



RECLAMATION

SEER has been rescued along with Ulcaster, the infamous Archmage that founded a wizard's school that is now in ruins in the foot hills of The Cloud Peaks. However, while leaving to get the two to safety a cloud ship arrived, unloading a shipload of pirates on the ruins. SEER knows what they are after and needs the heroes to stop them and their leader.

A Four-Hour Adventure for 11th-16th Level Characters



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INTRODUCTION

Welcome to *Reclamation*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Storm King's Thunder*™ storyline season.

This adventure is designed for 11th through 16th-level characters, and is optimized for five 14th-level characters. Characters outside this level range cannot participate in this adventure.

The adventure begins in Beregost and quickly moves to the foothills of the Cloud Peaks and The Ruins of Ulcaster.

THE D&D ADVENTURERS LEAGUE

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.

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 at:

www.dndadventurersleague.org

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 running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- 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:

- 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, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she 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 or see the need to do so, 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. Alternatively, 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, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 14th-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.

RUNNING THE ADVENTURE

As the Dungeon Master 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. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level 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. Everyone should have the opportunity to shine.

Mind the Time. 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.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

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.

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 as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (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
<i>Resurrection</i> *	3,000 gp
<i>True Resurrection</i> *	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for

true resurrection). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

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.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

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

DEATH

A character who is killed 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 experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

The Gods of the giants have dissolved the Ordning; the caste system of giant kind. This has caused the giants to attempt upward social mobility by proving their worth to the Gods before the Ordning is reestablished.

SEER, a mysterious Shou woman, has been recruiting adventurers to perform tasks to aid the small folk against the giant's incursion.

The Ruins of Ulcaster have offered adventurers the possibility for wealth, magic items, and knowledge of ancient magic. SEER came across information that the secrets to Giant Rune magic were to be found in these ruins.

When she and her familiar were attacked while exploring the ruins, the pseudodragon escaped and enlisted a group of adventurers to rescue SEER. The adventurers were also able to bring the Archmage Ulcaster back from a 200-year slumber.

Leaving with SEER and Ulcaster, both hurt and weak, the group witnessed a strange scene. An enormous ship floating on a cloud unloads an army of pirates on the ruins that they were fleeing from. Being responsible for their injured charges, the group didn't stay to see what the plunderers came for. They are able to see the cloud eventually move in the mountains.

In the evening that has passed, SEER and Ulcaster have guessed what the pirates are looking for in the ruins. Ulcaster has a secret treasury that includes an extensive library that houses lost arcane knowledge, and magical treasures. This vault, however, is located in a pocket dimension that requires a ritual to enter and a different ritual to exit. SEER is betting that a giant by the name of Baron Rajiram is behind

this raid. Rajiram is looking to collect all the wealth and magic he can in order to boost his standing when the Ordning is reinstated.

SEER and Ulcaster send for adventurers to again dive into the ruins and help a mage Ulcaster has trained to alter the rituals in order to change the entry and exit points. They also wish for the group to keep the pirates from plundering the vault. Ulcaster warns the heroes of the traps and defenders they may face. However, even he couldn't tell you exactly what to expect, as he used the unpredictability of the pocket dimension to change the challenges constantly.

ADVENTURE OVERVIEW

This adventure is divided into four parts:

Part 1. The characters are asked to meet SEER and Ulcaster in the Burning Wizard Inn. There they learn who the two think is raiding the ruins, why, and how they are getting in. The characters are asked to accompany a ritual caster that Ulcaster himself has trained to alter rituals to get in and out of the vault.

Part 2. The characters find their way to the altar where the ritual needs to take place. There they face adversaries that try and keep them from their mission.

Members of the Order of the Gauntlet can complete a secret mission before traveling to the planar library.

Part 3. The characters make their way through the portal created by the ritual and enter Ulcaster's vault. They must make their way through traps, guardians, and a puzzle in order to find the pirates plundering the library. The characters face the group trying to bring Baron Rajiram the treasure. Defeating them, the characters perform the exit ritual and return to SEER and Ulcaster.

ADVENTURE HOOKS

Characters have heard that the Sword Coast has been experiencing a huge threat, giants. They have come to Beregost in order to be available if their services are needed.

Lords' Alliance. The Alliance is grateful that you have rescued SEER from the clutches of a vampire lairing in the Ruins of Ulcaster's School of Wizardry. SEER has reported that there is more serious threat that needs to be dealt with. Because of your familiarity with the ruins, and your vested interest in what is happening there, they ask you to meet with SEER and help her as much as you can.

If the character did not play DDAL05-14 *Reeducation, Part 1*, The Lords' Alliance wishes for

you to help SEER with anything she may need. They know that she is in the town of Beregost, and ask the character to find her and offer your assistance.

Saviors of SEER. The character was part of the group that rescued SEER from the clutches of a vampire lairing in the Ruins of Ulcaster. SEER wishes for them to finish the job and retrieve what she was looking for there.

Looking to Help. The character knows that giants have been destroying the landscape of Faerûn. Thinking that they can be of service, or better yet hired, is what brings him to Beregost. You have found a reasonable inn named, The Burning Wizard.

Secret Mission: Order of the Gauntlet. Members of the **Order of the Gauntlet that are rank 2 (Marcheon) or higher** are approached by a Paladin of Lathander. He informs them that the Order has come across information that is troubling to them. A rift to the Underdark has opened in the dungeons of The Ruins of Ulcaster. Members of the Order of the Gauntlet, which are Rank 2 (Marcheon) or higher, are given a mission to do everything in their power to secure the Ruins of Ulcaster. The Order has ideas of how to accomplish this.

PART 1. BACK TO SCHOOL

The rescue of SEER and Ulcaster from the ruins of Ulcaster’s school of wizardry, turned out to be a narrow escape from an unconventional ship full of pirates that floated on a cloud. SEER is grateful to the characters for the rescue, but has another task.

If the characters didn’t participate in DDAL05-14 *Reeducation*, they may have another reason to be in Beregost. See the Adventure Hooks section, above.

The town of Beregost bustles as merchants and vendors hock their wares in the morning hours, and provide fresh-baked bread and farm-fresh vegetables to the townsfolk.

Fully rested, the busy town is a welcome place to ensure that the world goes on despite its dangers.

A uniformed messenger rushes up to you in the crowded square, “Message for ya’.” He hands you the letter and continues on his way to other drop-offs.

