring down an elephant!"

FLAG ENCOUNTER

Map 1-5: Zhentil Keep shows the layout of this raft.

- Four **gladiator recruits** operate the trebuchet. They only join the battle if the characters attack them.
- A **minotaur skeleton** (Tonorok) patrols the deck. It attacks anyone who moves close.
- Five **skeletons** hide under the bones. When a character steps on the bones, the skeletons rise up to attack.

The trebuchet targets the player's vessel as they approach. If the pilot succeeds on a DC 15 Intelligence check, the attack misses. If not, a boulder slams into the ship, dealing 44 (8d10) bludgeoning damage.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove the skeletons
- **Weak Party:** Remove two gladiator recruits and one skeleton
- **Strong Party:** Add two skeletons
- **Very Strong Party:** Add four skeletons

FEATURES OF THE AREA

This raft has the following features.

Bones. The bones count as difficult terrain to move through. If a character checks the bones, they spot the hidden skeletons on a successful DC 15 Wisdom

(Perception) check.

Braziers. If forced into a brazier, a creature takes 5 (1d10) fire damage and scatters the coals, destroying the brazier.

Trebuchet. The trebuchet cannot target enemies on the platform. Instead, the crew concentrates on bombarding other ships. See "Capturing the Trebuchet" below for more details.

Mantlets. A creature sheltering behind a mantlet gains three-quarters cover against ranged attacks.

ROLEPLAYING TONOROK

Tonorok is all bone and no brain. When it charges, it lowers its skull and thunders forward in a blind rage. On a miss, it smashes into a mantlet or brazier. Characters can exploit this to force Tonorok into the water, or even trick it into smashing the trebuchet!

CAPTURING THE TREBUCHET

Players who capture the trebuchet can turn it against enemy ships. If they choose to aid other players, contact the administrators to resolve an attack. After one shot, an enemy ship arrives to recapture the trebuchet. If needed, characters can sabotage the trebuchet by severing its sling or counterweight.

TREBUCHET

Huge object

Armor Class: 15

Hit Points: 150

Damage Immunities: poison, psychic

A trebuchet is a powerful catapult that throws its payload in a high arc, so it can hit targets behind cover. Before the trebuchet can be fired, it must be loaded and aimed. It takes two actions to load the weapon, two actions to aim it, and one action to fire it.

Trebuchet Stone. Ranged Weapon Attack: +5 to hit, range 300/1,200 ft. (can't hit targets within 60 feet of it), one target. Hit: 44 (8d10) bludgeoning damage.

TREASURE

The gladiators carry the following treasure between them: a gold bracer with an engraving of a trebuchet (40gp), a silver headband (20gp), and a belt with a marble buckle shaped like a charging bull (40gp).

PART 3: FINAL BATTLE

End any ongoing encounters as soon as the final part is announced. Allied ships rush to the characters' aid, and arrows cut down their enemies.

INTERACTIVE ELEMENT: VICTORY REPORT

Expected duration: 10 minutes.

When time is called, read the following aloud:

Horns bellow from the enemy flagship. Knowing that the end is near, the crowd goes wild. Dargol-Rend's voice barks from the sending stone.

"Make haste! We need you back here, now!"

Ask the Group Leader to deliver the Ship Record Sheet to the administrators if they have not already done so.

There follows a 10 minute break while the administrators count victories. Use this time to grant the characters (and their players) the benefit of a short rest. The characters return to the flagship and meet Dargol-Rend on deck.

When the administrators are ready, they'll raise a flag to announce whether the adventure track was a success or a failure.

If the administrators raise a white flag, read:

Scores of gladiators float dead in the water. All over the arena, your fellow adventurers wave and cheer from the floating forts. The Master of Ceremonies rises to address the baying crowd.

"Silence! This is not how the day was won! The Red Tide fell, and the -"

With a roar, Dargol-Rend waves the flagship forward. The oarsmen drive it into the enemy flagship, ramming it against the arena wall. The shockwave collapses the royal box above, spilling dozens of nobles into the water!

Looking up, you see a regal figure clinging to the wreckage, with the Master of Ceremonies hanging from one of his legs! The First Lord kicks his burden free before retreating under cover, and Gheriot crashes onto the deck of the enemy flagship. Dargol-Rend leaps after him.

"Follow me! This is our chance to slay the beast!"

If the administrators raise a black flag, read:

The water runs red with blood. All around, ships sink under the surface, drowning the screams of the adventurers onboard. Gladiators cheer from the floating forts, and the crowd roars for murder.

In the royal box, the Master of Ceremonies disappears smiling into the shadows. As he leaves, the enemy flagship lurches forward. It smashes into your own, pinning it against the arena wall. Dargol-Rend steadies himself and hefts his hammer.

"Pray that our allies succeed in their quest, for we have failed in ours. Die well, friends."

FINAL BATTLE

Expected duration: 50 minutes.

The final battle takes place on the bridge of one of the flagships. **Map 1-6: Final Battle** shows the layout of the ship. Read the following aloud when combat begins.

The arena wall has mangled the flagship's deck. Masts have fallen over the oarsmen's benches, and fires are spreading from upturned braziers. Water burbles up from below and gladiators wage bloody warfare against your allies.

ENEMY COMBATANTS

The characters take positions in the start zone, with the following enemies arrayed before them.

If the administrators raised the white flag:

- Four **gladiator recruits are on the main deck**
- **Gheriot is on the aft deck. He wields a javelin of lightning. Read the following aloud.**

Roaring with rage, Gheriot tears off his own skin. Tattered, leathery wings sprout from his back, and tusks emerge from his drooling lips. He hurls himself at you.

If the administrators raised the black flag:

- A **gladiator champion is on the aft deck. The champion wields a javelin of lightning.**
- Four **gladiator defenders are on the main deck**
- At the start of each round, 1d3 **gladiator recruits enter from the reinforcement zone.**

The battle drags Dargol-Rend away, leaving the characters to fight alone. The characters must kill Gheriot if he is present, or fight a valiant last stand if he's not.

ROLEPLAYING GHERIOT

Gross in all his forms, Gheriot specializes in corruption through greed, sloth and gluttony. His victims are patricians and rulers, who he delights in bankrupting before destroying. His true form is hairy and hog-like, full of rage.

Quote: "Graz'zt calls for blood! If my gladiators can't slake his thirst, then I will!"

FEATURES OF THE AREA

The sinking ship has the following features:

Flooded section: Water swirls up through cracks in the deck, creating difficult terrain.

Fallen masts: Masts have collapsed over the deck, creating lines of half cover. Climbing over a fallen mast requires a DC 10 Dexterity (Acrobatics) check or Strength (Athletics) check. Lifting a mast requires a successful DC 20 Strength (Athletics) check.

Fire: Sections of the deck are ablaze from fallen braziers. Creatures take 5 (1d10) fire damage if they enter the flames or start their turn inside them.

Battle: Dozens of combatants fight across the main deck. Describe these battles, but keep them in the background.

FACTION ASSIGNMENT: LORDS' ALLIANCE

Characters that belong to the **Lords' Alliance** gain an extra goal in this battle. When combat begins, one of the characters spots a young noble lying unconscious in the rising pool of water. He's fallen from the royal box, but wears a cloak pin with a gold crown upon a red background identifying him as a member of the Lords' Alliance.

Rescue the Noble. The Lords' Alliance want this fledgling kept alive. He's unconscious, and makes a death saving throw at the end of each round. If he remains in the water, he has disadvantage on the death saving throw.

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

Characters that belong to the **Order of the Gauntlet** also gain an extra goal. When combat begins, Dargol-Rend points to the galley slaves trapped under the fallen masts. If action isn't taken to free them, the spreading fire burns them to ashes.

Free the Slaves. The galley slaves have no place in this war. If the players can lift the mast off them, it pleases Dargol-Rend. At the end of each round, roll a 1d10 to check if the fires spread toward to the slaves. On an odd result, the flames move that many feet closer.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove the gladiator recruits (both flags) and two gladiator defenders (black flag only).
- **Weak Party:** Remove 2 gladiator recruits (white flag) and 1 gladiator defender (black flag only).
- **Strong Party:** Add 2 gladiator defenders (both flags).
- **Very Strong Party:** Add 3 gladiator defenders (both flags).

PUSHING THE ENVELOPE

If your table is moving extremely fast, and there is more than twenty minutes still left in the round when they clear or are just about to clear the field of enemies, 3 **gladiator recruits enter from the reinforcement zone.**

VICTORY CONDITIONS

The party is victorious if they slay Gheriot. If Gheriot is not present, they must defeat the gladiator champion instead. If they win, read the following aloud:

Screeches echo from above. Looking up, you see a flight of griffons swoop into the arena. The archers on the walls hesitate, unsure how to respond to the monsters' sudden arrival. Dargol-Rend shouts with triumph.

"The Emerald Enclave sends its friends to rescue us! Quick! Mount up. Our work here is done, and the Red Plumes thirst for our blood!"

You clamber onto the griffons' backs. All around you, more of the majestic beasts swoop down to pluck slaves from the water. Then, with a mighty beat of their wings, they launch you skyward!

The characters have escaped Hillsfar alive. For that alone, they deserve congratulations!

TREASURE

Gheriot carries a pearl of power. In addition, the players can loot the following treasures from his body: a platinum ring shaped like a coiled human tongue (200gp), a medallion set with a topaz eye (500gp), and a pouch containing 300gp. If Gheriot escaped, this treasure is not available.

CONCLUSION

When time is called, the administrators announce whether the strike team defeated Vheloach and foiled the Crimson Trinity's ritual. If they won, congratulate your group for averting disaster in the Forgotten Realms. If they failed, Graz'zt devours the souls of all who died in the arena!

REWARDS

Make sure the 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. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Animated Armor	200
Gheriot (Incubus)	1,100
Giant Scorpion	700
Gladiator Archer	100
Gladiator Champion	450
Gladiator Defender	100
Gladiator Fanatic	450
Gladiator Recruit	25
Helmed Horror	1,100
Skeleton Minotaur	450
Skeleton	50

NON-COMBAT AWARDS

Task or Accomplishment	XP per character
Solve treasure chest puzzle	100

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 **1500 experience points**.

TREASURE

The characters receive the following treasure, divided up among the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP value
Gladiator loot (any raft)	100
Gladiator loot (enemy vessel)	100
Gheriot's loot	1000

POTION OF HEALING

Potion, common

A description of potions can be found in the basic rules or the Dungeon Master's Guide.

JAVELIN OF LIGHTNING

Weapon (javelin), uncommon

This javelin appears to be more a rod of featureless iron than anything else. Closer examination, however, reveals that the rod has been stamped in the precise center with the holy symbol of Talos. A description of this item can be found in the Dungeon Master's Guide.

PEARL OF POWER

Wondrous Item, uncommon (requires attunement by a spellcaster)

This small, black pearl is flecked with gold and set on a heavy chain of interlinked, stone rings. The wearer of this item soon learns that it functions only if fresh blood from a humanoid has been applied to it within the past 24 hours. It needs only a drop to activate. A description of this item can be found in the Dungeon Master's Guide.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

REOWN

All faction members earn **one renown point** for participating in this adventure.

Emerald Enclave members earn **one renown point** for rescuing Arias Goldthorn and ensuring he survives the arena.

Zhentarim members earn **one renown point** for shaming but not killing the gladiator spy. Use your discretion to decide whether the spy was appropriately shamed!

Harpers members earn **one renown point** for gaining 3 points of inspiration in the arena.

Lords Alliance members earn **one renown point** for rescuing the fallen noble and ensuring he survives the arena.

Order of the Gauntlet members earn **one renown point** for rescuing the galley slaves from the fire.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **200 XP**, **100 gp** and **ten downtime days** for running this session.

APPENDIX I: NAVAL COMBAT

ENEMY SHIPS

Enemy ships share the same statistics as the player's vessel. Use the following table to quickly generate enemy ships during play. Roll once on each column.

ENEMY SHIPS

1d6	First Name	Last Name	HP	Ballista Bolts
1	Iron	Dawn	100	5
2	Bloody	Fury	100	3
3	Lords'	Fortress	50	2
4	Divine	Revenge	50	1
5	Black	Justice	50	0
6	Royal	Dragon	25	0

Ships may start with fewer hit points than normal: this represents damage from previous combats in the arena. **If the players encounter an enemy ship on their first encounter, it has full hit points and at least one ballista bolt (reroll results that give a zero).**

GLADIATORS

Once you've noted the ship's hit points, roll on the following table to generate the gladiators onboard. Roll once on each column.

ENEMY GLADIATORS

1d6	Gladiator I	Gladiator II
1-3	Gladiator Champion	Two Gladiator Archers
4-5	Four Gladiator Defenders	Two Gladiator Defenders
6	Eight Gladiator Recruits	Six Gladiator Recruits

If the ship has already taken damage, lower the hit points of the gladiators appropriately. For example, if the ship starts with 50 hit points, halve the hit points of the gladiators onboard.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Do not roll on column 1
- **Weak Party:** Do not roll on column 1, roll twice on column 2
- **Strong Party:** Add a gladiator defender
- **Very Strong Party:** Add two gladiator defenders

ENEMY BALLISTA ATTACKS

One gladiator operates the deck-mounted ballista. When the gladiator fires, it targets the player's ship, not the characters on deck.

TREASURE

On each ship, the gladiators carry 50gp in treasure.

SHIP-TO-SHIP BATTLES

When combat between ships ensues, the **captain** rolls initiative against the enemy ship. For all enemy checks, use the stats of the toughest gladiator onboard. Each ship then takes one action on its turn, as chosen by the **captain**.

Broadside. The **helmsman** makes an opposed Intelligence check to maneuver into position. On a success, the **gunner** makes an attack with the deck-mounted ballista.

Board. The **helmsman** makes an opposed Intelligence check to move alongside the enemy. On a success, roll initiative for all characters and stage a combat.

Ram. The **helmsman** makes an opposed Intelligence check to ram the enemy. On a success, deal 44 (8d10) piercing damage to the enemy ship and 22 (4d10) bludgeoning damage to the attacking ship. If the target is still afloat, the **helmsman** can attempt a boarding action for free.

Escape. The **captain** makes an opposed Charisma (Intimidation or Persuasion) check to marshal the oarsmen. On a success, the player's ship escapes combat.

PLAYER ACTIONS

If characters wish to take other actions during naval combat, they can do so after their ship has resolved its action. These might include spells, ranged attacks against enemies, or anything else the players might think of.

APPENDIX 2: NPC STATISTICS

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Damage Immunities poison, psychic

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

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

Languages -

Challenge 1 (200 XP)

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

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

ACTIONS

Multiattack. The armor makes two melee attacks.

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

GHERIOT (INCUBUS)

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7
Damage Resistances cold, fire, lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons.

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

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

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

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

The fiend can only have one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's 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.

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

GIANT SCORPION

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 6

Languages -

Challenge 3 (700 XP)

ACTIONS

Multiattack. The scorpion makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, and the target is grabbed (escape DC 12). The scorpion has two claws, each of which can grapple one target.

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

GLADIATOR ARCHER (SCOUT)

Medium humanoid (human), chaotic neutral

Armor Class 13 (*leather armor*)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

GLADIATOR CHAMPION (BANDIT CAPTAIN)

Medium humanoid (human), chaotic neutral

Armor Class 15 (*studded leather*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+1)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages Common, Elvish

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

GLADIATOR DEFENDER (THUG)

Medium humanoid (human), chaotic neutral

Armor Class 11 (*leather*)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

GLADIATOR FANATIC (CULT FANATIC)

Medium humanoid (human), chaotic neutral

Armor Class 13 (*leather armor*)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at-will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

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

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

GLADIATOR RECRUIT (BANDIT)

Medium humanoid (human), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

HELMED HORROR

Medium humanoid (human), neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

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

Skills Perception +4

Damage Resistances bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantite

Damage Immunities force, necrotic, poison

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands Common but can't speak.

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. In this case they are *firebolt*, *heat metal*, and *lightning bolt*

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	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 Common but can't speak

Challenge 2 (450 XP)

Charge: If the skeleton moves at least 10 feet straight toward a target and then hits with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed at a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Great Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 17 (2d12 + 4) slashing damage

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing 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 60ft., passive Perception 9

Languages understands Common 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.

DM APPENDIX. NPC

SUMMARY

Battle Chaplain Dargol Rend (DARR-gole). Male half-orc. Senior clergy member of the Church of Tempus within Hillsfar. Famous for his exploits in the Arena, he also opposes the newly-reinstated Great Law of Humanity; a law that runs contrary to the teachings of the Lord of Battle. His presence in Hillsfar is so far grudgingly allowed primarily because the Red Plumes are too scared to try and remove him by force.

Solom Ned'razak (SOLE-um NED-rizz-ack). Male drow archwizard and the deposed ruler of Szith Morcane. Now resides in Sporedome with a number of other drow refugees. Has been given the assistance of the factions in reclaiming his home in exchange for his aid in ridding Maerimydra of the fire giants.

Kaele Icaryd (KALE ih-CAR-eed). Drow female refugee of Szith Morcane. Working with the Faction leaders to formulate a plan to reclaim Szith Morcane and, in time, Maerimydra.

Fayd Uldrane (FADE OOL-drain). Male human gladiator. Zhentarim spy.

The Blacksmith. Male human gladiator. Zhentarim spy.

Dragomira Var (DRAY-go-meer-uh VARR). Female human gladiator. Zhentarim spy.

Urek Coldwater (YUR-ek). Male human gladiator. Cleric of Bane. Zhentarim spy.

Arias Goldthorn (ARE-ee-uss). Male elf representative of the Emerald Enclave. Thrown into the Arena at the behest of First Lord Torin Nomerthal.

Tonorok (TONE-oh-roke). Skeletal minotaur. Undead former champion of the Arena.