The message bids you to meet with SEER at the Burning Wizard Inn at your earliest convenience—which is well-understood to mean “Now.”

When the characters are ready to meet with SEER, read the following:

This part of the town is pretty quiet this early in the morning. You arrive at a two-story building that sits among other inns and taverns. The wooden sign above the door has a robed figure about to stomp on a wizard’s pointed hat that appears to be on fire. The sounds of chairs moving along a wooden floor, and a broom sweeping along the floor are easily heard within.

At a table near the stairway leading to the second floor sits a Shou woman with long robes speaking with an older human man attired similarly. A pseudodragon sits atop the woman’s shoulder, as she occasionally offers it a scrap of food. Seeing you enter, they wave you over to them.

The woman bids you to have a seat at the table. “It is good to see you again. Thank you for coming so quickly. Have you met, Ulcaster, the Archmage that founded the wizardry school that this fine town built up around centuries ago.”

The woman, SEER, has been charged by the Lords’ Alliance to coordinate the Sword Coast against the giants that have been wreaking havoc ever since the Ordning was shattered.

THE STORY SO FAR...

If the characters didn’t participate in DDAL05-14, *Reeducation*, SEER relays the following information:

- SEER traveled to the Ruins of Ulcaster to explore what remains of the rumored magical secrets that Ulcaster processed. While there, she was surprised and overcome by an ancient vampire. A group of adventurers rescued her from the creature.
- The same group of adventures also freed Ulcaster from his centuries-old slumber. He returned with SEER and the group to Beregost to recover and plan the reclamation of the ruins.
- They all made it out of under the ruins to find an enormous ship resting on a cloud hovering over the area. There were creatures that looked like pirates being lowered onto the ground. They were making their way to the ruins. The group thought it prudent to leave in haste due to the weakness of their two charges.

SEER tells the group why they have been asked to help:

- SEER originally went to the ruins to find Ulcaster’s library that was rumored to contain the secrets of the runes and their magic.
- With Ulcaster back, the rumors have been verified as true. Ulcaster hid this valuable library in a pocket dimension. This space is accessible only by performing a ritual in certain areas within the dungeons.
- There have been rumors that a powerful cloud giant by the name of Baron Rajiram has been scouring the region for wealth and magic in order to improve his standing amongst the Ordning. SEER fears that he is after the same library. His magic prowess may be just what is needed to break the protections in order to find the secret library.
- The Baron has been leading a band of pirates that have been pillaging along the Sword Coast. If he has also been able to gather powerful magic wielders to his cause, gaining access to the library shouldn’t be too difficult.

At this point a tired looking mage descends the stairs from the rooms above. He staggers to the table where you all sit and plops down at the table. Ulcaster gives a sideward glance at the new arrival, “This is Tenos. He has come from a group I am allied with and he and I stayed up quite late last night teaching him what needs to be done to get in the library. He need your protection to be successful.”

Ulcaster then starts giving information about the library:

- The library is small; however, it holds the secrets to the magic of giant runes. These secrets in the hands of Rajiram would bring disaster to all of

Faerûn. The entrance to the library must be moved and watched more carefully. The ritual will change the entrance and exit of the library.

- Ulcaster explains that the library is at the end of a series of rooms. The rooms are occupied by creatures that are meant to keep intruders out of the library. The creatures are randomly summoned and cannot be predicted. The terrain from where the creature came is also teleported.
- The library cannot be exited from the entrance. The way out is hidden within the main library. If the robbers have entered the pocket dimension, they are likely looking for the way out. I doubt any pirate has the arcane ability to find, let alone open the door out. Ulcaster has given complete instructions on how to alter the entrance and exit so they are accessible from a different location.
- There are two locations which the ritual can be performed to open the pocket dimension. The first is the sarcophagus in which Ulcaster's body was found by the first group of adventurers. The second is the altar to Mystra found in the room that the vampire claimed as her lair until recently. For the sake of brevity, he directs the characters to go straight to the altars.

SEER offers the characters 1,000 gp to rid the library of the pirates and prevent them from leaving with any valuables. She emphasizes that there is little time to waste, because of the uncertainty of what exactly Rajiram wants. Additionally, Ulcaster offers the characters an additional reward of 1,000 gp to help Tenos through the pocket dimension and ridding the library of intruders that would gut its contents. Neither provide an advance.

If asked being able to bypass the creatures, Ulcaster says that he is the key to bypass them. He needs to keep his return quiet until the time comes when he is needed to join the fight against the giants. SEER believes that you are the ones that will be able to get Tenos where he needs to go.

If the characters did not play DDAL05-14 *Reeducation*, Ulcaster provides the characters with a map to the ruins along with instructions on how to enter the dungeons. A second map is of the dungeons themselves, indicating where to perform the ritual to enter the pocket dimension. SEER mentions that she suspects there is a back entrance to the dungeon somewhere in the hills southeast of the ruins.

DEVELOPMENT

When the characters are ready to proceed to the ruins of Ulcaster, continue to **Part 2. The Return.**

SECRET MISSION: ORDER OF THE GAUNTLET

As you are traveling out of the city of Beregost heading to the ruins of Ulcaster, a paladin approaches you, bearing the holy symbol of Lathander and a pendant signifying their membership in the Order of the Gauntlet.

"I am sorry to keep you, but I have urgent matters to discuss with those that bear the Pendant of the Order."

Members of the Order of the Gauntlet that are **Rank 2 (Marcheon)** or higher are taken aside by the paladin and asked to take on a special mission.

- He has been sent by Dawn Captain Ez'ellen Thrullan of the Church of the Morninglord. He was to speak with the group hired by SEER and approach those in the Order.
- It has come to the attention of the leaders of the church that a rift leading into the Underdark has opened in the dungeons of The Ruins of Ulcaster.
- The Church has worked hard to limit access to the ruins from the outside. This breach gives access from below and the creatures of the Underdark are not ones the Order want wandering around on the surface.
- The secret passage into the dungeons from the hills has been collapsed and access is no longer a threat.
- If the characters from the Order can ensure that the chasm is closed and no longer usable, the Church will be grateful. In order to accomplish this the paladin gives the character a *Scroll of Earthquake*. He tells them that it may seem extreme, but it is the only way to ensure that the rift closes permanently. It is essential that you concentrate on the spell for a few seconds. That should be enough to close the gap and ensure more fissure do not open.

PART 2. THE RETURN

The characters make their way to the Ruins of Ulcaster with Tenos, the wizard that performs the rituals necessary to enter and leave the pocket dimension in which the library and treasury are located. They have no altercations while traveling to the ruins.

While the skies over Beregost were clear and blue, there are storm clouds that hang over the Ruins of Ulcaster's School of Wizardry. Flashes of lightning can be seen at the peaks of the nearby mountains.

There is no sign of the enormous pirate ship that floats on a cloud. From the edge of the plateau where you stand, there are not any visible signs of pirates, either.

THE COURTYARD

Ulcaster told the characters that they can slide a statue to the side and reveal the stairway leading under the plateau on which the ruins sit. This statue is located in the ruined courtyard under an awning. The area is dimly lit.

As the light of day starts to disappear behind the mountains, you approach the courtyard where Ulcaster told you the entrance to the dungeon is located. The courtyard is lit by torchlight, which gives the area a soft glow.

There is a statue on the far end of the courtyard that has been pushed aside to reveal a staircase that leads down into the darkness.

REENTRY

Once in the ruins, the characters must make their way to the area in which the ritual needs to take place.

GENERAL FEATURES

This area has the following general features:

Light. The pirates have lit torches in order to be able to search the dungeon. The dungeon is brightly lit 20 feet from where the torch is located.

Smells. The smells of rot and mustiness.

Spent Rooms. The dungeons have already been explored in DDAL05-14 *Reeducation*. There isn't anything of interest in **Areas A, B, or D**. The areas of importance are described below.

Climate: It is damp and cold down here.

Protect Tenos. Tenos is essential for the success of the character's mission. The characters must ensure his safety here.

TENOS

Tenos is a not a social young man. He is a prodigy under the tutelage of SEER. When he does speak, he is short and to the point. He is very secretive, and never reveals anything about his mission. He hangs back and does not engage the enemies.

Tenos has the following stats: AC 12 (15 when using *mage armor*); hp 40; saving throws: Str -1, Dex +2, Con +0, Int +6, Wis +4, Cha + 0.

Tenos supports the characters by taking one of the following actions at the end of each round:

- **Healer's Kit.** One character regains 1d6 + 4 hit points plus additional hit points equal to the character's maximum number of Hit Dice. The creature can't regain hit points from this again until it finishes a short or long rest.
- **Magic Missile.** A single target within 120 feet takes 14 (4d4 +4) force damage.

Tenos can as use the following **reaction**:

- **Shield.** When Tenos is hit by an attack or targeted by the *magic missile* spell, his AC increases by 5. This AC is applied to the triggering attack. Tenos takes no damage from *magic missile*. This bonus lasts until the start of his next turn.

C. ULCASTER'S RESTING PLACE

If there are characters that belong to the Order of the Gauntlet and have reached Rank 2 (Marcheon), use the encounter under **Secret Mission: The Order of the Gauntlet** below. Otherwise, the characters participate in the default encounter, Go Away.

DEFAULT ENCOUNTER: GO AWAY

This room is covered in dust and its contents strewn about the room. There is a gaping chasm here that chills the entire room with cool air from below. A carcass of a creature that resembles a beholder lies on the floor; remnants of a previous altercation.

There are men and women are here mulling about. They brandish weapons and aggressively more toward you.

The pirates are here to keep others from entering the pocket dimension. There are three **master thieves** and four **swashbucklers**.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak and Weak party:** Remove a **master thief**. Add a **swashbuckler**.
- **Strong and Very Strong party:** Add a **master thief**.

Once all the foes have been dispatched continue with the following:

Tenos says, "This is it." He starts to bring out items that are needed for performing the ritual.

Tenos finishes the ritual about 10 minutes later and there is a flash of light, and portal appears in the middle of the room. You can see that it is dimly lit on the other side.

The characters can go through at any time while the portal lasts. Tenos tells the group that the portal will be active for five minutes.

If the characters wait more than 5 rounds, pirates start looking into the portal from the other side.

Treasure. The pirates have pouches with a total of 250 gp and a sapphire worth 250 gp.

XP Award. If the characters succeed in keeping Tenos alive long enough to perform the ritual, award each character 250 XP.

Development. Proceed to Part 3. Is That a Library in Your Pocket...?, below.

SECRET MISSION ENCOUNTER: THE ORDER OF THE GAUNTLET

If there are characters that belong to the Order of the Gauntlet and have reached Rank 2 (Marcheon), use this encounter.

This room is covered in dust and its contents strewn about the room. There is a gaping chasm here that chills the entire room with cool air from below. A carcass of a creature that resembles a beholder lies on the floor; remnants of a previous altercation. The freshly dead corpses, however, are the victims of the creatures that are looking directly at you.

One creature is tall, wears robes, and has a bulbous head that has tentacles where the mouth should be. Its skin is dry and crackled, while its eye sockets have become sunken with pinpricks of light for eyes.

This creature is accompanied by a mage who is disheveled and has fresh claw marks on his face.

Along with these humanoids is a creature that hovers in midair. Protruding from the top of the body are six tentacles ending in eyes. There are also four tentacles on the bottom of the body without eyes on the end. There is a single large eye in the middle of the body.

There is one **alhoon**, one **mindwitness**, and a **diviner** that is currently being controlled by an

intellect devourer in this room. These creatures have no intent to negotiate or talk.

Foes and Tactics. The **alhoon** is looking for a creature to extend his undead life. He targets a creature that has the longest life span with *dominate person* cast at 6th level. The **mindwitness** uses its *eye rays* until a character comes within melee.

If the **intellect devourer** is forced to leave the **diviner's** body it immediately does what is necessary to enter another body.

Once the enemies are dispatched, those characters in The Order of the Gauntlet need to close the fissure in order to complete the secret mission. Using the *scroll of earthquake* takes careful planning in order to ensure the ritual to get to the library is successful and the fissure is taken care of.

The earthquake that is created by using the scroll closes the fissure in 2 rounds. New fissures do not open in that time. If kept going longer than that use the description in the spell to determine the size of the fissure that is created.

"This is it", Tenos says as he starts to bring out items that are needed for performing the ritual.

Tenos finishes the ritual about 10 minutes later and there is a flash of light, and portal appears in the middle of the room. You can see that it is dimly lit on the other side.

The characters can go through at any time while the portal lasts. Tenos tells the group that the portal will be active for five minutes.

If the characters wait more than 5 rounds, pirates start looking into the portal from the other side.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak and Weak party:** Remove one **diviner**. Add one **mage**.
- **Strong and Very Strong party:** Remove one **diviner**. Add one **abjurer**.