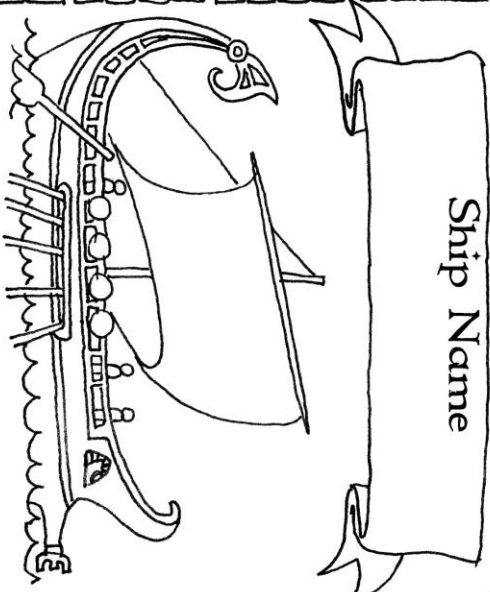
Vheloch (VEH-lock), Gheriot (GEH-ree-ut), and

Oromoth (ORE-uh-moth). Incubi comprising the Crimson Trinity, a trio of fiends in the service of Graz'zt.

PLAYER HANDOUT 1. SHIP RECORD SHEET

SHIP RECORD SHEET

Captain
 Pilot
 Gunner
 Ballista Bolts
 ○○○○○○



Ship Name

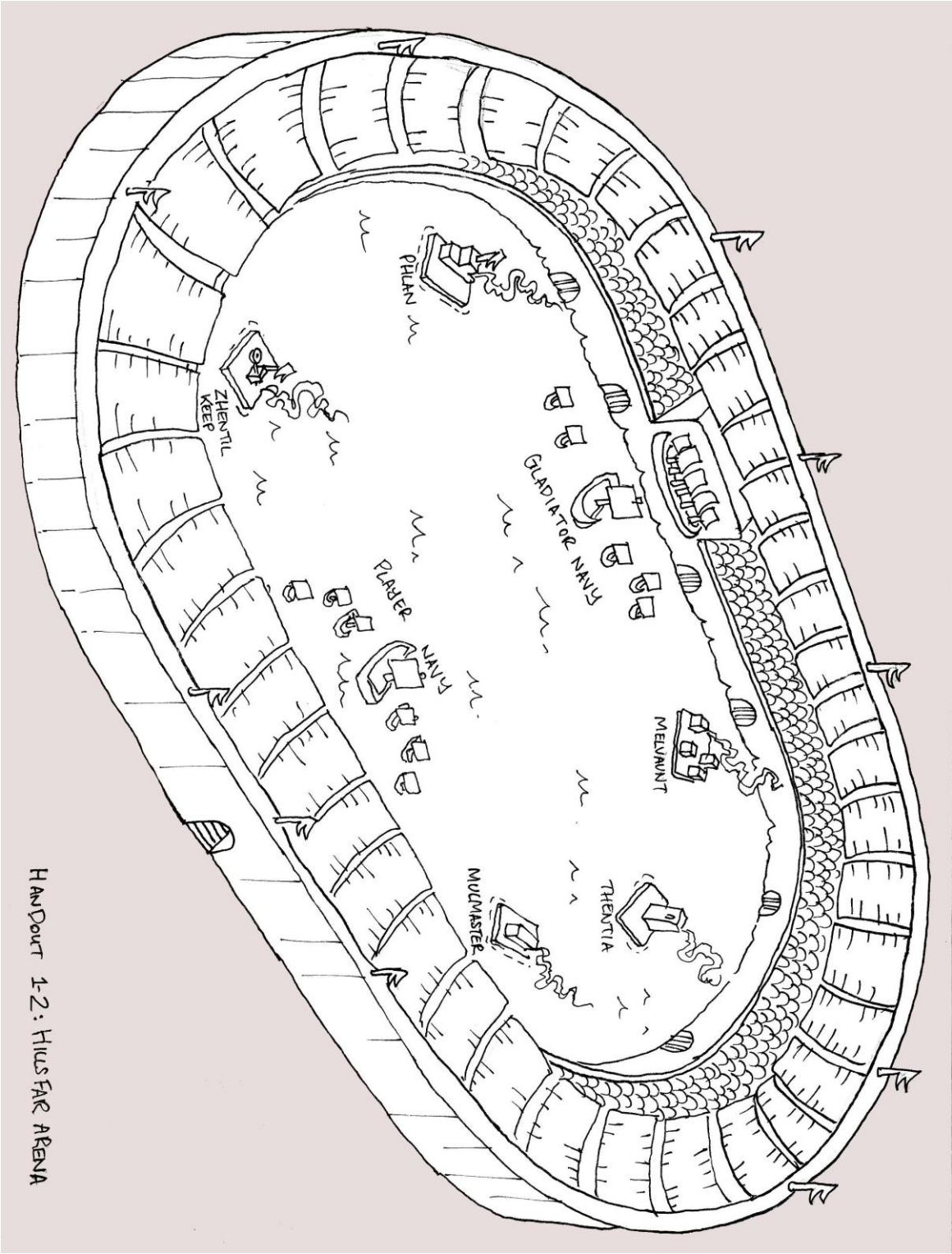
Phlan
 Melvaunt
 Thentia
 Mulmaster
 Zhentil Keep

AC: 12 Damage Threshold: 10
Damage
 HP: 100

Name: ○
 Name: ○
 Name: ○
Enemy Ships Defeated

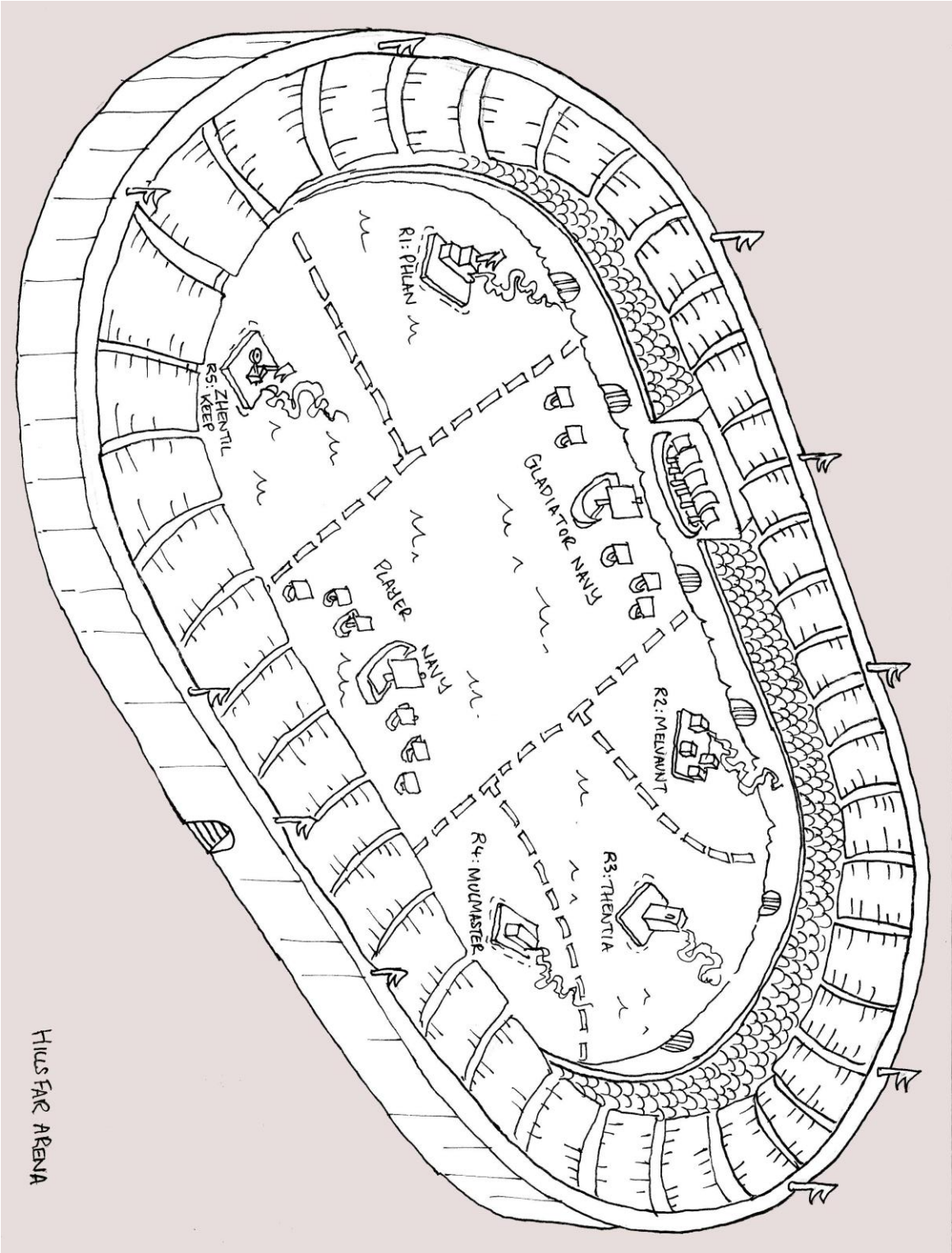
Name: ○
 Name: ○
 Name: ○
Player Ships Lost

PLAYER HANDOUT 2. THE HILLSFAR ARENA



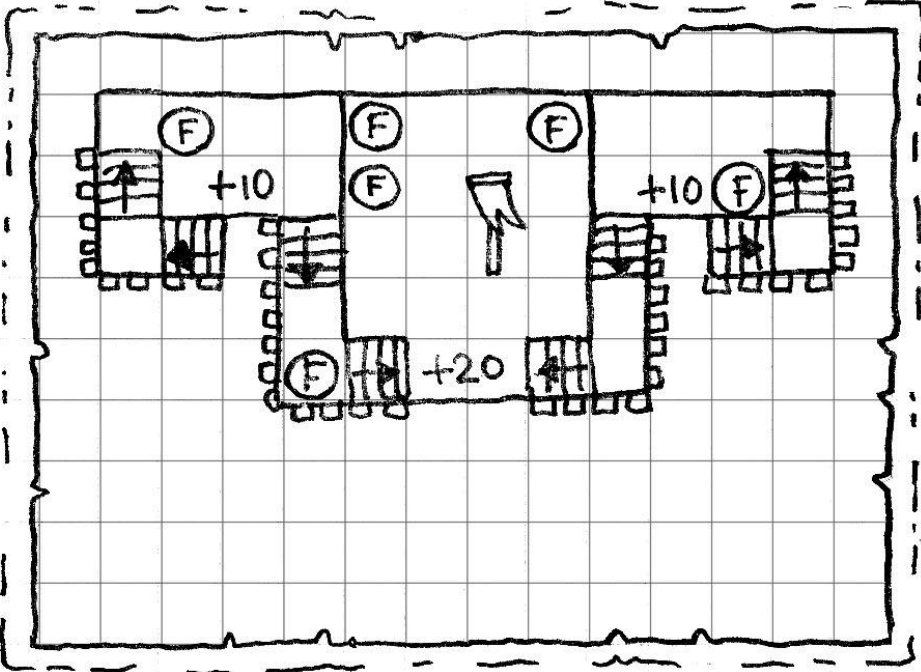
HANDOUT 1-2: HILLSFAR ARENA

DM APPENDIX. THE HILLSFAR ARENA



DM APPENDIX. PHLAN RAFT

MAP 1-1 : PHLAN



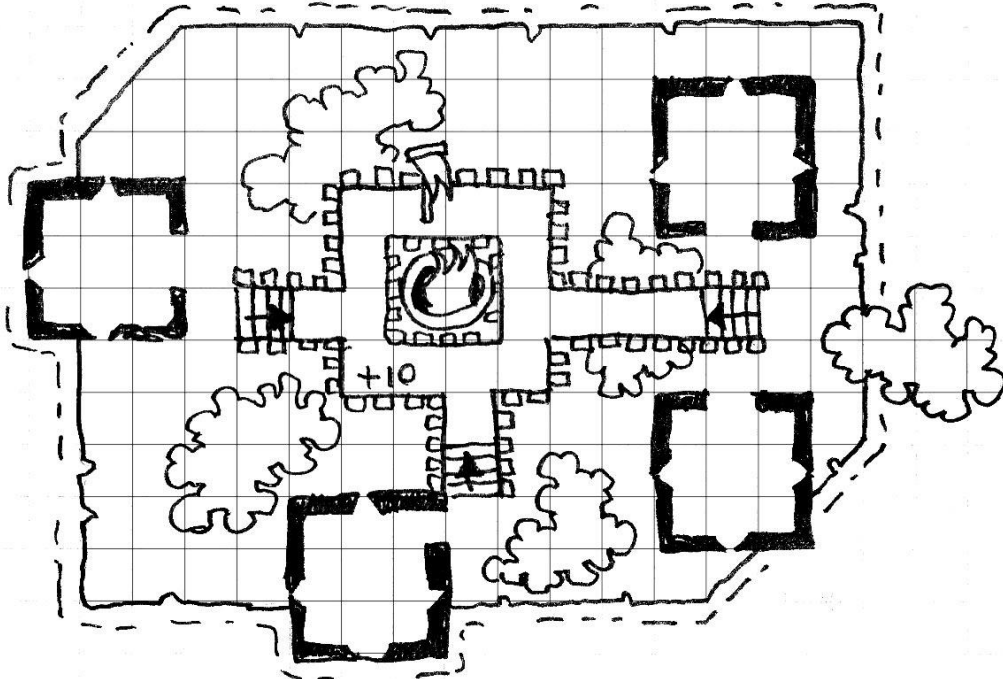
ⓕ: FIREPOT




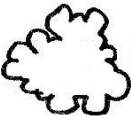
▣: GANTRY

🚩: FLAG

DM APPENDIX. MELVAUNT
RAFT

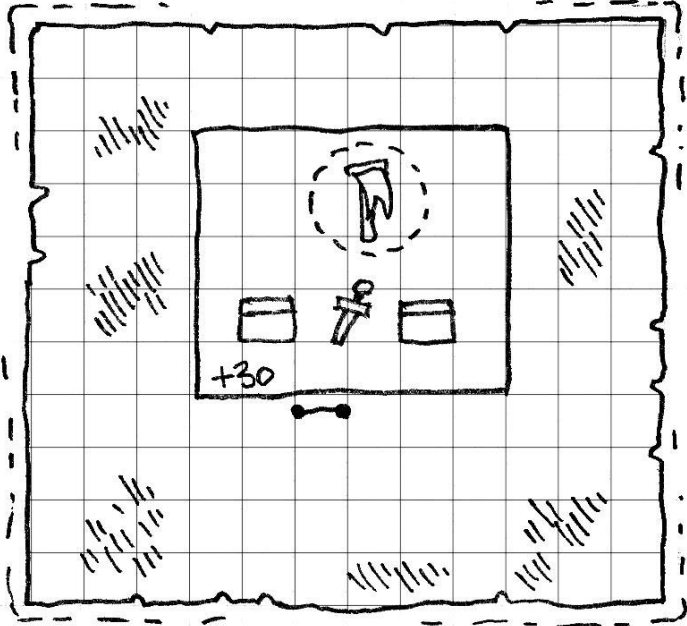
MAP 1-2: MELVAUNT



 : FURNACE  : GANTRY  : FLAG  : SMOKE

DM APPENDIX. THENTIA
RAFT

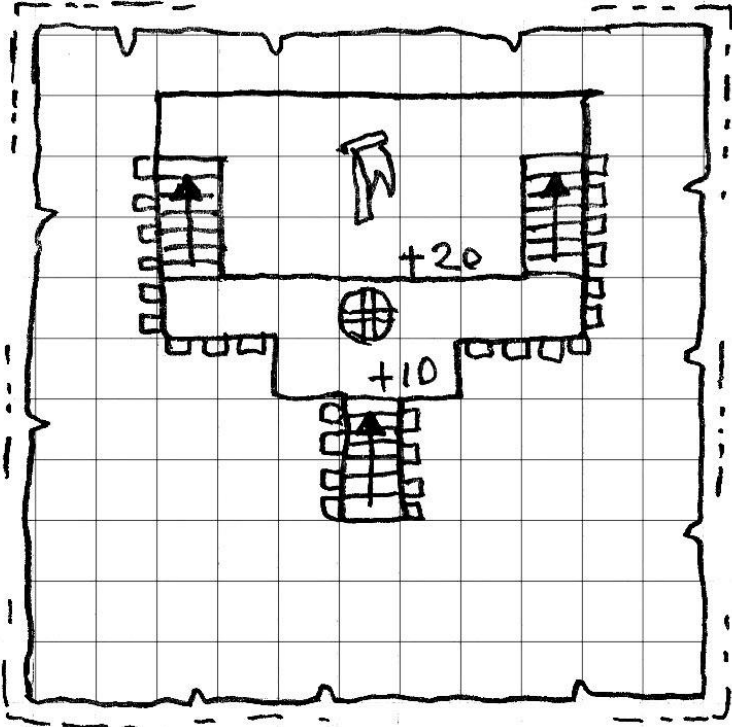
MAP 1-3: THENTIA



☐: CHEST ●: LADDER ⚔: SWORD ▨: WEAK FLOOR
🚩: FLAG ○: RING OF FIRE

DM APPENDIX. MULMASTER
RAFT

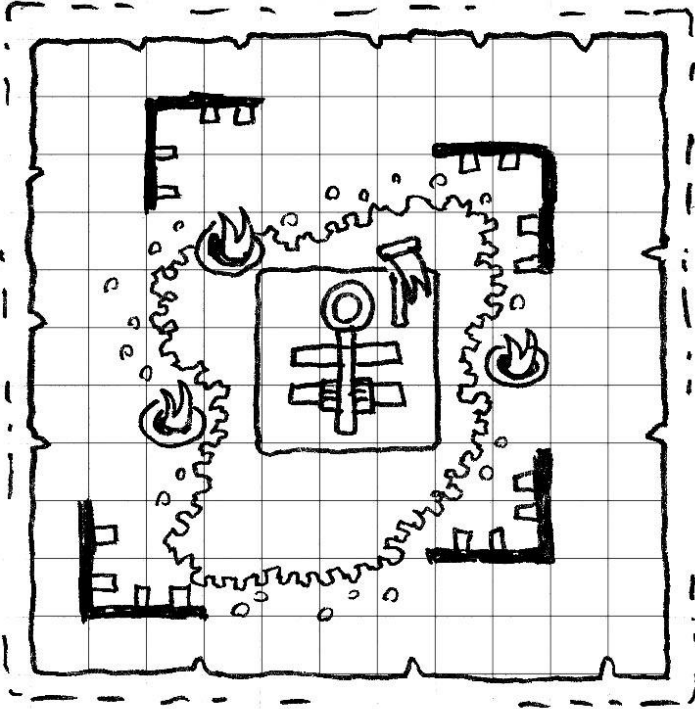
MAP 1-4: MULMASTER



 : GANTRY  : CAGE  : FLAG

DM APPENDIX. ZHENTIL
KEEP RAFT

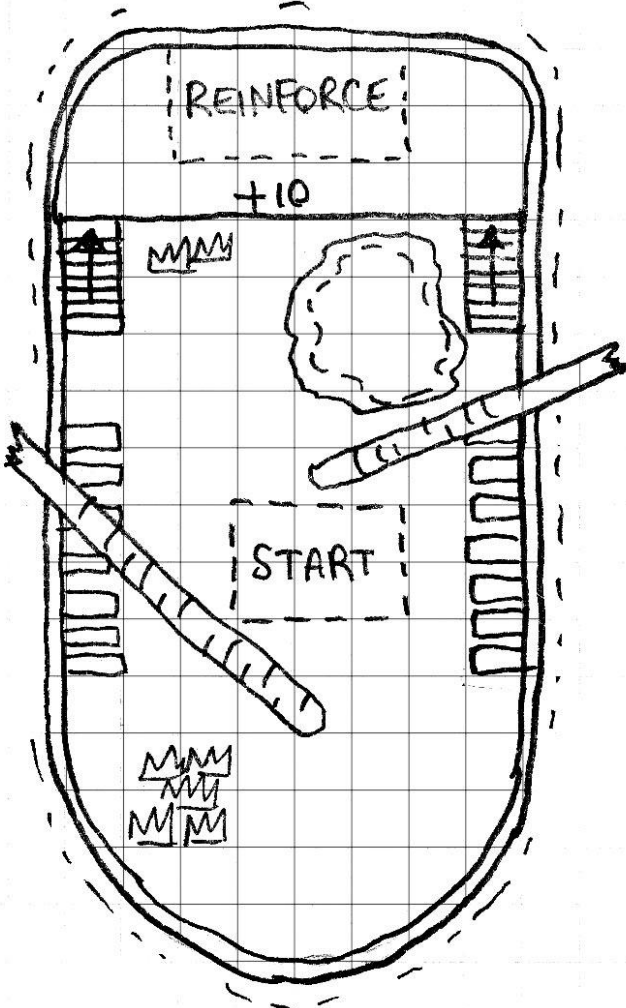
MAP 1-5: ZHENTIL KEEP




☹: BRAZIER 🚩: FLAG 🏰: MANTLET 🦴: BONES

DM APPENDIX. THE FINAL BATTLE

MAP 1-6: FINAL BATTLE



 : FIRE

 : FLOODED SECTION

TIER 2 TRACK: FANE OF LLOTH

This adventure track is for 5th through 10th-level characters, but is optimized for 8th level characters.

Each table must seat characters of this tier.

PART 1: INFILTRATION

Expected duration: 10 minutes

Read the following aloud when the characters have chosen a Group Leader:

Kaele Icaryd calls your company forward. Behind her, a group of drow emerges from the shadows.

"My people know the outpost's secrets, and can show you where to tread. Move fast, and show no mercy."

She assigns one drow guide to each group. They read aloud from scrolls, and you find yourself standing in a dark cavern. A chasm yawns before you, draped in giant spider webs. Kaele steps to the edge says something in a hissing, whispered tongue. Moments later, dozens of sleek, ray-like creatures glide down from above and perch on the lip. Your guide gestures towards them.

"The cloakers will carry us into the Fane of Lloth. Mount up, and follow my mark. It's almost time."

Special events within the adventure determine when the drow guide makes their move. See "Part 3: Under the Fane" for more details.

FACTION ASSIGNMENT: LORDS' ALLIANCE

Characters that belong to the **Lords' Alliance** gain an extra goal in this battle.

Protect Kaele Icaryd. The Lords' Alliance want Icaryd kept alive to ensure peaceful relations with the drow. She must survive.

Introduce the drow guide to the group. When you're done, continue on to the next part.

DROW GUIDE

The guide is a **drow elite warrior**. Each guide has a hidden agenda that jeopardizes the mission. To determine the hidden agenda, roll on the table below.

DROW GUIDE AGENDA

1d3	Hidden Agenda
1	Usurper. The guide is plotting to murder Kaele Icaryd for reasons of vengeance or jealousy.
2	Traitor. The guide is a secret servant of the Crimson Trinity, and seeks to warn Vheloch of the incoming attack.
3	Fanatic. The guide hates surface folk. He or she plans to turn on the group when the moment is right.

Male names: Azak, Bek'rzyn, Mirafel, Pharuel, Grez, Zellen. Female names: Chilrené, Ivadra, Melthra, Sh'vys, Sierué, Virilae. Drow surnames: Glaev, Iristyn, Phaelir, Sinestryn, Vir'ul, Xelath.

PART 2: CLOAKER ASSAULT

Expected duration: 30 minutes

Read the following aloud when the players are ready to begin.

The cloakers dive into the abyss. Silently you glide through the dark, swooping between sticky spider webs and outcrops of rock. Here and there, patches of glowing fungus illuminate the gloom.

Led by the drow, the strike team soars through the chasm to invade the Fane of Lloth. If they move fast, they'll avoid raising the alarm within the outpost. Each character is mounted on their own cloaker.

CLOAKER MOUNTS

Cloakers are flying predators with cunning intelligence and mysterious magic abilities. They prefer isolation, but sometimes convene with others of their kind to form grand conclaves. In return for swift entry into the outpost, Kaele Icarlyd has assured them many sacrifices. While this is not obvious, the cloaker is happy to helpfully remind the character of this debt if they converse with them.

A character must use a special harness to ride a cloaker. The character is not fully strapped in, and risks falling if they move without warning. **To attack or cast a spell from a cloaker's back, the character must first succeed on a DC 10 Dexterity (Acrobatics) check.** If they fail, the attack is made with disadvantage.

As a mount, a cloaker obeys only the most basic commands. It allows its rider to steer, but only if it likes the directions they choose. The cloaker's own safety ranks above all other concerns. Characters who abuse their mount fall victim to its bone-chilling moan attack.

VROCK CHASE

Take a moment to briefly describe the players' journey through the chasm. **When the time seems right, read the following aloud:**

With a bloodcurdling scream, a dark shape leaps from a rock ahead. It looks like a cross between a man and a giant vulture, and it leaves the stench of offal in its wake. Kaele Icarlyd's voice echoes through the sending stone.

"That demon's heading for the outpost! Stop it before it raises the alarm!"

Roll initiative and begin the chase. The vrock starts

40ft. ahead of the characters. On its turn, it attempts the Dash action to fly at double speed. Due to the many webs, this requires a successful DC 15 Dexterity (Acrobatics) check. If it fails, it loses its action and only moves its normal flying speed.

Each cloaker takes its action on the same turn as its rider. **To use its Dash action, the cloaker must succeed on a DC 15 Dexterity check (let the player roll for it).** Due to the cloaker's knowledge of the chasm, it makes this check with advantage. **Once the cloaker has moved, its rider can take an action. The vrock is faster than the cloakers, so the riders need a bit of luck to catch up!**

CHASE COMPLICATIONS

Each participant rolls on the **chase complications** table at the end of its turn. Complications affect the next participant in the initiative order, not the participant who rolled. Either participant may spend inspiration to negate the result. When making an ability check due to a complication, a player can use their character's ability score if it is higher than the cloaker's.

If a character falls from their mount, they land in the sticky webs that crisscross the chasm. Their companions can fly to their rescue - but doing so takes them out of the chase!

ENDING THE CHASE

The chase ends when the vrock escapes or is killed, or after 30 minutes of play have elapsed. The group then arrives at the secret entrance.

INTERACTIVE ELEMENT: ALARM

When the chase is done, the Group Leader must report the group's success or failure to the administrators.

Don't wait for the administrators to announce a result before continuing to the next part. If the vrock raises the alarm, it only affects the final battle.

CHASE COMPLICATIONS

1d20	Event
1	Stalactites! The creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) piercing damage.
2	Swarm of bats! The creature must succeed on a DC 13 Dexterity saving throw. On a failure, roll again on this table and resolve another event, but the creature has disadvantage on any rolls made.
3	Waterfall! The creature must succeed on a DC 15 Dexterity check to steer out of the way. If it fails, it cannot take an action on its next turn. Characters on cloakers must succeed on a DC 10 Strength saving throw or fall from their mount.
4	Spider! A giant spider slings a web at the creature. Resolve a single <i>web</i> attack (+5 to hit). If it hits, the creature is restrained in its webs.
5	Wild magic! A patch of potent <i>faerzress</i> imbues the cliff face ahead. If the creature casts a spell during its turn, roll once on the Wild Surge table (<i>Players Handbook</i> , p.104).
6	Maddening whispers! The character must succeed on a DC 13 Wisdom saving throw or suffer a bout of madness. Roll once on the Short-term Madness table (<i>Dungeon Master's Guide</i> p.259). The madness lasts until the start of their next turn. Note: This complication only affects characters.
7	Giant webs! The creature must succeed on a DC 13 Dexterity saving throw or become restrained in the webs . A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.
8	Darkmantle! Concealed in its <i>darkness aura</i>, a darkmantle dives down from above. Resolve a single <i>crush attack</i> (<i>Attack</i>: +5 to hit, reach 5 ft., one creature. <i>Hit</i>: 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target.). If it misses, the darkmantle disappears into the gloom.
9	Poisonous puffballs! If the creature succeeds on a DC 15 Intelligence (Nature) check, it recognizes the threat and can steer away. If it fails, it takes 11 (2d10) poison damage from the spores.
10-12	Clear ahead! The creature can use its Dash action without having to make a Dexterity check first.
13-20	No complication

PART 3: UNDER THE FANE

Expected duration: 1 hour

When the characters arrive at the secret entrance, read the following aloud.

The cloaklers land on a narrow cliff ledge. As you dismount, Kaele Icaryd brushes the webs aside to reveal a hidden door in the rock face. She lays her palm on an engraving of a spider, and the door glides aside to reveal a dark passage.

"Somewhere in these caves is the hidden library of Alisannara Morcane. Split up. Whoever finds the library first should light a beacon to guide the others."

She hands your group a crimson torchstalk. Accompanied by your drow guide, you step into the silent gloom.

SZITH MORCANE

The drow founded Szith Morcane as a staging post for raids into Daggerdale. With the fall of Maerimydra, the outpost lost interest in the surface world and became embroiled in its own affairs.

Szith Morcane ranges across five underground grottos, all opening into the same chasm. A colossal spider nests in the rift, and the inhabitants exploit its webs to move between districts. The Crimson Trinity has claimed the ruined Fane of Lloth as their home, right at the bottom of the outpost.

HIDDEN LIBRARY OF ALISANNARA MORCANE.

Alisannara Morcane once ruled Szith Morcane. She hoarded her lore in a grotto beneath House Morcane, along with secret files on the outpost's power players. When she died, the location of her library became a close-guarded secret within House Morcane. Kaele Icaryd knows of it, but has never walked its passages herself.

ROLEPLAYING THE DROW GUIDE

With the drow guide, players have the chance to roleplay with a mysterious Underdark denizen. Use the guide to provide information and build atmosphere. In combat, the guide hangs back to strike from the shadows.

However you choose to play the guide, his or her actions will soon betray the group. When the characters reach the hidden library, the guide's secret agenda comes into play. If you can forge some relationships before then, the betrayal will be all the more effective!

Quote: "You do know that's poisonous?"

FINDING THE HIDDEN LIBRARY

A labyrinth of caves connects the hidden library to the main chasm. To find the library, the characters must succeed on a DC 15 group ability check using Wisdom (Perception or Survival), or Intelligence (Investigation or Nature). On a failure, the character with the lowest check result stumbles into a hazard. Roll on the following table:

UNDERDARK HAZARDS

1d6	Event
1	Yellow mold! The character must succeed on a DC 13 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, the character takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.
2	Violet Fungus! A violet fungus attacks the character with surprise.
3-4	Spider bite! The creature must succeed on a DC 13 Constitution saving throw or take 11 (2d10) poison damage.
5-6	Pothole! The creature must succeed on a DC 13 Dexterity saving throw or twist their ankle. Until their next rest, the character moves at half speed, and has disadvantage on Dexterity ability checks and saving throws.

LIBRARY ENTRANCE

When the characters succeed on the group skill check, they discover the entrance to the hidden library. Read the following aloud.

A rough-hewn staircase descends into the dark. Thick webs drape the steps, crawling with glistening spiders. Your guide points to a drow sigil in the stonework above.

"The seal of House Morcane. We've found the library."

Before descending, the players should light the torchstalk and leave it at the entrance.

THE HIDDEN LIBRARY

Map 2-1: Library shows the layout of the library. When the players exit the staircase, read:

The stairs exit into a natural cavern. To the west, a table squats in large alcove, with a glowing crystal resting on its surface. To the south, the cavern opens into a wider grotto lit by eerie green radiance. A patch of strange toadstools grows near the entrance.

When the players enter the library proper, read:

Patches of glowing moss illuminate this grotto. Two rocky promontories hug the walls, cradling a wide pool in their arms. The reflection of the cavern roof tricks your eyes into thinking a deep pit lies before you.

Hundreds of cubbyholes pockmark the grotto's walls, each containing bundles of rotten scroll cases. Smaller caves strike off to the west and east, and a large door is set into the wall opposite.

FEATURES OF THE AREA

The library has the following general features.

Lighting. Glowing moss casts dim light throughout the library.

Ceilings. The ceiling is 30 feet high.

Floor. The floor is uneven stone. If a creature attempts a Dash action, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone, ending its movement.

Alcoves. The scrolls concern matters of arcana and politics, and are non-magical. Most are ruined with age.

Ledges. At their highest points, the ledges rise 15 feet above floor level. There's enough cover for a character to move safely atop them without being spotted by creatures below.

Pool. This inviting pool is 20 feet deep and the words "Drink deeply and find rest" are carved around it. The pool radiates magic if checked for and a successful DC 15 Intelligence (Arcana) suggests it is related to healing.

Those who drink from it experience a short rest, but non-drow must also attempt a DC 13 Constitution saving throw. Those that fail are affected by an enchantment that makes them restless and inattentive. Those who are affected suffer disadvantage to Wisdom (Perception) and Intelligence (Investigation) checks for 1 hour.

CONTACTING KAELE ICARYD

If the Group Leader uses the *sending stone* to report their discovery, Kaele Icarid tells them to secure the library. The rest of the strike team is on their way, but there's no time to waste.

F1: FUNGUS PATCH

A ring of poisonous toadstools grows in this alcove.

Moist toadstools sprout from the base of this stalagmite. Weeping pustules cover their orange heads, and they stink of rotten flesh.

A usurper or traitor guide warns the characters away from the toadstools, explaining that their slime is toxic:

"Careful! Those toadstools sicken to the touch. My people use them to make *dreamwhisper*, a powerful soporific. One drop can send a legion to sleep."

A character can also identify the toadstools on a successful DC 15 Intelligence (Nature) check. If a character touches the fungus with bare skin, they must succeed on a DC 13 Constitution saving throw or take 5 (1d10) poison damage and become poisoned for 1 minute.

FACTION ASSIGNMENT: ZHENTARIM

Characters that belong to the **Zhentarim** faction gain an additional objective when they learn of the poisonous toadstools.

Get the poison recipe. The Zhentarim would be pleased to learn the secrets of a drow sleeping drug! The drow guide doesn't know how to make it (or isn't telling), so the character must look elsewhere for the recipe.

F2: LABORATORY TABLE

Alisannara Morcane conducted various alchemical studies from this alcove.

A glowing shard of purple crystal rests on an old laboratory table. Glass flasks and alembics surround the shard, their liquids long evaporated.

Faerzress, the latent magic of the Underdark, imbues the shard. A character that succeeds on DC 12 Intelligence (Arcana) check can identify this radiance. If the characters encountered faerzress during Part 2, they make this check with advantage. The shard is safe to handle, but fragile: if a character carrying it falls prone, roll a die. On an odd result, the shard shatters. Storing the shard in a bag of holding ensures safe transportation.

FAERZRESS

An unusual magical energy the drow call *faerzress* pervades much

of the Underdark. The origin of this mysterious arcane power is unknown. Legend claims it is an ancient elven magic dating back to the time when the dark elves were first exiled from the world above. The drow and other Underdark creatures use the properties of areas suffused with *faerzress* to protect their settlements.

Areas suffused with *faerzress* can range in size from a few dozen feet across to several miles in diameter, and feature the following effects:

- Areas suffused with *faerzress* are always filled with dim light.
- A creature in an area suffused with *faerzress* has advantage on saving throws against any divination spells. If a divination spell doesn't allow a saving throw, the caster must succeed on a DC 15 Constitution saving throw to cast the spell. Failing this save means the spell is wasted and has no effect.
- Any creature attempting to teleport into, within, or out of a *faerzress*-suffused area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 5 (1d10) force damage and the teleportation attempt fails. Even if the save succeeds, the teleportation attempt can suffer a mishap as if the destination was known only by description, regardless of how familiar the destination actually is. See the table in the teleport spell for more information.
- Areas suffused with *faerzress* have become tainted by the chaos of the demon lords. When a spell is cast in a *faerzress*-suffused area, the caster rolls a d20. On a roll of 1, the spell has an additional effect, determined by rolling on the Wild Magic Surge table in chapter 3, "Classes," of the *Player's Handbook*.
- Though *faerzress* can't be dispelled, its effects are temporarily suppressed in the area of an antimagic field.