Treasure. The creatures have pouches with a total of 250 gp and a sapphire worth 250 gp.

XP Award. If the characters succeed in keeping Tenos alive long enough to perform the ritual, award each character 250 XP. Also, if they close the fissure they receive 750 XP each.

Development. Proceed to Part 3. Is That a Library in Your Pocket...?, below.

PART 3: IS THAT A LIBRARY IN YOUR POCKET...?

The characters go through the portal and enter into the pocket dimension in which Ulcaster has hidden his library.

GENERAL FEATURES

The library has the following general features:

Light. The rooms in the pocket dimension are void of any light, however the room description assumes that the characters have a light source, or are able to see in the dark.

Sounds. These areas are eerily quiet.

Protect Tenos. Tenos is essential for the success of the character's mission. The characters must ensure his safety during this part of the adventure.

TENOS

Tenos is a not a social young man. He is a prodigy under the tutelage of SEER. When he does speak, he is short and to the point. He is very secretive, and never reveals anything about his mission. He hangs back and does not engage the enemies. Tenos has an AC 15, 40 hit points, and +4 on saving throws.

Tenos supports the characters by taking one of the following actions at the end of each round:

- **Healer's Kit.** One character regains 1d6 + 4 hit points plus additional hit points equal to the character's maximum number of Hit Dice. The creature can't regain hit points from this again until it finishes a short or long rest.
- **Magic Missile.** A single target within 120 feet takes 14 (4d4 +4) force damage.

Tenos can as use the following **reaction**:

- **Shield.** When Tenos is hit by an attack or targeted by the *magic missile* spell, his AC increases by 5. This AC is applied to the triggering attack. Tenos takes no damage from *magic missile*. This bonus lasts until the start of his next turn.

A. ENTRY ROOM

The portal causes a slight feeling of nausea as you travel through.

The room you end up in is very non-descript. There are no furnishings save for the altar from which the portal still stands showing the room you just came from.

There are men in this room that are lounging on the floor, eating apples.

There are four **swashbucklers**, two **master thief**, and one **mage** in this room. The characters get **surprise** if they did not take actions before going

through the portal. If any actions were taken by the characters before they used the portal, they don't surprise the pirates.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak or weak party:** Remove a swashbuckler.
- **Strong party:** Add a swashbuckler.
- **Very Strong party:** Add a master thief.

DEVELOPMENT

The opponents fight to the death. If captured they give no information. They would rather die than face Rajiram's wrath.

Tenos moves over to the altar and places his hand on the symbol of Oghma. He speaks the words "knowledge is power" and the symbol glows. A compartment then opens in the altar, revealing a small bag. Tenos removes a piece of agate from the bag and pockets it.

If asked what he took, he tells the characters that the agate is necessary to complete the ritual to leave the library.

TREASURE

The pirates have 200 gp and a pearl worth 300 gp.

B. STONE COLD STOICISM

This round room is constructed of marble that has red and blue veins in it. There is another door across from the one you entered through.

There are statues in the room. One is a statue made of stone, while the others are made of wood and iron. The stone statue stands next to the door you came in. The others stand next to a door on the right wall.

The statues are one **stone golem** and two **shield guardian**. Their sole purpose is to keep creatures from getting out of this room. They don't move until a character reaches the middle of the room. They fight to the death.

There is no *shield guardian amulet* here; its owner long ago departed this place.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak party:** Remove a **stone guardian** and two **shield guardians**. Add two **clay golems**.
- **Weak party:** Remove a **stone guardian**.
- **Strong party:** Remove a **stone golem**. Add two **shield guardians**.
- **Very Strong party:** Remove a **stone golem**. Add three **shield guardians**.

C. GUARDIANS OF THE LIBRARY

The floors and walls of this square room are made of black marble with gold and silver veins. Another door is on the wall to the right of the one you came in.

Keeping you from getting to the other door is a large snake-like creature with a human face. It hisses at first, then begins to speak, “Ah, food. I am hungry and have little care of what you say. I don’t wish to end up like my kin.”

As he says that, more creatures appear that can only be described as skeletons that could have once been like the creature that spoke to you. Another creature that looks like the one that spoke also emerges from the shadows.

There are two **spirit naga** and two **bone nagas**. Although spirit nagas are usually good-aligned, their imprisonment has corrupted them enough that they attack immediately and can’t be reasoned with.

The naga casts *dominate person* on the character that looks to be the most physically strong.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak party:** Replace a **spirit naga** with two **bone nagas**.
- **Weak party:** Remove a **bone naga**.
- **Strong party:** Add a **bone naga**.
- **Very Strong party:** Add two **bone naga**.

D. THIS IS PUZZLING.

The marble floor of this octagonal room bears grooves—inlaid with gold—which forms a four-by-four grid. Each square of the grid is further divided into four squares by intersecting grooves inlaid with silver. One square in each of the larger section bears a rune—etched in copper.

There is a cylindrical hole in the floor that has black marble disks in it. Each disk is plated in electrum along the edge, with runes etched upon it colored in copper. When a disk is taken off the top of the pile the next disk pops up.

There are statues on opposite side of the room; one next to the door you came in and one the opposite wall. Both statues are of a robed man with a long beard, one outstretched hand, and the other arm around a book.

There are no other doors in this room.

The grid is a simplified Sudoku puzzle using only four unique characters. There is a handout (Player Handout 1), with the partially completed grid. Player Handout 2 has the rune pieces to fill in the rest of the grid. Like a Sudoku the same rune cannot be in the same a 2 x 2 grid (silver), nor in a row or column in the 4 x 4 grid (gold).

The statue opposite the door has a key lying in its hand. The key is made of gold inlaid with precious gems. The book is a carved element of the statue. If the key is removed before the puzzle is completed, the two **stone golems** come to life and attack.

THE RUNES

The runes are an ancient version of the giant language, when they used pictograms to communicate. The runes eventually were used as the focus for rune magic by giants who learned the arcane arts. Because of this only those that have learned the giant language know the meaning of these runes. Neither *comprehend language* nor *tongues* is sufficient to decipher the runes. A successful DC 17 Intelligence (Arcana) check, however, does.

If the players do not get the correct solution to the puzzle, there is a rumbling and *thunderwave* is cast from the platform in the direction of the character who placed the last disk. Any characters that are working in the puzzle must make a successful DC 17 Constitution saving throw. On a failed save, a character takes 15 (4d8) thunder damages and is pushed 10 feet from the statue. Any tiles that have been placed on the puzzle are also pushed 10 feet.