FACTION ASSIGNMENT: EMERALD ENCLAVE

Characters that belong to the **Emerald Enclave** gain a special assignment when they find the shard.

Recover the crystal shard. *Faerzress* is vital to understanding the magic nature of the Underdark. The character must return the shard intact to their superiors in the Emerald Enclave.

F3: DROW WIGHTS

As the characters explore this area, read the following aloud:

Not yet seeing you, a robed drow strides from one of the caves nearby, accompanied by a pair of drow warriors. Their skin stretches tight over their bones, and blue fire burns in their eyes. The leader hisses an order to his warriors, and they start tearing scroll cases from the walls.

If a character speaks elvish, they overhear the order. If not, the drow guide whispers a translation.

"Alisannara hid her treasures well. Find that scroll, and we'll

toast our vengeance with the blood of the Crimson Trinity."

- The undead wizard **Kel Morcane** hunts the library for a magic scroll to defeat Vheloch.
- Kel's eight loyal **wights** are searching the alcoves for the scroll. **Position them around the pool.**

The drow guide recognizes Kel Morcane as the traitorous wizard who opened the gates to Vheloch's fire giant army. His undead warriors wear the torn livery of House Morcane.

It's up to the players how this encounter plays out. They could fight Kel and his wights, try to evade them, or even try to parley. If combat ensues, Kel hangs back to cast spells while his warriors engage in close quarters.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove three wights.
- **Weak Party:** Remove one wight.
- **Strong Party:** Add two wights.
- **Very Strong Party:** Add four wights.

QUESTIONING THE WIGHT

A character must succeed on a DC 15 Charisma (Persuasion or Deception) check to force a truce. Once Kel is calmed, the characters can question him to learn the following information.

- Kel seeks vengeance on the Crimson Trinity for conquering Szith Morcane. He searches the library for a lost scroll of legend lore, which he hopes can reveal Vheloch's weaknesses.
- The wight believes Alisannara Morcane hid her magic scrolls in a secret room somewhere within the library.

If the characters enquire about Kel's past, he reveals his tragic story in full:

- Until recently, Kel Morcane was a wizard of House Morcane. The incubus Vheloch came to Kel in his dreams, promising power in return for loyalty. Kel succumbed to the incubus's charms, and was tricked into opening the gates to Vheloch's army.
- As Szith Morcane burned, Kel cut his own throat, cursing Vheloch in the name of Kiaransalee (the dead drow goddess of undeath and revenge) with his dying breath. Some dark powers seem to have heard him anyway, for Kel and his guards returned as wights bent on revenge.

The characters must prove their worth to Kel before he agrees to fight alongside them. If they try to cut a deal, he

orders half of his warriors into combat. If the characters defeat the wights, Kel agrees to work with them - so long as they help find the scroll.

ROLEPLAYING KEL MORCANE

Kel hates surface folk, and is consumed by a ravenous hunger to snuff out life. His hatred for Vheloch and the Crimson Trinity knows no bounds though, and he is willing to discuss terms with his lesser enemies to win vengeance.

Quote: "Silence, mortal. Even in death, I have no time for your mewling."

TREASURE

Kel Morcane carries the following treasures: a belt with a platinum buckle carved like a spider (100gp), a cloak clasp set with a shard of jet (150gp), and a pouch containing 50gp and 10pp.

F4: THE INVISIBLE QUASIT

Alisannara's **quasit** servant, Fluuz Agruub, still lurks in the library. The mischievous fiend hides in centipede form within this alcove, watching the group with interest. It's not had a visitor for decades and is keen to eke some amusement out of them.

When the characters approach its hiding place, Fluuz turns invisible and calls out. It says it knows where its mistress hid her scrolls, but insists the characters answer a riddle to find them.

"What looks back but cannot see, yet moves in perfect harmony?"

The answer to the riddle is "reflection". If a character speaks this aloud, the quasit says that reflections can help find the scroll (location F7). Fluuz pesters any character that solves the riddle, offering mocking commentary of their actions until they find the room.

ROLEPLAYING FLUUZ AGRUUB

Fluuz is mischievous and more than a little mad. It has no loyalty to its long-dead mistress, who bound it to the library forever.

Fluuz **happily tells the characters about its past, but doesn't trust them enough to reveal itself.**

Quote: "Getting warmer, ya lunk. You'll get there one day."

DROW GUIDE DECEPTION

While the group searches for the door, the drow guide moves off to explore another location within the library.

- A guide with the traitor secret agenda sneaks inside the map room (F5).
- A guide with the usurper or fanatic secret agenda sneaks over to the spider nest (F6).

This is the player's chance to uncover their guide's secret agenda. To spy on the guide, a character must succeed on a DC 12 Dexterity (Stealth) check. See the descriptions below to find out what they learn. If they fail, the guide spots them and pretends to be searching for the secret door. Left alone, they'll soon try again.

F5: MAP ROOM

Alisannara used this chamber to store secrets she'd gathered on her enemies within Szith Morcane.

A carved map of Szith Morcane hangs from the wall. Beneath the map, moldered scrolls fill a row of alcoves. Each alcove bears a drow sigil that matches the labels on the map above.

The parchments concern noble families within the outpost, detailing lineages and known rivalries. Most are rotten and unreadable.

DROW DECEPTION: TRAITOR

Entering here, the guide rifles through the notes on House Morcane. One parchment seems of particular interest: after studying it for a while, the guide returns the parchment to its hiding place and rejoins the group. If a character examines the parchment themselves, give them **Handout 2-1: Alisannara's Letter**. The letter reveals a secret rock fall trap on the stairs ahead.

The guide tries to deflect any questions the characters ask about the scroll. Roleplay this scene out: if the mood sours, the guide dashes for the Fane of Lloth. If they get to the stairs, they trigger the trap to seal the party inside the library (see "Drow Secret Agenda", below).

F6: SPIDER NEST

A deadly spider nests in this alcove. Characters searching the area spot the spider on a successful DC 18 Wisdom (Perception) check:

A cluster of egg sacs is gummed under the ridge. A fist-sized white spider squats motionless on top of them.

The spider, a "pale creeper", is particularly venomous. Treat it as a normal **spider**, but its bite also affects the target with the following poison. The spider only attacks if a creature disturbs its nest.

Pale Creeper Venom (Injury). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature is incapacitated and takes 11 (2d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns. On a successful save, the poison ends.

DROW DECEPTION: USURPER OR FANATIC

After sneaking in here, the drow guide milks the spider's fangs, applying the venom to a needle in the palm of their glove. A character spying on the drow hears them whisper in elvish:

- A guide with the usurper secret agenda whispers "This shall be her undoing".
- A guide with the *fanatic* secret agenda whispers "This is *our* home. We don't need *their* help to free it."

The guide tries to deflect any questions the characters ask about the poison. Roleplay the scene out: if things turn nasty, the guide attacks the characters!

F7: SECRET ROOM

Alisannara Morcane hid her spell scrolls in this room, concealed behind a powerful illusion. Characters can only see the door through a mirror, or by studying the grotto in the reflection of the pool. Read the following aloud if they find it:

You see a mysterious stone door in the reflection. Three spider sigils are cut into the door's surface.

To open the door, the characters must press all three sigils at the same time. Read the following aloud if they do so:

With a click, the secret door slides open. Beyond is a tiny chamber lined with scroll cases. A golden scroll case sits on a shelf opposite.

See Treasure, below, for full details of the scrolls. The golden case contains the spell scroll of legend lore.

LEGEND LORE

If Kel Morcane is present, he insists on casting the legend lore scroll to learn Vheloch's weaknesses. If the wight is dead, and nobody else in the group can cast the scroll,

Kaelc Icaryd orders a fellow adventurer to help when the rest of the strike team arrives. The group receives the following message if they use the scroll to ask about Vheloch.

"Emperor of lies, whose words bring kings to their knees. Beauty so great, the Dark Prince cursed him to weep blood in the looking glass. Lord of three, who rules through a crown of command."

If Kel Morcane is alive, he offers his assistance for the final battle, and suggests the characters find a way to remove Vheloch's crown during combat.

TREASURE

The characters find the following scrolls in this chamber:

- Scroll of protection (fiends)
- Scroll of protection (aberrations)
- Spell scroll of animate dead
- Spell scroll of bestow curse
- Spell scroll of dispel magic
- Spell scroll of mass healing word
- Spell scroll of magic circle
- Spell scroll of remove curse
- *Spell scroll of legend lore*

In addition, the characters find the following treasures: a pouch containing 150gp and a black pearl (500gp), a dragon tooth carved with scenes of murder (100gp), and a silk robe embroidered with web-like patterns (250gp). If there is a Zhentarim character in the party, they also find a book of drow poison lore on one of the shelves.

F8: EXIT

Beyond this door, another staircase ascends into the Fane of Lloth. Until Kaele arrives with the rest of the strike team, the characters shouldn't stray any further.

DEADFALL TRAP

A trigger for the deadfall trap is hidden behind a loose stone at the foot of the stairs. The trigger is well concealed: only characters who've read Alisannara's letter (location F5) know how to find it.

If the trap is activated, the ceiling collapses and blocks the stairwell. Anyone caught underneath must succeed on a DC 13 Dexterity saving throw or take 44 (8d10) bludgeoning damage and become **restrained under the rubble**. A restrained creature can use its action to try to escape, doing so with a successful DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. The rubble takes 1 hour (divided by the number of people assisting) to clear.

DROW SECRET AGENDA

When the group is done exploring the library, the drow guide enacts their secret agenda.

DROW DECEPTION: USURPER

When Kaele arrives, the guide reaches for a handshake. If the players know about the poison needle, they can intervene. If not, Kaele dies here. Her guards butcher the guide, but the group has lost a valuable ally!

DROW DECEPTION: TRAITOR

The guide moves to operate the deadfall trap hidden on the staircase. If the players know about the trap, they can intervene. If not, the guide escapes into the Fane and seals the stairs behind. The guide joins Vheloch for the final battle.

DROW DECEPTION: FANATIC

In celebration of the characters' success, the guide moves to shake the Group Leader's hand. If the Group Leader is known to be immune or resistant to poison (such as a dwarf), the guide instead chooses a character he has interacted positively with instead. If the players don't know about the needle, the guide injects the Group Leader with the poison and then turns on the other characters.

REVEALING THE SECRET AGENDA

Make sure the guide explains their actions. A usurper should gloat over Icaryd's death, and a traitor should pray to Graz'zt as they make their move.

TREASURE

The drow guide carries the following treasures: 2 potions of healing, a silver bracelet set with the sigil of a drow house (100gp), and a pouch containing 200gp. In addition, the guide wears a shirt of elven chain.

PART 4: FINAL BATTLE

End any ongoing encounters as soon as time is announced. If the characters are engaged in combat, allied adventurers rush to their aid and bring about a swift victory. Wrap things up as quickly as possible and get the characters inside the Fane of Lloth.

INTERACTIVE ELEMENT: VICTORY COUNT

Expected duration: 10 minutes

Read the following aloud:

The stairs ascend to a stone trapdoor. Raising it with care, you peer into a dust-filled ruined hall shaped like a hollowed spider. Tiny spiders crawl everywhere, and their webs cling to every surface.

In the center of the hall, a floating disc of blood quivers above a ring of candles. Every few seconds, bloody goutts break its surface from above and below. A man wearing crimson robes and a black iron crown stands nearby. Long horns curl from his brow and scaled wings sprout from his shoulders, yet you have never seen anyone so beautiful.

Check to see if the administrators have raised an orange flag. If so, this means the vroock raised the alarm earlier. Read the following aloud:

The incubus turns to face you. From the shadows, a vulture-like demon emerges. As its abyssal stench washes over you, Vheloach smiles.

"You took your time. Now, you shall pay the price."

Map 2-2: Fane of Lloth shows the sanctum's layout.

There now follows a 10 minute break while the administrators count victories. Use this time to sketch out the location and grant the characters (and their players) the benefit of a short rest.

When the administrators are ready, they'll raise flags to announce the success or failure of the other tracks.

If the administrators raise a black flag, read:

Another figure waddles from the shadows. He's fat, with pig-like hair covering his body. Tusks rise from his wet lips, and shaggy wings stretch behind him. The adventurers in Hillsfar have failed. Gheriot has returned.

If the administrators raise a red flag, read:

Smiling, another man slinks up next to Vheloach. A sheen of sweat coats his scarlet skin, and black wings rise from his shoulders. The adventurers in Maerimydra have failed. Oromoth has returned.

FINAL BATTLE

Expected duration: 50 minutes

The final battle takes place inside the temple's inner sanctum. The characters take positions in the start zone, with the following enemies arrayed before them.

- **Vheloach** waits beside the portal. In this combat, the incubus wields Rimesplitter.
- Twelve **dretches** hide in the shadows. If the alarm was not raised, two dretches join the combat at the start of every new round until Vheloach is dead.
- If the alarm was raised, a **vroock** guards Vheloach in addition to the dretches.
- If the drow guide was a traitor, and escaped the group earlier, they return here.

When the combat begins, dozens more dretches leap from the shadows to attack the rest of the strike team. If they're still alive, the battle drags Kaele Icaryst and Kel Morcane away, leaving the characters to fight Vheloach alone. The characters must kill Vheloach to foil the ritual.

ROLEPLAYING VHELOACH

Vheloach's beauty was so great that Graz'zt cursed him to weep tears of blood whenever he gazed into a mirror. Vheloach loves and hates Graz'zt in equal measure, but serves him to advance his own power. He rules the Crimson Trinity, and masterminded the conquest of Szith Morcane.

Quote: "So sweet, to see your blood spilled. Let us marvel at it again."

FEATURES OF THE AREA

The inner sanctum has the following features:

Lighting. Dim light emanates from the blood portal, illuminating the southern section. The northern section is in darkness.

Ceilings. The ceiling is 30 feet high.

Floor. The floor is uneven stone. If a creature attempts a Dash action, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone, ending its movement.

Spiders. Spiders infest the area. Webs cling to all surfaces, and spiders scamper from sight wherever the characters move. If a creature falls prone, it takes 1 poison damage at the start of every turn from tiny bites.

Spider staircases. The webbed staircases lead up into House Morcane. Any creature that is not drow must succeed on a DC 15 Dexterity saving throw to enter the stairs. On a failure, they become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Battle: Dozens of combatants fight across the inner sanctum. Describe these battles briefly, but keep them in the background.

ASSISTANCE BETWEEN TABLES

In this final battle, the group can request help from a neighboring table if they get into trouble. To make the request, the Group Leader should contact the administrators. The administrators then locate a player that is willing to help. **Each table may have no more than one "borrowed" character at a time.**

When the new player has taken their seat, their character appears and acts at the end of the initiative count. The character can rejoin their original table at any time, reappearing at the end of the current initiative count. If the DM rules that the danger has passed, the visiting player must rejoin their original table. When they return, they gain inspiration.

VHELOCH'S WEAKNESSES

Vheloch's crown grants him advantage to all saving throws, and immunity to the banishment spell. If a character targets him with a banishment spell, the player must immediately choose another spell to expend the slot on, or it is wasted. A player that succeeds on a melee attack with disadvantage can knock the crown from Vheloch's head.

If Vheloch sees his own reflection in a mirror, he is blinded for a round as blood wells in his eyes. Thereafter, Vheloch averts his eyes from the character holding the mirror.

OROMOTH AND GHERIOT

If Oromoth or Gheriot are present, the administrators move from table to table, dealing one-off attacks to different groups. When an administrator arrives at your table, their fiend takes its turn as soon as the current turn is complete. Once they've resolved the action, the fiend moves on to harry the characters at another table. Both Gheriot and Oromoth use the following attack before flying away. Neither their arrival nor their departure provokes attacks of opportunity:

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

If Kel Morcane accompanied the group to the Fane, he briefly rejoins the group to counter the fiend. This cancels the fiend's attack and destroys Kel Morcane.

FACTION ASSIGNMENT: LORDS' ALLIANCE

Characters that belong to the **Lords' Alliance** gain an extra goal in this battle. When combat begins, one of the demons knocks Kaele Icaryd unconscious. She falls to the floor nearby and spiders begin to eat her alive. If Kaele is already dead, this event does not occur.

Protect Kaele Icaryd. The Lords' Alliance and Solom Ned'razak want Icaryd kept alive to ensure peaceful relations with the drow. She's unconscious, and makes a death saving throw at the end of each round. As long as she remains prone, she automatically fails the death saving throw.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove six dretches.
- **Weak Party:** Remove three dretches.
- **Strong Party:** Replace dretches with three quasits.
- **Very Strong Party:** Replace dretches with five quasits.

QUESTIONING VHELOCH

Knowing that death only sends him back to the infernal planes, Vheloch does not fear defeat. If subdued, the incubus doesn't surrender to torture. However, he takes pleasure in mocking his opponents. Vheloch reveals to his interrogators how all is lost, as the "Dark Prince walks in your world now, and has opened the gate to all of our kind". **News that a demon lord is abroad in Toril is enough to complete the assignment for characters belonging to the Order of the Gauntlet.**

VICTORY CONDITIONS

The characters are victorious if they slay Vheloch. If they win, read the following aloud:

As Vheloch dies, the circle of blood collapses. The remaining demons fall to the floor as though struck by lightning, and cheers go up from the adventurers nearby. You are victorious!

The characters have slain Vheloch and foiled the Crimson Trinity's ritual. For that, they deserve congratulations!

TREASURE

Vheloch carries the following treasures: an onyx crown set with a black pearl (2000gp), a platinum armband carved with lewd scenes (500gp), a platinum mirror (500gp) and a pouch containing a star sapphire (1000gp). In addition, he carries the axe Rimesplitter. Vheloch's crown is only magical when worn by an incubus.

CONCLUSION

If the group won, congratulate the players for averting disaster in the Forgotten Realms. If they failed, wait until time is called. The administrators then announce whether another group defeated Vheloch and foiled the Crimson Trinity's ritual. If not, Graz'zt devours the souls of all who died!