The trap can be detected with a successful DC 20 Intelligence (Investigation) check. Once found, a character with a set of thieves’ tools can disarm the trap with a successful DC 20 Dexterity check.

If the characters are stuck they can try and succeed at a DC 15 Intelligence check, they can get one of the following clues:

- The grid is four by four, each quadrant has four spaces, and there are 4 runes.
- It seems that none of the runes can be used more than once in a given row or column.

- A rune cannot be repeated in the same two by two grid.

When the runes have been placed in the correct order, a door appears opposite the one the characters entered the room through. The key in the hand of the statue starts to glow.

TREASURE

The key in the statue's hand is worth 500 gp.

E. LIBRARY AND VAULT

The room ahead is brightly lit and there are many voices coming from it. The voices are raised in anger, and it sounds like there may be a scuffle going on as you hear the crashing of furniture.

Characters scouting ahead or peeking in the room can see three **master thieves** arguing, while a nervous **abjurer** frantically searches the books on the shelves. The pirates appear to be arguing over the contents of a large sack lying on the floor nearby.

ADJUSTING THE ENCOUNTER

Here are the adjustments for the encounter. They are not cumulative.

- **Very Weak party:** Replace a **master thief** with two **swashbucklers**.
- **Weak party:** Remove a **master thief**.
- **Strong party:** Add a **swashbuckler**.
- **Very Strong party:** Add a **master thief**.

DEVELOPMENT

The mage is looking for a way out of the extra dimensional space. He planned on being able to use the same ritual used to get in, but it didn't work. The pirates are angry and the mage knows it is only a matter of time before they turn on him.

The pirates are arguing over the treasure. Some are saying that once they get out, they could hide it, kill the mage, blame the mage for stealing the treasure, and then come back for it. The others are calling the traitors such, and threatening to slit their throats if they try it.

There is a ritual set-up by the altar. This is the failed attempt by the mage.

When the mage notices the characters read the following:

"Capture them! They got in, they may know how to get out."

If the master thief dies, the mage tells the others to kill any character not seen wielding arcane magic.

If the mage is defeated before the **pirates**, they attempt to capture Tenos and use him to compel the characters to surrender.

TREASURE

The sack the pirates had contains many books from the library. Anything that insinuated that it could be about magic was thrown in the sack. The pirates have 1,000 gp worth of gold and gems. Along with the books is a small box that has two items in it, *superior healing potion* and *scroll of stonesskin*.

Lastly, there is *pennant of the vind rune*.

XP AWARD

If the characters solve the puzzle, award each character 600 XP.

CONCLUSION

With the pirates and the mage defeated, Tenos is easily able to perform the ritual with the help of the characters.

As Tenos says the final words of the ritual a portal appears on the wall next to the altar to Oghma. On the other side you can see a forest, a few seconds later you see the face of Ulcaster, telling you to hurry through.

Ulcaster is very pleased that the characters were able to stop the pirates from plundering the library. As a reward, he lets the characters keep the *Pennant of the Vind Rune*, as well as the potion and scroll.

TREASURE

SEER gives the characters the promised 1,000 gp reward for completing their mission.

REWARDS

Make sure the players note their character's rewards on the 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
Alhoon	5,900
Diviner	3,900
Intellect Devourer	450
Mindwitness	1,800
Master Thief	1,800
Swashbuckler	700
Abjurer	5,000
Bone Naga	1,100
Spirit Naga	3,900
Shield Guardian	2,900
Stone Golem	5,900
Clay Golem	5,000

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Rituals performed	250
Closing fissure	750
Puzzle Room	600

The **minimum** total award for each character participating in this adventure is **11,250 experience points**.

The **maximum** total award for each character participating in this adventure is **15,000 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst 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
Courtyard Pirates	1,000
Entry Room Pirates	500
Puzzle Room Key	500
Library Pirates	1,000
Ulcaster Reward	1,000
SEER reward	1,000

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 logsheet contains a column to record permanent magic items for ease of reference.

- If all 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.

PENNANT OF THE VIND RUNE

Wondrous item, very rare (requires attunement)

This blue pennant is crafted from silk and is five feet long and whips about as if buffeted by a wind. The Vind (wind) rune appears on its surface, looking almost like a cloud. Full description with properties in **Player Handout 3**.

SPELL SCROLL OF STONESKIN

Scroll, very rare

A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF SUPERIOR HEALING

Potion, rare

A description of potions can be found the *Dungeon Master's Guide*.

RENOWN

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

Characters in the **Order of the Gauntlet that are Rank 2 (Marcheon) or higher** receive an additional **renown point**, if they close the fissure to the Underdark. This also counts as the completion of a secret mission.

DOWNTIME

Each character receives **10 downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **3,750 XP**, **1,875 gp**, and **10 downtime days** for running this session.

APPENDIX. MONSTER AND NPC STATISTICS

ABJURER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing lights*, *mending*, *message*, *ray of frost*

1st level (4 slots): *alarm**, *mage armor**, *magic missile*, *shield**

2nd level (3 slots): *arcane lock**, *invisibility*

3rd level (3 slots): *counterspell**, *dispel magic**, *fireball*

4th level (3 slots): *banishment**, *stoneskin**

5th level (2 slot): *cone of cold*, *wall of fire*

6th level (1 slot): *flesh to stone*, *globe of invulnerability**

7th level (1 slot): *symbol**, *teleport*

*Abjuration spell of 1st level or higher

Arcane Ward. The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

ALHOON

Medium undead, any evil alignment

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Con +7, Int +8, Wis +7, Cha +7

Skills Arcana +8, Deception +7, History +8, Insight +7, Perception +7, Stealth +5

Damage Resistance Cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Deep Speech, Undercommon, telepathy 120ft.

Challenge 10 (5,900 XP)

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

Innate Spellcasting (Psionics). The alhoon's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *levitate*

1/day each: *dominate monster*, *plane shift* (self only)

Spellcasting. The alhoon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The alhoon has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *magic missile*, *shield*

2nd level (3 slots): *invisibility*, *mirror image*, *scorching ray*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *confusion*, *Evard's black tentacles*, *phantasmal killer*

5th level (2 slot): *modify memory*, *wall of force*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

Turn resistance. The alhoon has advantage on saving throws against an effect that turns undead.

ACTIONS

Chilling Grasp. *Melee Spell Attack:* +to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage.

Mind Blast. The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

BONE NAGA

Large undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 12

Languages Common plus one other language

Challenge 4 (1,100 XP)

Spellcasting. The naga is a 5th-level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells.

Cantrips (at will): *mage hand, ray of frost, shocking grasp*

1st level (4 slots): *charm person, sleep*

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

3rd level (2 slots): *lightning bolt*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

CLAY GOLEM

Medium construct, unaligned

Armor Class 14 (nature armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapon attacks that aren't adamantite

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

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 9 (5,000 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

DIVINER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *true strike*

1st level (4 slots): *detect magic**, *feather fall*, *mage armor*

2nd level (3 slots): *detect thoughts**, *locate object**, *scorching ray*

3rd level (3 slots): *clairvoyance**, *fly*, *fireball*

4th level (3 slots): *arcane eye**, *ice storm*, *stoneskin*

5th level (2 slot): *Rary's telepathic bond**, *scrying**

6th level (1 slot): *mass suggestion*, *true seeing**

7th level (1 slot): *delayed blast fireball*

8th level (1 slot): *maze*

*Divination spell of 1st level or higher

Portent (Recharge after the Diviner Casts a Divination Spell of 1st Level or Higher). When the diviner or a creature it can see makes an attack roll, saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

INTELLECT DEVOURER

Tiny aberration, lawful evil

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistance bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can't speak, telepathy 60 ft.

Challenge 2 (450 XP)

Detect Sentience. The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

ACTIONS

Multiattack. The intellect devourer makes one attack with its claws and uses Devour Intellect.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage.

Devour Intellect. The Intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

Body Thief. The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it that isn't protected by *protection from evil and good*. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the skull, and takes control of the body. While there, the intellect devourer has total cover against attacks and other effects originating outside the host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts target's statistics. It knows

everything the creature knew, including spells and languages.

If the host body dies, the intellect devourer must leave it. A *protection from evil and good* spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of *wish*. By spending 5 feet of movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8+26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Common, thieves' cant

Challenge 5 (1800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a saving throw to only take half damage, the thief instead takes no damage if it succeeds on the saving throw, half damage if it fails.

Sneak Attack (1/turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

MINDWITNESS

Large aberration, lawful evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 0 ft., 20 ft. (hover)

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

Saving Throws Int +5, Wis +5

Skills Perception +8

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, Undercommon, telepathy 600 ft.

Challenge 5 (1,800 XP)

Telepathic Hub. When a mindwitness receives a telepathic message, it can telepathically share the message with up to seven other creatures within 600 feet of it that it can see.

ACTIONS

Multiattack. The mindwitness makes two attacks; one with its tentacles and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage.

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 20 (4d8 + 2) psychic damage. If the creature is Large or smaller, it is grappled (escape DC13) and must succeed at a DC 13 Intelligence saving throw or be stunned until this grapple ends.

Eye Rays. The mindwitness shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. **Aversion Ray.** The targeted creature must make a DC 13 Charisma saving throw. On a failed save, the target has disadvantage on attack rolls for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

2. **Fear Ray.** The targeted creature must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Psychic Ray.** The target must succeed on a DC 13 Intelligence saving throw or take 27 (6d8) psychic damage.

4. *Slowing Ray*. The target must succeed on a DC 13 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn but not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. *Stunning Ray*. The targeted creature must succeed on a DC 13 Constitution saving throw or be stunned 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.

6. *Telekinetic Ray*. If the target is a creature it must make a DC 13 Strength saving throw. On a failed save, the mindwitness moves it up to 30 feet in any direction, and it is restrained by the ray's telekinetic grip until the start of the mindwitness's next turn or until the mindwitness is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is telekinetically moved up to 30 feet in any direction. The mindwitness can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	7 (-2)	10 (+0)	3 (-4)

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

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

SPIRIT NAGA

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +5, Wis +5, Cha +6

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all of its hit points. Only a *wish* spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *Minor illusion*, *ray of frost*

1st level (4 slots): *charm person*, *detect magic*, *sleep*

2nd level (3 slots): *detect thoughts*, *hold person*

3rd level (3 slots): *lightning bolt*, *water breathing*

4th level (3 slots): *blight*, *dimension door*

5th level (1 slot): *dominate person*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the creature must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

STONE GOLEM

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapon attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharges 5 – 6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SWASHBUCKLER

Medium humanoid (any race), any non-lawful alignment

Armor Class 17 (leather)

Hit Points 66 (12d8+11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take a Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

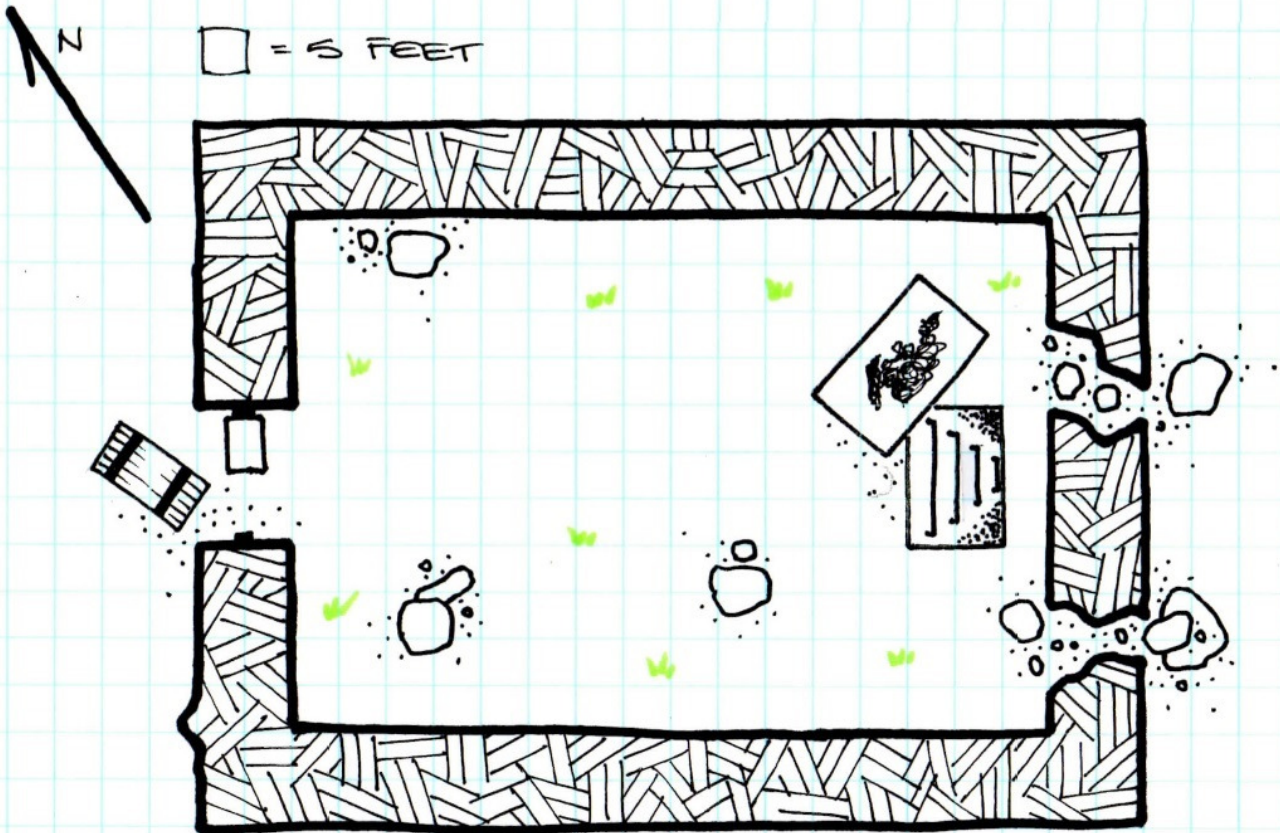
Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