REWARDS

Make sure the 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. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Darkmantle	100
Dretch	50
Drow Guide	1800
Giant Spider	200
Vheloach (Incubus)	2900
Kel Morcane (Wight)	1100
Quasit	200
Spider	10
Violet Fungus	50
Vrock	2300
Wight	700

NON-COMBAT AWARDS

Task or Accomplishment	XP per character
Stop Vrock from raising alarm	1000
Solve riddle	500
Find secret scroll chamber	1,000
Foil drow deception	1,000

The **minimum** total award for each character participating in this adventure is **4500 experience points**.

The **maximum** total award for each character participating in this adventure is **7500 experience points**.

TREASURE

The characters receive the following treasure, divided up among the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP value
Wight loot (location F3)	400
Secret chamber treasures (location F7)	1000
Drow guide loot	400
Vheloach's loot	4000

POTION OF HEALING

Potion, common

A description of potions can be found in the basic rules or the Dungeon Master's Guide.

RIMESPLITTER (+2 GREATAXE)

Weapon (greataxe), rare

The blade of this immense +2 greataxe is a single piece of ice lashed to a steel haft. The blade cracks and weeps constantly as though it is melting, though it never diminishes in size. A description of this item can be found in the Dungeon Master's Guide.

ELVEN CHAIN

Armor (chain shirt), rare

This fine chain shirt is made of an unusual black metal and is reinforced with pieces of glossy, black chitin. So long as the armor is worn, the wearer is able to speak and understand Undercommon. A description of this item can be found in the Dungeon Master's Guide.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

REOWN

All faction members earn **one renown point** for participating in this adventure.

Emerald Enclave members earn **one renown point** for recovering the faerzress shard without breaking it.

Zhentarim members earn **one renown point** for recovering the book of drow poisons.

Harpers members earn **one renown point** for foiling the drow guide's deception.

Lords' Alliance members earn **one renown point** for ensuring Solom Ned'razak survives the mission.

Order of the Gauntlet members earn **one renown point** for learning about Graz'zt's presence in Toril.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **400 XP**, **200 gp** and **ten downtime days** for running this session.

APPENDIX 1: NPC STATISTICS

CLOAKER

Large aberration, chaotic neutral

Armor Class 14 (*natural armor*)

Hit Points 78 (12d10 + 12)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech, Undercommon

Challenge 8 (3,900 XP)

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the cloaker remains motionless without its underside exposed, it is indistinguishable from a dark leather cloak.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiaction. *The cloaker makes two attacks: one with its bite and one with its tail.*

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage.

Moan. Each creature within 60ft. of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 13 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever a creature targets the cloaker with an attack or a

harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3

Senses blindsight 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While a darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 +4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal).

Challenge 1/4 (50 XP)

ACTIONS

Multiattack. The dretch makes two attacks, one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

DROW ELITE WARRIOR

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

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

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

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

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

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

At will: *dancing lights*.

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

ACTIONS

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

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

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

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

Languages —

Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creatures in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60ft., one creature. *Hit:* the target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; 5 hit points; vulnerability to fire damage, immunity to bludgeoning, poison or psychic damage).

KEL MORCANE (WIGHT)

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	15 (+2)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic, bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered

Damage Immunities poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 4 (1,100 XP)

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit points 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.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Spellcasting. Kel Morcane is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Kel has the following wizard spells prepared:

Cantrips (at-will): *fire bolt, light, prestidigitation, true strike*

1st level (4 slots): *blur, fog cloud, magic missile, shield*

2nd level (3 slots): *flaming sphere, crown of madness*

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

QUASIT

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft. climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magical Resistance. The quasit has advantage on saving throws against spells and other magical effects.

ACTIONS

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned 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.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.

SPIDER

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creatures in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.
Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

VHELOCH (INCUBUS)

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9. *Stealth* +7
Damage Resistances cold, fire, lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons.

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 7 (2,900 XP)

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

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

Agonizing Blast. Vheloch's *eldritch blast* spell deals an additional 5 damage on a hit.

Devil Sight. Vheloch can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

Spellcasting. Vheloch is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has 2 spell slots to cast the following spells. All spells are cast at 2nd level:

Cantrips (at-will): *blade ward*, *eldritch blast*, *friends*
1st level: *hellish rebuke*, *hex*, *witch bolt*
2nd level: *crown of madness*, *darkness*

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed creature obeys the fiend's verbal

or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on the target ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can only have one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's 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.

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

VIOLET FUNGUS

Medium plant, unaligned

Armor Class 5

Hit Points 18 (4d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1/4 (50 XP)

False Appearance. While the violet fungus remains motionless it is indistinguishable from an ordinary fungus.

ACTIONS

Multiattack. The fungus makes 1d4 rotting touch attacks.

Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Magic Resistance The vrock has advantage on saving throws

against spells and other magical effects.

ACTIONS

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

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

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

WIGHT

Medium undead, neutral evil

Armor Class 14 (*studded leather*)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

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

Damage Resistances *necrotic, bludgeoning, piercing and slashing from nonmagical weapons that aren't silvered*

Damage Immunities *poison*

Condition Immunities *exhausted, poisoned*

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

Languages *Common, Elvish*

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit points 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.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no

more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

DM APPENDIX. NPC SUMMARY

Solom Ned'razak (SOLE-um NED-rizz-ack). Male drow archwizard and the deposed ruler of Szith Morcane. Now resides in Sporedome with a number of other drow refugees. Has been given the assistance of the factions in reclaiming his home in exchange for his aid in ridding Maerimydra of the fire giants.

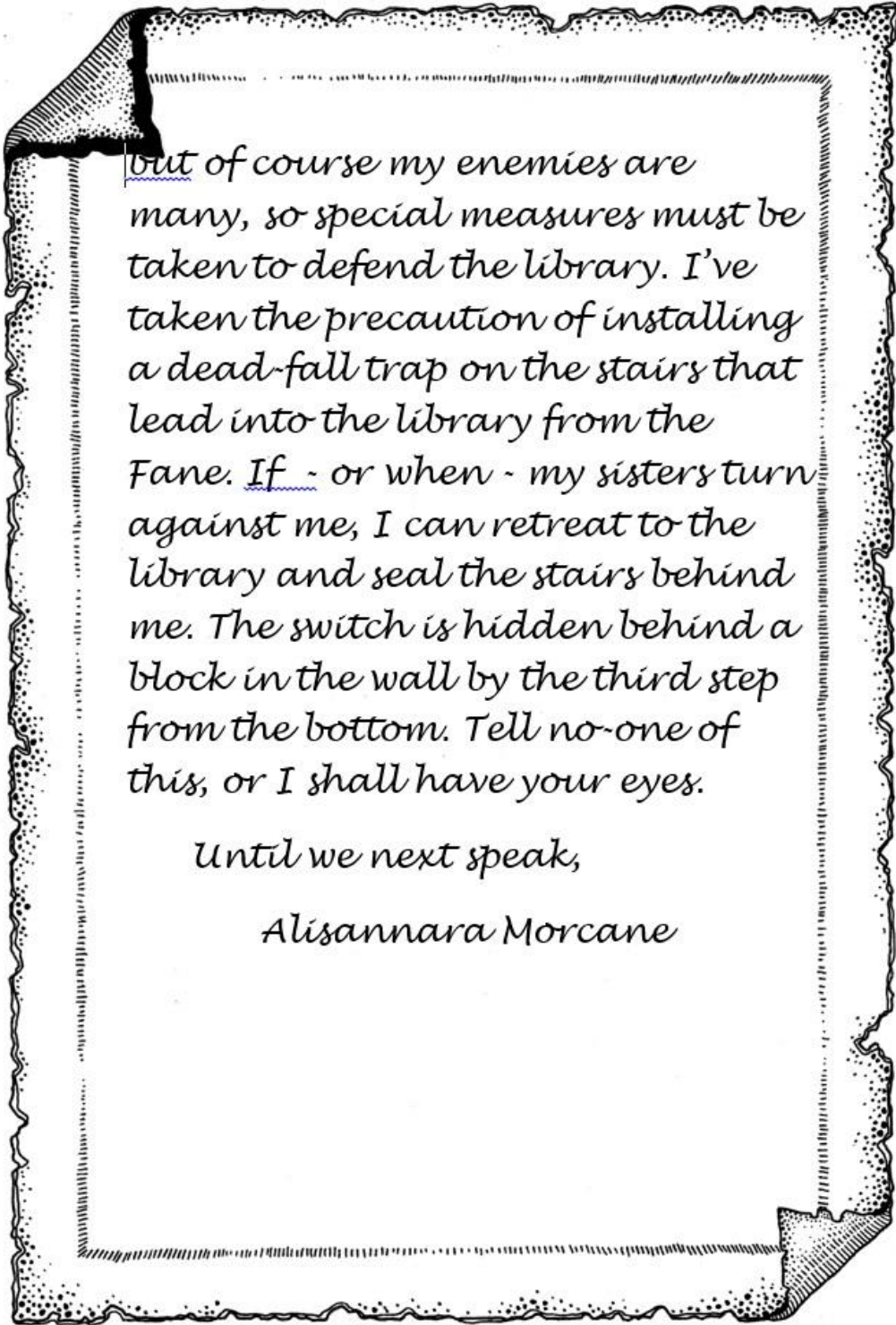
Kaele Icaryd (KALE ih-CAR-eed). Drow male refugee of Szith Morcane. Working with the Faction leaders to formulate a plan to reclaim Szith Morcane and, in time, Maerimydra.

Kel Morcane (KELL MORE-cane). Male drow wight. Long dead wizard of house Morcane. Currently haunts a library hidden within Szith Morcane.

Fluuz Agruub (FLOOZ uh-GROOB). Quasit servant of Alisannara; the former ruler of Szith Morcane.

Vheloch (VEH-lock), Gheriot (GEH-ree-ut), and Oromoth (ORE-uh-moth). Incubi comprising the Crimson Trinity, a trio of fiends in the service of Graz'zt.

PLAYER HANDOUT 1.
ALISANNARA'S NOTE

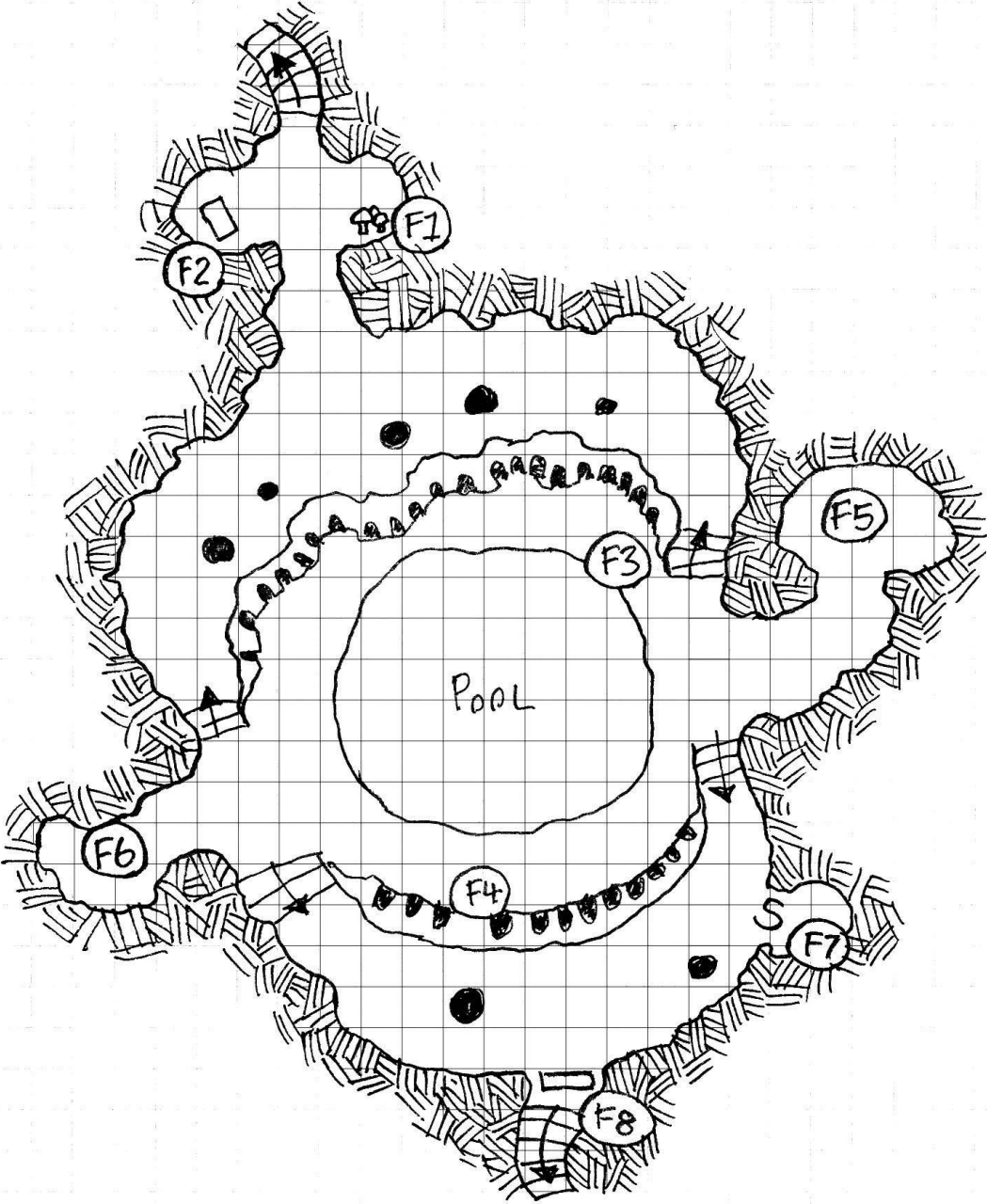


but of course my enemies are many, so special measures must be taken to defend the library. I've taken the precaution of installing a dead-fall trap on the stairs that lead into the library from the Fane. If - or when - my sisters turn against me, I can retreat to the library and seal the stairs behind me. The switch is hidden behind a block in the wall by the third step from the bottom. Tell no-one of this, or I shall have your eyes.

Until we next speak,

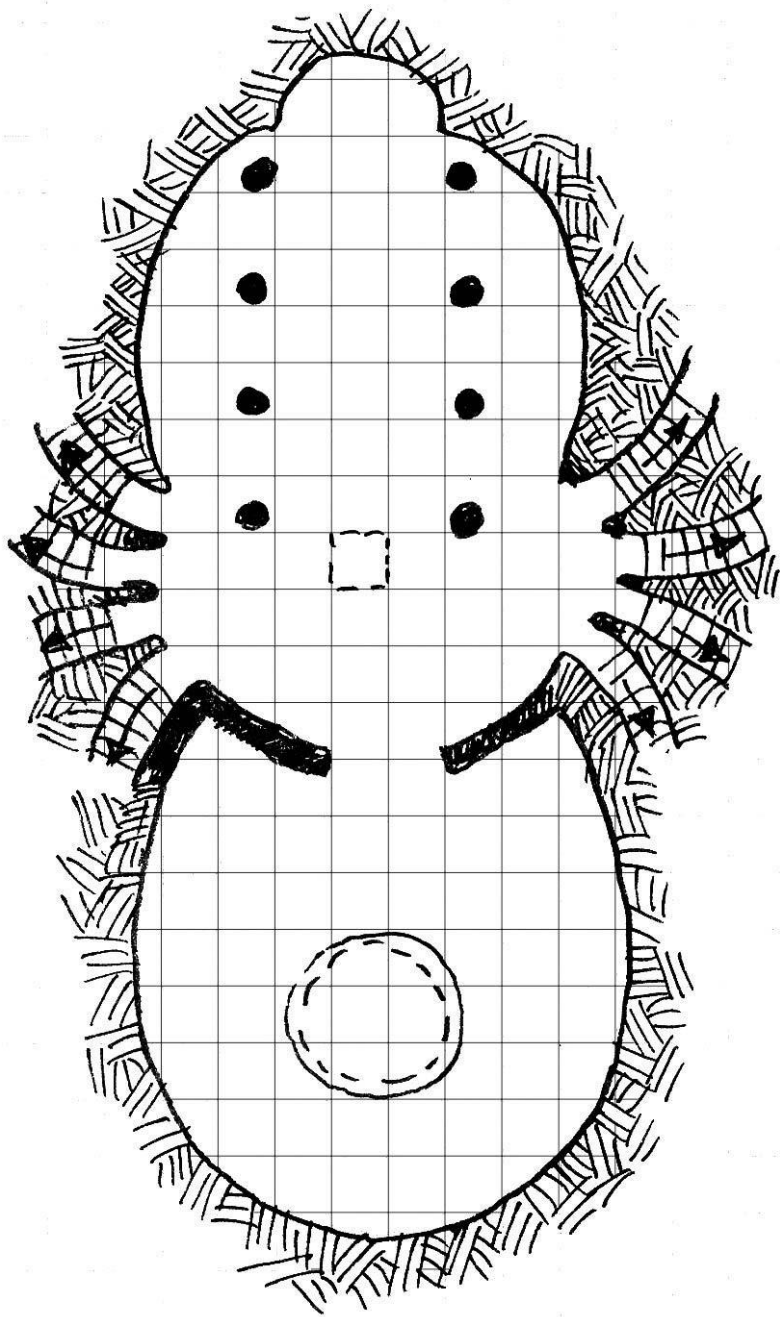
Alisannara Morcane

DM APPENDIX. THE HIDDEN LIBRARY



MAP 2-1: HIDDEN LIBRARY

DM APPENDIX. THE FANE OF LOLTH



MAP 2-2: FANE OF LLOTH

TRACK 3: THE STRANGLING

This adventure track is for 11th through 16th-level characters, but is optimized for 11th level characters.

Each table must seat characters of this tier.

PART 1: INFILTRATION

Expected Duration: 10 minutes

Read the following aloud when the characters have chosen a Group Leader:

The drow teleport you into the pits of the Underdark, where they hand you over to a clan of derro slavers. The derro load you onto lizard-drawn carts, concealing your gear in hidden compartments beneath. You trundle for hours through lightless depths, until you reach an elevator that hoists you down into the city.

Maerimydra is a hellhole of fire and iron. Factories belch out flame, and the cavern walls are black with soot. The convoy winds through the streets to a grand coliseum, and then descends into the slave pens. As the dwarves unshackle you from the carts, a ferocious giant gestures to a cage containing huge spiders.

"Listen up, scum! These vermin will carry you into combat. Choose one that will grant a glorious death, and then pick your war gear from the armory."

Players should now choose giant spider mounts (see below). When they're done, continue on to the next part. The duergar have smuggled the characters' gear into the armory, so they enter the arena armed with their own weapons.

SPIDER MOUNTS

Handout 3-1: Spider Record Sheet details the giant spider mounts. Each player needs their own sheet to track their mount's hit points.

MOUNTS IN COMBAT

The giant spiders use the mounted combat rules for controlled mounts, as detailed in the Player's Handbook. In addition to the Dash, Disengage and Dodge actions, a spider mount can also be directed to use a special combat power (see Mount Powers, below). If necessary, a spider mount can carry one additional passenger in a pillion, but no more than that.

If a mount dies, the rider can commandeer another from a fallen slave after 1d4 rounds. The player must choose an unused spider from their Spider Record Sheet. Once all spiders on the sheet are dead, the player cannot choose another mount.

MOUNT POWERS

These beasts are specially bred for mounted combat. Each spider has a "mount power" that the rider can use either as a bonus action on their turn, or by spending their reaction. For powers that recharge, the player rolls the d6 at the start of their turn.

PART 2: GIANT SLAYERS

Duration: 1 hour and 30 minutes.

When this part begins, read the following aloud:

The gates grind open to reveal a vast arena of black stone. Fire giants rave and scream in the stands, and flames gout from the walls. The air reeks of soot and burned meat. The noise is deafening.

Near the middle of the arena, three platforms rest atop tall metal pillars. Barbed, pig iron chains lash the platforms together and stretch like webs to the arena floor. On each platform, a leering fire giant gladiator stands ready for combat. An ironclad tower rises between them, with a fiery light blazing from a slatted window at its head.

A figure rises from the royal box to address the crowds. Horns curl from his brow, and scaled wings sprout from his shoulders. Beside him, the fire giant queen lounges on a bed of skulls, drinking heavily from a massive chalice.

"Behold the wretches who once called this city their home! Let us relive our victory over them! Let us bless this hall with their deaths! Let the Strangling begin!"

Gates open on the far side of the arena, and a convoy of fiery chariots thunders forth. The fight is on!

Give the players **Handout 3-2: Arena Map** and **Handout 3-3: Giant Slayer Record Sheet**. They are now free to explore the coliseum.

MAERIMYDRA COLISEUM

Maerimydra's coliseum has a long history of bloodshed. Under the drow, countless slaves watered these stones with their blood. The giants rebuilt the arena for even grander spectacles, and stocked the monster pens with a terrifying menagerie.

FIRE GIANT CHAMPIONS

During Part 2, the players must slay or disable as many fire giants as possible. When a player defeats a giant, they must mark it on the group's Giant Slayer Record Sheet. Fire giant champions have their own checkboxes. Each successful defeat awards inspiration to the player. If a fire giant champion is reduced to 0 hit points, all characters earn inspiration and gain the benefit of a short rest. Due to the time available, each group is only expected to defeat two or three giants at best. The characters should be informed of their bloody goal.

At the end of Part 2, the administrators tally up how many giants were defeated and announce a verdict. This affects the difficulty of the finale - and the final difficulty of

the Tier 2 Track!

FEATURES OF THE AREA

The group can enter the arena from anywhere along its perimeter wall. The following features are present in the arena:

Ceiling. The coliseum's ceiling is 80 feet above the arena floor.

Walls. Oromoth has stationed fire giants on the arena walls, with orders to hurl rocks at anyone who tries to escape.

Platforms. The platforms are 40 feet above the arena floor. Red-hot spikes prevent the spiders from climbing up the pillars.

Tower. The tower is 60 feet tall, and also bristles with barbs to prevent climbers. Every few seconds, a beam of fire lances down from the tower to immolate one of the combatants (see location S5). A **beholder eye of flame** is responsible for these attacks, but don't reveal this until the players scale the tower.

Barbed chains. The spider mounts can scale the chains with ease. Without a mount, a character must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to move along a length of chain. On a failure the character still moves but the barbs deal 11 (2d10) piercing damage.

Flame Vents. Roll a die if a creature starts its turn within 10 feet of a flame vent. On an odd result, flames shoot out and they must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) fire damage.

Chains. Loose chains lie across the area. A creature that attempts the Dash action over the chains must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone, ending their move.

ASSISTANCE BETWEEN TABLES

From now on, the party can request help from a neighboring table if they get into trouble. To make the request, the Group Leader should contact the administrators. The administrators then locate a player that is willing to help. **Each table may have no more than one "borrowed" character at a time.**

When the new player has taken their seat, their character appears with their mount and acts at the end of the initiative count. The character can rejoin their original table at any time, reappearing at the end of the current initiative count. If the DM rules that the danger has passed, the visiting player must rejoin their original table. When they return, they gain inspiration.

MOVEMENT IN THE ARENA

Chaos reigns in the arena. Between combats, don't track rounds and distances. When the players need to move, just advance to the next location on the map.

During combat, roll on the Arena Events table at the start of each character's turn. Resolve the event before the character takes any actions. The player may spend inspiration to negate the result. Outside of combat, you can use the Arena Events table to pressure the players into action.

MAERIMYDRA ARENA EVENTS

1d20	Event
1	Fire ray! The beholder eye of flame (location S5) targets the character with a <i>flame ray</i> attack (44 (8d10) fire damage; DC 16 Dexterity saving throw, save for half). Ignore this result if the beholder is engaged in combat or dead.
2	Rock! Make a ranged attack against the character: +11 to hit, <i>Hit</i> : 29 (4d10 + 7) bludgeoning damage.
3	Flameskull! A flameskull targets the character with a <i>fire ray</i> attack (+5 to hit, 10 (3d6) fire damage), and then flies away. Ignore this result if Myrkthrasir (location S2) is engaged in combat or dead.
4	Explosion! An explosive javelin hits the ground nearby. The character must succeed on a DC 15 Strength saving throw or fall prone. Ignore this result if Ygrmog (location S3) is engaged in combat or dead.
5	Strangling chains! The character must succeed on a DC 15 Dexterity saving throw or they are restrained. The character can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save. Ignore this result if Guldocht (location S4) is engaged in combat or dead.
6	Shrapnel! A chariot crashes nearby, or an explosion catches the character off-guard. The character must make a DC 10 Dexterity saving throw or gain disadvantage to their attacks during this turn.
7	Explosion! A magic <i>fireball</i> cast by an ally explodes nearby. One enemy of the player's choice must succeed on a DC 13 Dexterity saving throw or fall prone.
8	Allied archer! The player makes a free attack against an enemy of their choice: +9 to hit, 11 (1d8 + 7) piercing damage. This attack scores a critical hit on

1d20	Event
	a roll of 19 or 20.
9	Distraction! Nearby adventurers topple a giant. The character gains advantage on their attacks this turn.
10	Crowd attention! If the character hits an enemy with an attack this turn, they gain inspiration for defying the giants.
11-20	No event

SI: THE CHARIOT

A chariot attacks the group when they enter the arena. When the encounter begins, read:

The ground shakes as a pair of monstrous metal bulls thunder across the arena, pulling an armored chariot. A fire giant gladiator, his helmet topped with a burning plume, rides the chariot. Blazing embers swirl in their wake.

Two **gorgons** and their **fire giant** charioteer charge the group and fight to the death. **Map 3-1: Chariot** shows a suggested layout for the battle. Unless players choose to hunt down another chariot, this encounter occurs just once. If they repeat the encounter later, you should consider shaking up the terrain features.

HANDLING THE CHARIOT

The gorgons and the fire giant take turns on separate initiatives. When the gorgons move, the giant moves with them, always staying in an adjacent space.

If an effect moves the gorgons against their will, the giant must succeed on a DC 10 Dexterity saving throw or fall from the chariot, landing prone in a space within 5 feet of it. If the giant falls prone while it is riding the chariot, it must make the same saving throw to avoid falling from the chariot. If either gorgon falls prone, the chariot overturns and breaks. In all these cases, the giant takes 11 (2d10) bludgeoning damage from falling from the chariot.

Due to the weight of the chariot, targets hit by the gorgons' trampling charge attack have disadvantage on their saving throw to avoid being knocked prone. With the chariot attached, the gorgon can move through the spaces of prone characters. Characters trampled under the wheels take 16 (3d10) bludgeoning damage.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove a gorgon; reduce fire giant's hit points to 111.
- **Weak Party:** Remove a gorgon.
- **Strong Party:** Add a gorgon.
- **Very Strong Party:** Add a fire giant and a gorgon.

TREASURE

Each fire giant charioteer carries the following giant-sized treasures: a gold hunting horn set with a six dark red garnets (600gp), a whip made from red dragon scales (200gp), and a fire opal ring (1000gp).

S2: THE FIRE SORCERER

A half-blind fire giant sorcerer, **Myrkthrasir**, guards this platform with his **flameskull** siblings.

A hunchbacked giant awaits on the platform. Green flame burns in the empty socket of his right eye and scars cover his left. He wears crimson dragon scale robes, and leans on his sword as though it were a walking stick.

Behind the giant, flames crackle over a brazier of blackened giants' bones. The smoke from the brazier coils up to smother a pair of open iron cages, which perch on higher platforms.

Grinning giants' skulls swoop around the cages, blazing with unholy emerald light.

GIANT ENCOUNTER

Map 3-2: Fire Sorcerer shows the layout of this area.

- **Myrkthrasir** defends the unholy brazier.
- Four **flameskulls** lurk near the upper cages.

Roll initiative when the characters reach the main platform. Unless they use magic, it's impossible for the characters to approach the platform without the flameskulls seeing them. When the flameskulls spot the group, they fly down to attack.

BLIND MYRKTHRASIR

Myrkthrasir is blind, and relies on his flameskulls to see. If a character is in sight of a flameskull, Myrkthrasir can also see them. Likewise, any location the giant targets with a ranged attack must be in sight of the flameskulls, or he suffers the effect of being blind.

Each turn, a character can make a free DC 15 Wisdom (Insight) check to discern that the giant relies on his flameskulls to see. If they're clever, the group can use this information to gain a tactical advantage over him.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter.

These are not cumulative:

- **Very Weak Party:** Remove two **flameskulls**.
- **Weak Party:** Remove a **flameskull**.
- **Strong Party:** Add a **flameskull**.
- **Very Strong Party:** Add two **flameskulls**.

FEATURES OF THE AREA

The platform has the following features.

Raised Platforms. Barbed chains suspend the platforms 20 feet above the level of the main platform. The only way to reach the raised platforms is to jump, fly, or climb the barbed chains.

Cages. If a flameskull is destroyed, it regains all its hit points and spell slots and reforms inside one of the cages at the start of its next turn. This effect persists until the characters dispel the unholy brazier (see below), or destroy the cage. Each cage has AC 8 and 50 hit points.

Unholy Brazier. The bones inside the brazier belong to Myrkthrasir's own brothers. To dispel its magic, a character must splash the brazier with holy water or subject it to a dispel magic or remove curse spell. Destroying the brazier also dispels the magic: the brazier has AC 18 and 150 hit points.

ROLEPLAYING MYRKTHRASIR

Myrkthrasir's brothers sacrificed themselves to empower him against a jealous mentor. He now fights to honor his queen, knowing that younger sorcerers are keen to usurp him.

Quote: "I seeee you!"

TREASURE

Myrkthrasir carries the following giant-sized treasures: a cloak made from red dragon scales (350 gp), and a platinum skull pendant with emeralds for eyes (1350 gp).

S3: THE FIRE HUNTER

A young fire giant hunter, **Ygrmog**, guards this platform with his pack of **hell hounds**.

Four massive cages rest on this platform. Metal stairs rise between the cages to a higher level, where a young fire giant hurls explosive javelins at his enemies. Snarling hounds scrape and bash against the cage bars, with flames licking between their fangs.

A spiked chain fetters a winged horse to the upper platform. The horse flies in panicked circles, its chain sweeping over the platform like a scythe blade. When it gets in his way, the giant yanks the chain aside and dashes the horse against the cages.

GIANT ENCOUNTER

Map 3-3: Fire Hunter shows the layout of this area.

- **Ygrmog** stands on the platform's upper level.
- Eight **hell hounds** wait in the cages. There are two hounds to each cage.
- A **pegasus** flies around the upper level.

Roll initiative when the characters reach the platform. Unless they use magic, it's impossible for the group to approach the platform without Ygrmog seeing them. When Ygrmog spots the group, he readies an action to release the hounds.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove four hell hounds.
- **Weak Party:** Remove two hell hounds.
- **Strong Party:** Add two hell hounds.
- **Very Strong Party:** Add four hell hounds.

RELEASING THE HOUNDS

Enchanted locks seal the cage doors. When the giant blows his war horn, the doors unlock and release the hell hounds. Ygrmog readies to blow his horn when the first enemy passes between the cages.

The closest hounds gang up on the enemy that triggered their release, only changing targets when their current target is dead. If no enemies are nearby, the hell hounds leap and snarl underneath the pegasus until Ygrmog locks them back into their cages.

CHAINED PEGASUS

The pegasus flies around in a panic, always trying to get as far away from the hounds as it can. Move the pegasus at the end of Ygrmog's turn. During its movement, the chain attacks any creature standing between it and the central point of the platform. Creatures targeted must succeed on a DC 15 Dexterity saving throw or take 11 (2d10) slashing damage and fall prone. Due to his practiced training, Ygrmog gains advantage on this saving throw. The chain prevents the pegasus from moving more than 30 ft. from the center of the upper platform.

FACTION ASSIGNMENT: EMERALD ENCLAVE

Characters that belong to the **Emerald Enclave** cannot stand to see the majestic pegasus treated in this way. When combat begins, they gain the following faction assignment.

Rescue the Pegasus. A character can calm the pegasus with a DC 16 Wisdom (Animal Handling) check, but only if Ygrmog and his hounds are dead. Characters riding a giant spider have disadvantage on this check. Once calmed, the pegasus follows the group. If it escapes alive, it can become a permanent mount for a good-aligned

character.

FEATURES OF THE AREA

The platform has the following features.

Upper Platform. The upper platform rests on the corners of the four cages, 20 feet above the level of the main platform. The only way to reach the raised platform is to mount the stairs.

Cages. The cage doors are magically locked. Each cage is 20 feet tall and crafted from black iron.

ROLEPLAYING YGRMOG

Ygrmog has lank black hair and wears a grimlock hide cloak. He never washes, and prefers hunting the Underdark to mixing with his own kind.

Quote: "Hunt 'em. Kill 'em. Eat 'em."

TREASURE

Ygrmog carries the following giant-sized treasures: a silver skinning knife covered in gems (200 gp), a gold horn carved with hunting scenes (400 gp), and a platinum necklace that clasps an owlbear's paw (1000 gp).

What a Horse! If the pegasus is alive at the end of the adventure, and if Ygrmog and his hounds are dead, one good-aligned character may attempt to claim the pegasus as a mount. However, before they may do so, the creature must be calmed first. Calming the creature requires a successful DC 16 Charisma (Persuasion) check. If successful, the character calming the creature earns the **What a Horse!** story reward. Only a good-aligned character may calm the creature and claim the story reward.

S4: THE FIRE STRANGLER

A fire giant warlock, **Guldocht**, guards this platform with a group of bound **barlgura** demons.

A scarred giant wearing a cloak of rusty chains paces around this platform. Two smaller platforms hang to either side, with barbed chains slung like webs between them. When the giant raises his hands, the chains between the platforms writhe and coil like metal serpents.

GIANT ENCOUNTER

Map 3-4: Fire Strangler shows the layout of this area.

- **Guldocht** stands on the central platform.
- Four **barlguras** hide invisibly on the smaller platforms. There are two barlguras on each platform.

Roll initiative when the characters reach the main platform. Unless they use magic, it's impossible for the group to approach the platform without Guldocht seeing them. When Guldocht spots the group, he orders his barlguras into combat.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove two barlguras.
- **Weak Party:** Remove a barlgura.
- **Strong Party:** Add a barlgura.
- **Very Strong Party:** Add two barlguras.

BOUND BARLGURAS

The barlguras make good use of terrain to outflank the group. In combat, they leap between platforms to target creatures restrained by Guldocht's animate chains ability. When they cast their own entangle spells, describe how chains rise up to snare the characters.

Guldocht exploited dark magic to bind the barlguras. Each demon wears a magic choker that strangles it if it attacks the giant or tries to remove its choker. When combat begins, allow each character a DC 15 Wisdom (Insight) check to sense the demons' hatred for the giant. A character that succeeds on a DC 20 Wisdom (Perception) notices the rune-inscribed choker. To remove it, a character must hit a barlgura with a melee attack made with disadvantage and do at least 5 points of damage. Once freed, the demon turns on Guldocht.

FEATURES OF THE AREA

The platform has the following features.

Hanging Platforms. Each smaller platform hangs 40 feet above the arena floor.

Chains. Chains drape every surface. A creature that attempts the Dash action while on a platform must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone, ending their move.

ROLEPLAYING GULDOCHT

Scars from hundreds of self-inflicted cuts cover Guldocht's body. Long ago, his warlock's pact with Graz'zt won him the love of a giantess he had desired since childhood. When she died of plague, he swore himself to a life of suffering. Now, only murder gives him pleasure.

Quote: "Little things. How easily you break."

TREASURE

Guldocht carries the following giant-sized treasures: a gold locket containing a portrait of a stern giantess (100 gp), an electrum belt buckle bearing the symbol of Maerimydra, (1000 gp), and a scroll case containing illuminated maps of the city (300 gp). He also carries the Codex of Bound Desires: a tome he's written about summoning and binding demons (200gp).