DM APPENDIX. PUZZLE SOLUTION

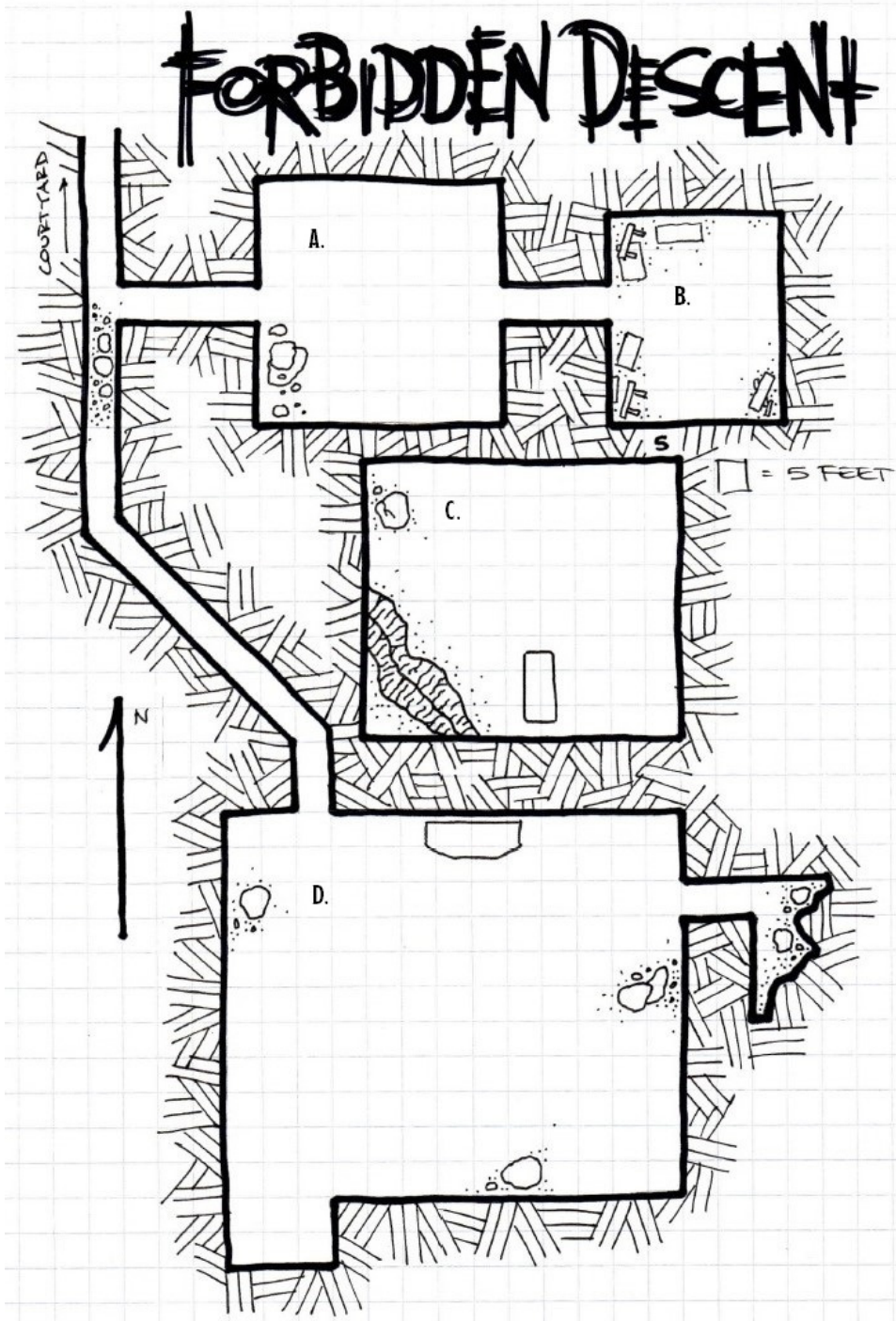
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 ISE (FROST/ICE RUNE)	 STEIN (STONE RUNE)	 VIND (WIND RUNE)	 ILD (FIRE RUNE)
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MAP: THE COURTYARD