FACTION ASSIGNMENT: ZHENTARIM

Knowledge of demons will surely aid the characters in the coming days - and Guldocht's book can help the alliance gain that understanding! Characters that belong to the **Zhentarim** faction gain an extra goal when the Codex of Bound Desires is found.

Bring the Book Back Intact. The character must return this tome to their superiors in the company. Unfortunately, the Codex has already been damaged in battle, and is falling apart. If a character carrying the codex takes fire damage, they must succeed on a DC 10 Dexterity saving throw or the flames consume the book. If the character takes measures to protect the book short of magic, consider awarding advantage to the saving throw. Placing the book inside a bag of holding is the only way to ensure safe transportation.

S5: EYE OF FLAME

A **beholder eye of flame** guards the central tower.

Barbed chains stretch to an ironclad tower in the center of the arena. At its head, a metal balcony encircles a set of slatted metal windows. A floating point of fire shifts about behind the slats like a hungry eye, firing beams of flame onto the combatants below. Beneath the balcony, a group of chained slaves dangles upside down, struggling against their bonds.

When the players mount the chains to the tower, read:

A crescendo of drums echoes through the coliseum. The giants fall silent, and Oromoth rises in the royal box, eyes transfixed on the central tower. With an earsplitting scrape of metal on metal, a circular hatch unscrews and clanks down onto the balcony.

"Behold! The Eye of Flame!"

A floating orb clad in steel armor emerges from the hole. Its central eye blazes with flame, and its jaws burn red-hot. Smaller eyeballs sprout from the beast on writhing stalks, and a glowing crystal orbits its body. The crowd erupts with crazed cheers.

Map 3-5: Eye of Flame shows the layout of this area. **Roll initiative when the beholder eye of flame emerges. The beholder fights to the death. Lords' Alliance characters immediately recognize Zor Mirko bound to the side of the tower, the noble that they are to save. Make it clear that area attacks have to be placed carefully or they may hit the slaves. The beholder eye of flame uses any reticence to kill the slaves to his advantage.**

FEATURES OF THE AREA

The tower has the following features.

Balcony. A metal handrail runs around the balcony. If a character falls from the balcony, they can catch onto the handrail on a successful DC 12 Dexterity saving throw. Those that fail fall 30-ft. to the floor of the arena.

Captives. Five captives hang underneath the balcony on chains. To free a captive, a character must spend two actions: one to pull them up onto the balcony, and another to smash their chains.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** The beholder eye of flame has half hit points.
- **Weak Party:** The beholder eye of flame has two-third hit points.
- **Strong Party:** Add a flameskull.
- **Very Strong Party:** Add two flameskulls.

RESCUING THE CAPTIVES

The captives are humans that the giants purchased as slaves. Among them is Zor Mirko, the noble that the Lords' Alliance want freed from captivity. Once rescued, the captives try to stay as close to the characters as possible.

TREASURE

The beholder has the following treasures: a set of 10 golden tooth rings (25 gp each), and an eyebrow stud set with a ruby (5000 gp). It also has an ioun stone (insight).

PART 3: FINAL BATTLE

End any ongoing encounters as soon as the final part is announced. Allied adventurers rush to the characters' aid, and magic spells cut down their enemies.

INTERACTIVE ELEMENT: VICTORY REPORT

Expected Duration: 10 minutes.

When time is called, read the following aloud:

Gates grind open at the far end of the coliseum, and a squad of fire giant soldiers marches into the arena. The soldiers arrange themselves in a shield wall before the gate.

Ask the Group Leader to deliver the group's Giant Slayer Record Sheet to the administrators if they have not already done so. There follows a 10 minute break while the administrators count victories. Use this time to grant the characters (and their players) the benefit of a short rest.

When the administrators are ready, they'll raise a flag to announce whether the adventure track was a success or a failure.

If the administrators raise a green flag, read:

The corpses of gladiators litter the arena. Everywhere you look, adventurers raise bloodied weapons to salute your victory.

Oromoth rises to address the baying crowds.

"Enough! These slaves defy the Dark Prince. They defy us! Let them be -"

With a roar, Queen Hledh rises from her bed of skulls. She grabs Oromoth and snaps his wings like twigs, then hurls him into the arena. He lands before you with a sickening crunch.

"You defy the Dark Prince with your failure, Oromoth! Now pay the price in blood! Prove yourself worthy to me... or die trying!"

Oromoth rises to his feet and wipes the blood from his lips.

"So be it", he snarls.

If the administrators raise a red flag, read:

All around the arena, gladiators land killing blows on your fellow adventurers. Severed heads roll across the bloodied floor, and the crowd roars for murder.

In the royal box, Oromoth kisses his queen and disappears smiling into the shadows. As he leaves, Queen Hledh rises from her bed of skulls to address the crowd.

"The Dark Prince dines on souls! Let these be our greatest gift to him. Soldiers - destroy them!"

FINAL BATTLE

Expected duration: 50 minutes.

The final battle takes place at the far end of the arena.

Map 3-6: Final Battle shows the layout of the area. Read the following aloud when combat begins.

The soldiers march forward. Behind them, the gates stand open to the hellish city beyond. If you're to survive this day, those gates are your only way out!

ENEMY COMBATANTS

The characters take positions in the start zone. When combat begins, their fellow adventurers charge the line of giants, leaving the following enemies for the characters to deal with.

If the administrators raised the green flag:

- Two **fire giants** stand before the gates.
- **Oromoth** stands in front of the giants.

If the administrators raised the red flag:

- Three **fire giants** stand before the gates.
- At the start of each round, a **fire giant enters from the city**.

To succeed the characters must kill Oromoth if he's present, or escape through the gates if he's not.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative:

- **Very Weak Party:** Remove a fire giant, and the remaining fire giants have half hit points.
- **Weak Party:** Remove a fire giant
- **Strong Party:** Add a gorgon.
- **Very Strong Party:** Add a fire giant

FACTION ASSIGNMENT: HARPERS

Characters that belong to the **Harpers** gain an extra goal in this battle. When combat begins, the remaining slaves try to surge from the arena. Without assistance from the group, they'll perish.

Hold the Line. To give the slaves a chance to escape, the group must occupy the giants for at least 4 rounds. If they do, word of the characters' bravery carries back to the Harpers. In this case, unengaged giants move to eliminate any fleeing slaves. Giants attacked at range still count as engaged as they are distracted from attacking the easy targets.

FACTION ASSIGNMENT: ORDER OF THE GAUNTLET

Characters that belong to the **Order of the Gauntlet** also gain an extra goal. This goal is only available if Oromoth is present.

Capture Oromoth Alive. Oromoth's presence here is an unexpected boon. The Order of the Gauntlet has many questions they'd like the fiend to answer, but only if the characters capture him alive!

ROLEPLAYING OROMOTH

Oromoth's specialty is the seduction of the rich. He dresses in the finest clothes, and obsesses over his own image. Queen Hledh is key to his plans, and he'll do anything to please her - even though he despises her.

Quote: *"Tell me, which sanctimonious coward put you up to this? I'll eat their damned heart!"*

VICTORY CONDITIONS

The party is victorious if they slay Oromoth or escape into the city. If they win, read the following aloud:

Your escape from Maerimydra is a blur of horrors you can barely remember - but that you're sure will return to you in your nightmares. Meeting up with the duergar, you travel back through midnight depths to the surface, where you now stand. You have survived the Strangling.

The characters have escaped Maerimydra alive. For that alone, they deserve congratulations!

TREASURE

Oromoth wears a belt of giant strength. In addition, the players can loot the following treasures from his body: a sapphire navel stud (1000 gp), a string of black pearls worn around one of his horns (10,000gp), and a gold tooth set with an emerald (1250 gp).

CONCLUSION

When time is called, the administrators announce whether the strike team defeated Vheloach and foiled the Crimson Trinity's ritual. If they won, congratulate your group for averting disaster in the Forgotten Realms. If they failed, Graz'zt devours the souls of all who died!

REWARDS

Make sure the 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. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Bargura	1,800
Beholder Eye of Flame	10,000
Fire Giant	5,000
Flameskull	1,100
Gorgon	1,800
Guldocht (Fire Giant)	5,000
Hell Hound	700
Myrkthrasir (Fire Giant)	5,900
Oromoth (Incubus)	5,000
Ygrmog (Fire Giant)	5,900

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Befriend the pegasus	100
Rescue the captives	500

The **minimum** total award for each character participating in this adventure is **7,875 experience points**.

The **maximum** total award for each character participating in this adventure is **13,125 experience points**.

TREASURE

The characters receive the following treasure, divided up among the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

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. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP value
Gorgon chariot loot	1850
Gold hunting horn with gems	600
Red dragon scale whip	200
Fire opal ring	1000
Fire sorcerer loot (location S2)	1700
Red dragon scale cloak	350
Platinum Skull pendant	1350
Fire hunter loot (location S3)	1600
Silver skinning knife	200
Carved gold horn	400
Platinum necklace with owlbear paw	1000
Fire strangler loot (location S4)	1600
Gold locket (giantess portrait)	100
Maerimydra electrum belt buckle	1000
Illuminated Maerimydra maps in case	300
Codex of Bound Desires (book)	200
Eye of flame loot (location S5)	5250
Set of teeth rings (10 rings)	250
Ruby eyebrow stud	5000
Oromoth's loot	12,250
Sapphire navel stud	1000
String of Black Pearls	10,000
Gold tooth set with emerald	1250

IOUN STONE (INSIGHT)

Wondrous Item, very rare (requires attunement)

This incandescent blue sphere glows with an unearthly white light as it orbits your head, casting odd shadows all around you. To those nearby, these shadows sometimes seem to take on nefarious shapes or perform undesirable things. A description of this item can be found in the *Dungeon Master's Guide*.

BELT OF FIRE GIANT STRENGTH

Wondrous Item, very rare

This wide belt is made of what at first appears to be supple, black leather studded with mithral. Closer examination reveals the grisly truth—it is made of the tanned hides of drow. A description of this item can be found in the *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's log sheet contains a column to record permanent magic items for ease of reference.

- If the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

All faction members earn **one renown point** for participating in this adventure.

Emerald Enclave members earn **one renown point** for rescuing the pegasus (location S3).

Zhentarim members earn **one renown point** for recovering Guldocht's ritual book intact (location S4)

Harpers members earn **one renown point** for holding the line in the final battle until the slaves escape.

Lords' Alliance members earn **one renown point** for rescuing Zor Mirko (location S5).

Order of the Gauntlet members earn **one renown point** for capturing Oromoth alive.

STORY REWARDS

The characters have the opportunity to earn the following story reward during the course of play.

What a Horse! You have earned the respect and thanks of a pegasus, a celestial denizen of the Upper Planes. For as long as you treat the creature with respect and stay true to the ideals that it embodies, it remains faithful to you and happily serves you as a mount.

While he is willing to wear barding, U'dehl refuses to wear heavy armor for fear that people won't be able to properly behold his magnificence. He is also adamant in being provided nothing but the best food and care. For so long as you retain U'dehl's services, you must maintain a lifestyle of no less than Wealthy.

If, at any time, you perform an evil act in its presence, you must immediately succeed at a DC 16 Charisma (Persuasion) check. If you fail, the pegasus leaves your service at its next available opportunity. The DM has discretion as to what constitutes an evil act and may assign advantage or disadvantage on the check based on the circumstances surrounding the act. The DC of this check increases by 1 each time you are forced to make it.

ROLEPLAYING U'DEHL

U'dehl is extremely haughty and vain, and constantly preens and grooms himself. His rather annoying shortcomings aside, however, he is steadfast in his loyalty.

Quote: "Neeeeigh!"

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **600 XP, 300 gp** and **ten downtime days** for running this session.

APPENDIX 1: NPC STATISTICS

BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility (self only)*

Reckless. At the start of its turn, the bargura can gain advantage on all melee attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks, one with its bite and two with its fists.

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

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

BEHOLDER EYE OF FLAME

Large aberration, lawful evil

Armor Class 18 (plate)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Int +7, Wis +7, Cha +8

Skills Perception +12

Condition Immunities prone

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10,000 XP)

Vulnerability Cone. The beholder's central eye creates an area of fire vulnerability in a 150-foot cone. All creatures within the cone gain vulnerability to fire. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active.

Heated Body. A creature that touches the beholder or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage plus 14 (4d6) fire damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates, except for Flame Ray), choosing one to three targets it can see within 120 feet of it.

1-2. **Flame Ray.** The targeted creature must make a DC 16 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful save.

3. **Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened 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.

4. **Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

LEGENDARY ACTIONS

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

FIRE GIANT

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)
---------	--------	---------	---------	---------	---------

Saving Throws Dex +3, Con +10, Cha +5
Skills Athletics +11, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.
Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.
Rock Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13
Hit Points 40 (9d4 + 18)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Common, Giant
Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a *dispel magic* or *remove curse* spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared.

Cantrip (at will): *mage hand*
 1st level (3 slots): *magic missile*, *shield*
 2nd level (2 slots): *blur*, *flaming sphere*
 3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.
Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d10 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 1 (200 XP)

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creatures in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60ft., one creature. *Hit:* the target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage, immunity to bludgeoning, poison or psychic damage).

GORGON

Large monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +4
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

GULDOCHT (FIRE GIANT)

Huge giant, lawful evil

Armor Class 11 (*studded leather*, 12 with mage armor)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

Saving Throws *Dex* +3, *Con* +10, *Cha* +7

Skills *Athletics* +11, *Perception* +6

Damage Immunities *fire*

Senses *passive Perception* 16

Languages *Giant*

Challenge 9 (5,000 XP)

Armor of Shadows. Guldocht can cast *mage armor* on himself at will, without expending a spell slot.

Spellcasting. Guldocht is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has 2 spell slots to cast the following spells:

Cantrips (at-will): *eldritch blast*, *mage hand*, *true strike*
1st level: *expeditious retreat*, *hex*, *protection from evil and good*
2nd level: *shatter*, *spider climb*
3rd level: *hunger of hadar*

ACTIONS

Multiattack. The giant makes two attacks with his chain.

Chain. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage. The target is grappled (escape DC 17) if Guldocht isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 3 (2d6) piercing damage at the start of each of its turns.

Rock Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Animate Chains (Recharges after Short or Long Rest) Up to four chains that Guldocht can see within 60 feet of him magically sprout razor-edged barbs and animate under Guldocht's control, provided the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When Guldocht uses Multiattack on his turn, he can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own

but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if Guldocht is incapacitated or dies.

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (*natural armor*)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills *Perception* +5

Damage Immunities *fire*

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

Languages *understands Infernal but can't speak it*

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (*Perception*) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful save.

MYRKTHRASIR (FIRE GIANT)

Huge giant, lawful evil

Armor Class 11 (*studded leather*, 12 with mage armor)

Hit Points 217 (21d12 + 126)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

Saving Throws *Dex* +3, *Con* +10, *Cha* +7

Skills *Athletics* +11, *Perception* +6

Damage Immunities *fire*

Senses *passive Perception* 16

Languages *Giant*

Challenge 10 (5,900 XP)

Spellcasting. Myrkthrasir is an 8th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following spells (spells marked with an asterisk can be found in the *Elemental Evil Player's Companion*):

Cantrips (at-will): *blade ward*, *fire bolt*, *light*, *shocking grasp*, *true strike*
1st level (4 slots): *burning hands*, *mage armor*
2nd level (3 slots): *gust of wind*, *mirror image*
3rd level (3 slots): *fly*, *slow*

4th level (2 slots): *elemental bane**, *stoneskin*
5th level (1 slot): *cloudkill*

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

OROMOTH (INCUBUS)

Medium fiend (shapechanger), neutral evil

Armor Class 15 (*natural armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9. *Stealth* +7
Damage Resistances cold, fire, lightning, poison, bludgeoning, piercing, and slashing from nonmagical weapons.

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 9 (5,000 XP)

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

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

Agonizing Blast. Oromoth's *eldritch blast* spell deals an additional 5 damage on a hit.

Devil Sight. Oromoth can see normally in darkness, both magical and nonmagical, to a distance of 120 ft.

Spellcasting. Oromoth is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has 2 spell slots to cast the following spells:

Cantrips (at-will): *blade ward*, *eldritch blast*, *friends*

1st level: *charm person*, *hex*, *witch bolt*

2nd level: *cloud of daggers*, *darkness*

3rd level: *vampiric touch*

ACTIONS

Claw (Fiend Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed creature obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves

against the effect, or if the effect on the target ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can only have one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's 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.

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

PEGASUS

Large celestial, chaotic good

Armor Class 12

Hit Points 59 (7d10 + 21)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3

Skills Perception +6

Senses passive Perception 15

Languages understands Celestial, Common, Elvish, and Sylvan, but can't speak.

Challenge 2 (450 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

YGRMOG (FIRE GIANT)

Huge giant, lawful evil

Armor Class 18 (*plate*)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +5, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Explosive Javelin Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage and 22 (4d10) fire damage.

DM APPENDIX. NPC

SUMMARY

Solom Ned'razak (SOLE-um NED-rizz-ack). Male drow archwizard and the deposed ruler of Szith Morcane. Now resides in Sporedome with a number of other drow refugees. Has been given the assistance of the factions in reclaiming his home in exchange for his aid in ridding Maerimydra of the fire giants.

Kaele Icaryd (KALE ih-CAR-eed). Drow male refugee of Szith Morcane. Working with the Faction leaders to formulate a plan to reclaim Szith Morcane and, in time, Maerimydra.

Zor Mirko (ZORE MEER-ko). Male drow aristocrat. Captured and held in Maerimydra.

Myrkthrasir (MEERK-thah-SEAR), Ygrmog (EE-gruh-mog), & Guldocht (GULL-dockt). Fire giant champions that live to slaughter their foes within the Coliseum of Maerimydra.

PLAYER HANDOUT. SPIDER MOUNTS



Spitting Spider

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the spider knows the exact location of any other creatures in contact with the same web.
Web Walker. The spider ignores movement restrictions caused by webbing.

Special Actions

Spit Venom (Recharge 5-6): As a bonus action on your turn, the spider spits venom at an enemy. **Ranged Weapon Attack:** +5 to hit, range 30/60ft., one creature, Hit: 11 (3d6) poison damage.



Thug Spider

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 78 (12d10 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the spider knows the exact location of any other creatures in contact with the same web.
Web Walker. The spider ignores movement restrictions caused by webbing.

Special Actions

Shield: You can use your reaction to have the spider shield you or an ally within 10ft. from an attack. If so, the spider takes half the damage from the attack.



Jumping Spider

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 52 (8d10 + 8)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

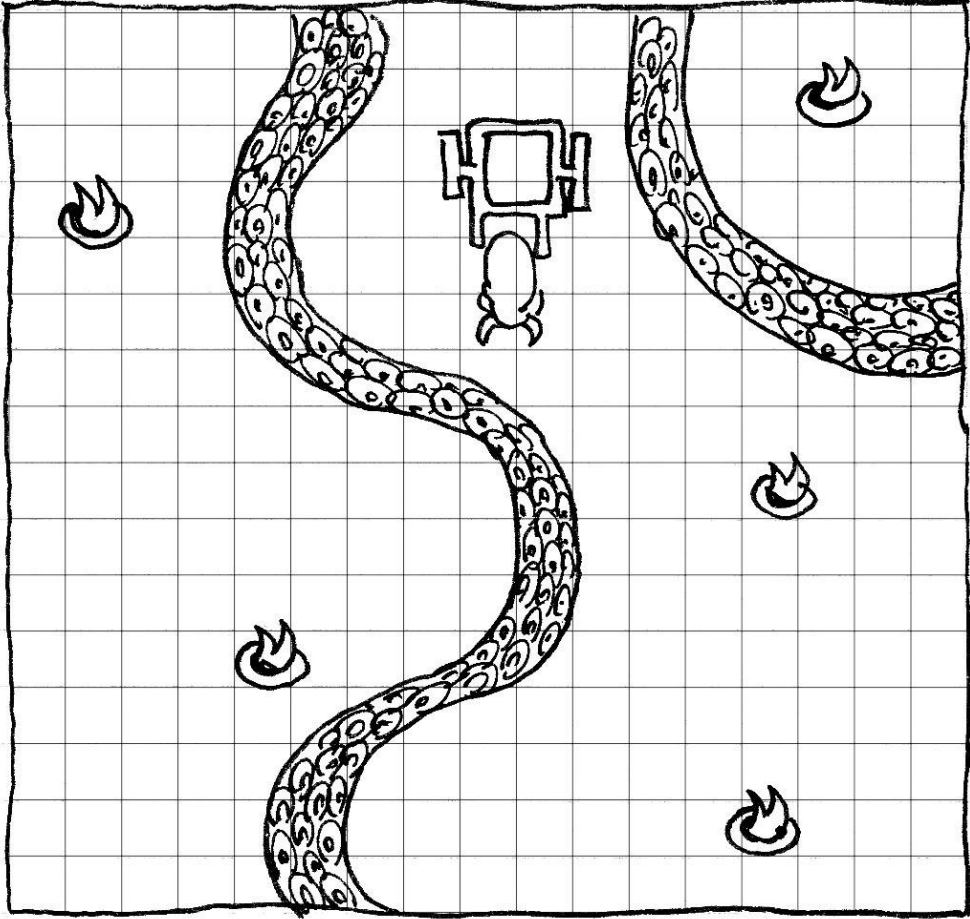
Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
Web Sense. While in contact with a web, the spider knows the exact location of any other creatures in contact with the same web.
Web Walker. The spider ignores movement restrictions caused by webbing.

Special Actions

Jump: The spider's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

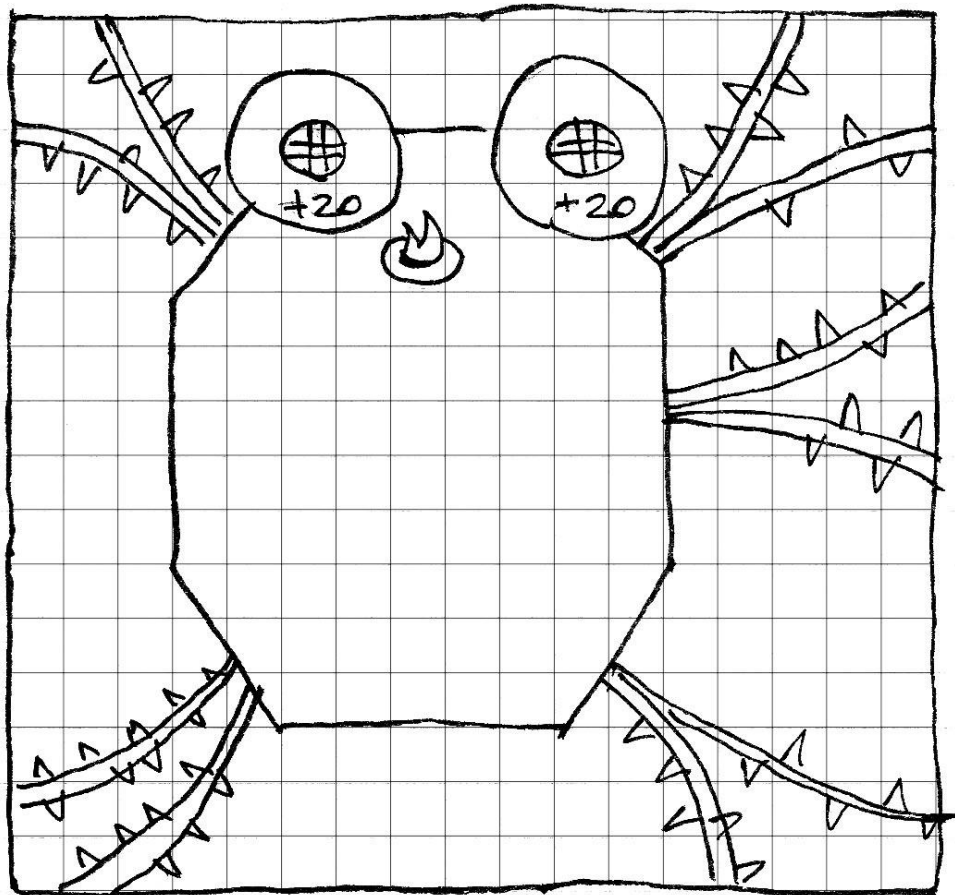
DM APPENDIX. THE
CHARIOT



MAP 3-1: CHARIOT

Ⓜ: FLAME VENT Ⓜ: CHAINS

DM APPENDIX. THE FIRE SORCERER

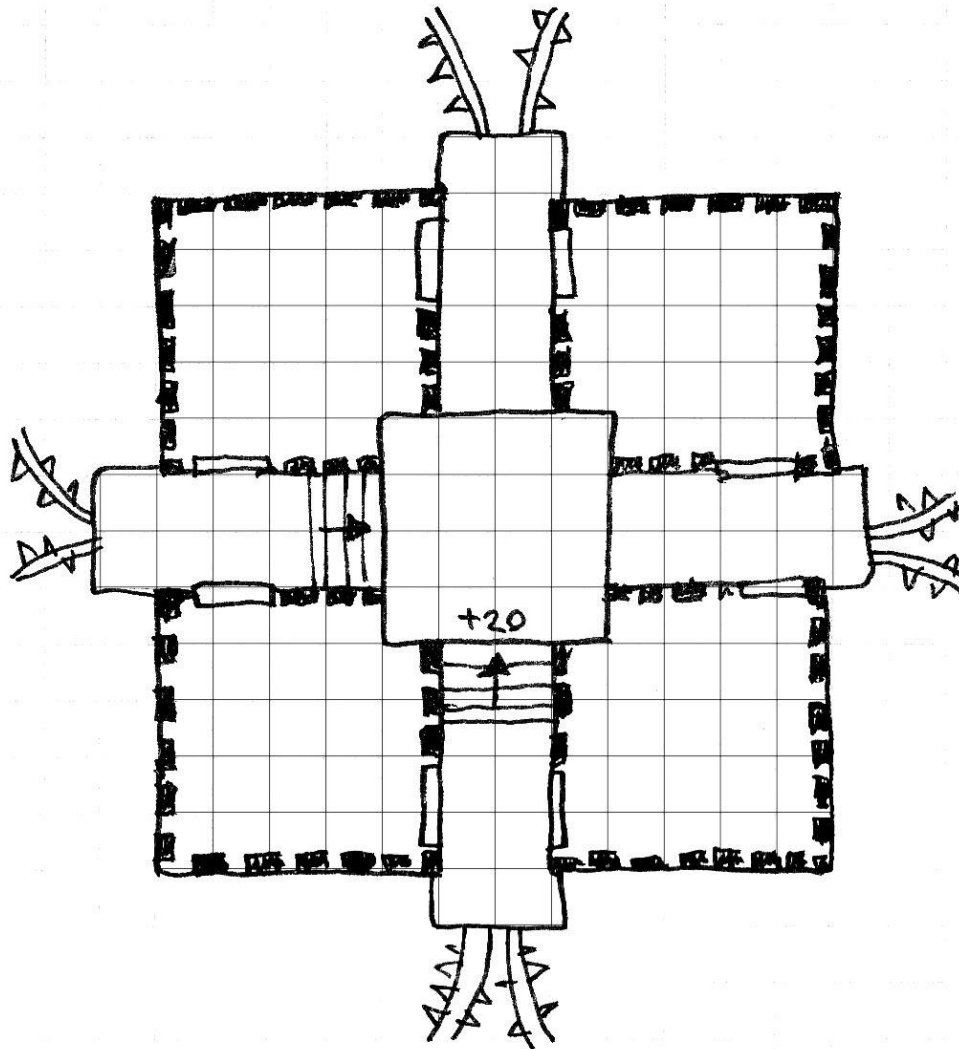


MAP 3-2: FIRE SORCERER

⊕: CAGE

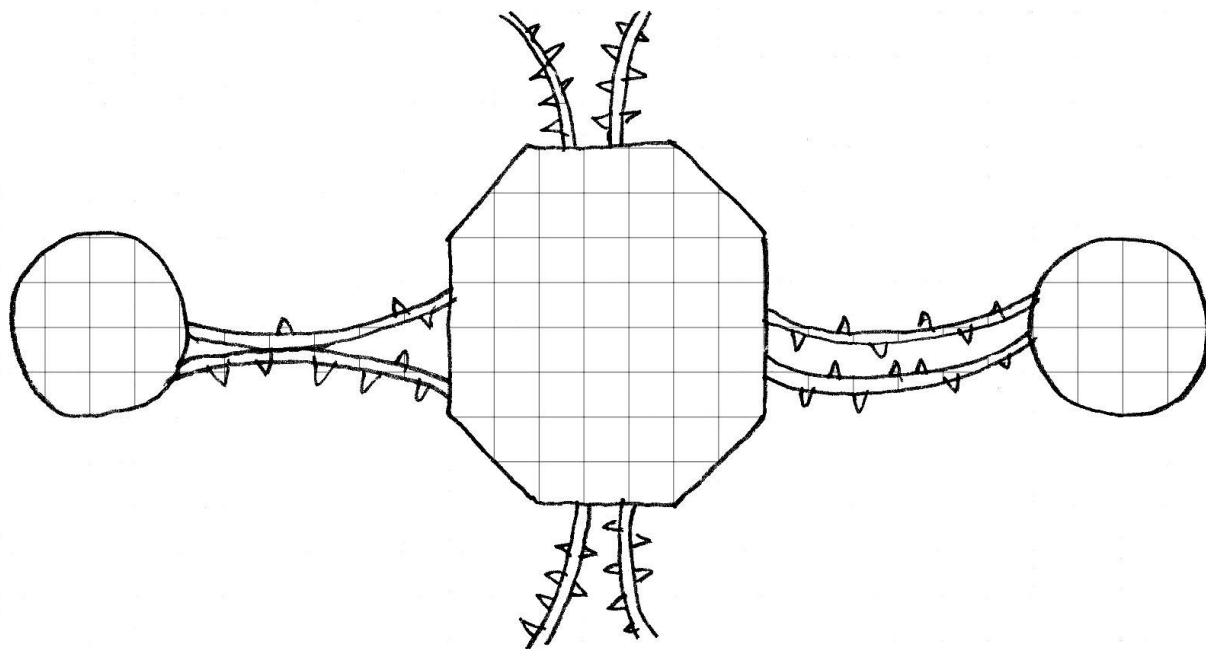
☹: UNHOLY BRAZIER

DM APPENDIX. THE FIRE HUNTER



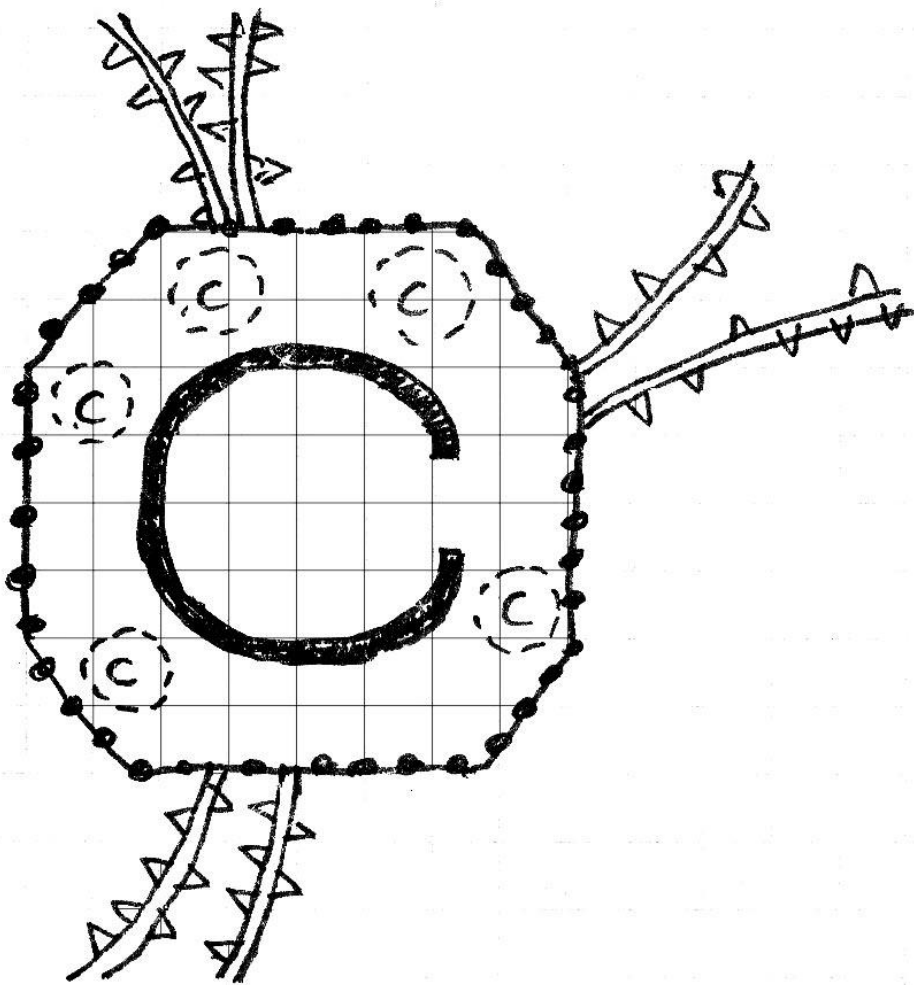
MAP 3-3 : FIRE HUNTER

DM APPENDIX. THE FIRE STRANGLER



MAP 3-4 : FIRE STRANGLER

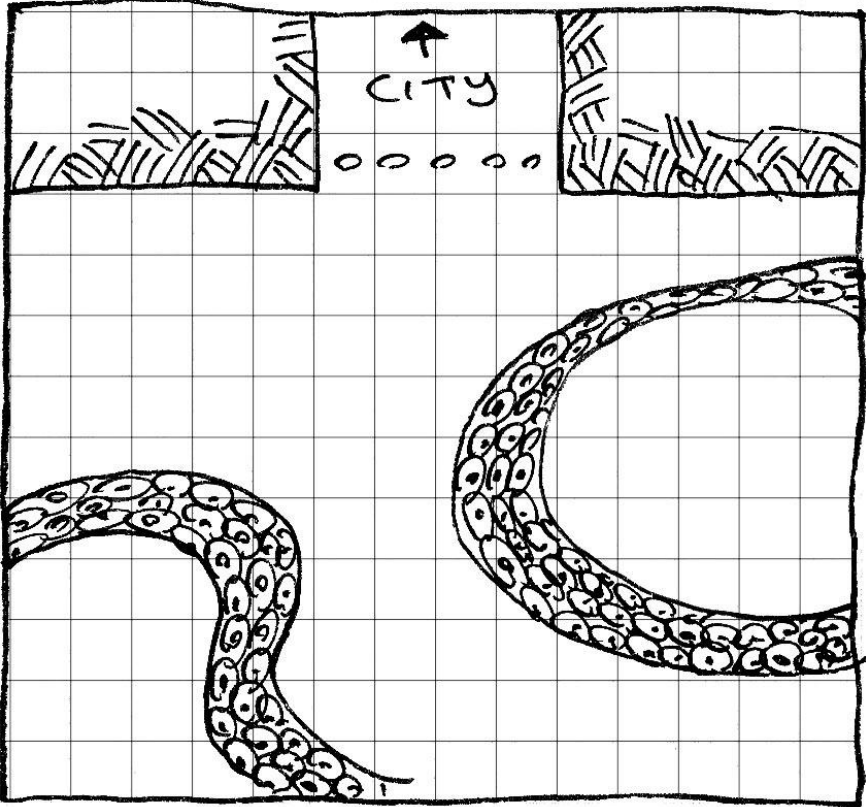
DM APPENDIX. THE EYE OF FLAME



MAP 3-5: EYE OF FLAME

(C) : CAPTIVE (UNDER BALCONY)

DM APPENDIX. THE FINAL BATTLE



MAP 3-6: FINAL BATTLE