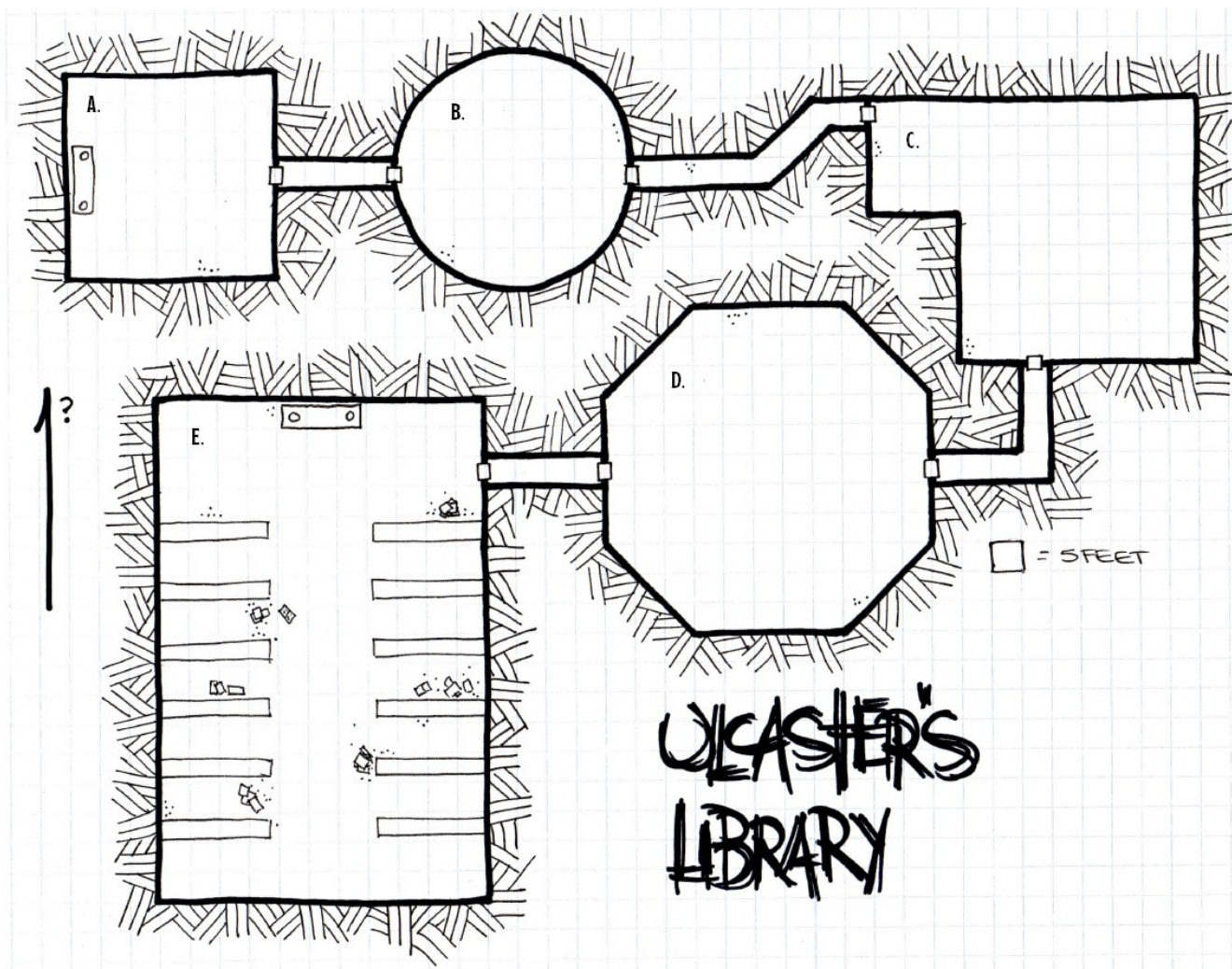


THE COURTYARD





MAP. REENTRY



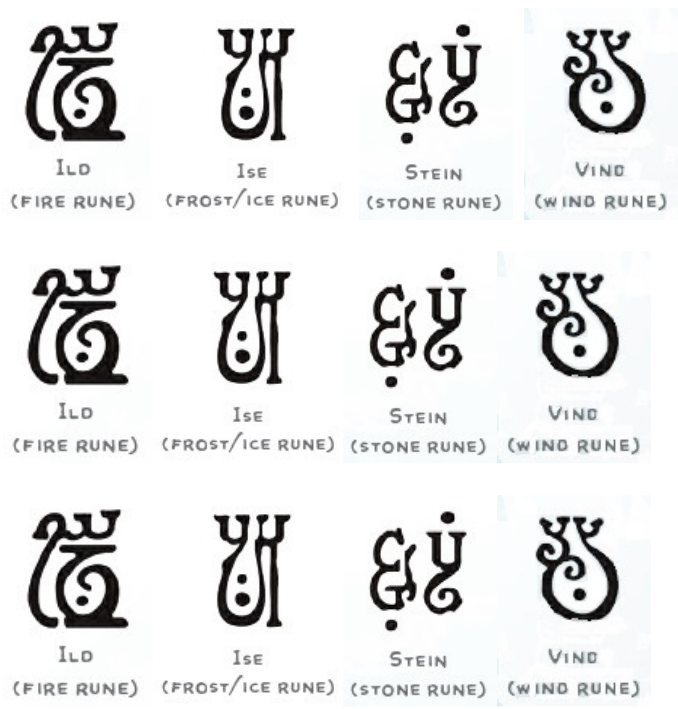
APPENDIX. IS THAT A LIBRARY IN YOUR POCKET? MAP



PLAYER'S HANDOUT 1: PUZZLE

 ILD (FIRE RUNE)			
			 VIND (WIND RUNE)
	 STEIN (STONE RUNE)		
		 ISE (FROST/ICE RUNE)	

PLAYER HANDOUT 2. PUZZLE PIECES



PLAYER HANDOUT 3. PENDANT OF THE VIND RUNE

PENNANT OF THE VIND RUNE

Wondrous item, very rare (requires attunement)

This blue pennant is crafted from silk and is five feet long and whips about as if buffeted by a wind. The vind (wind) rune appears on its surface, looking almost like a cloud. The pennant has the following properties, which work only while it's on your person.

Wind Step. As an action, you fly up to 20 feet. If you don't land at the end of this flight, you fall unless you have another means of staying aloft.

Comforting Wind. You can't suffocate.

Wind's Grasp. As a reaction when you fall, you can cause yourself to take no damage from the fall. Once you use this property, you can't use it again until you finish a short or long rest.

Wind Walker. While you are attuned to this rune, you can cast *levitate* as a bonus action. Once you use this property, you can't use it again until you finish a short or long rest.

Gift of Wind. You can transfer the pennant's magic to nonmagical item—a suit or armor, a pair of boots, or a cloak—by tracing the vind rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the pennant is destroyed, and the rune appears in silver on the chosen item, which gains a benefit based on its form:

- **Armor.** The armor is now an uncommon magic item that requires attunement. You gain a bonus to speed of 5 feet while you wear the armor, and if it normally imposes disadvantage on Stealth checks, it no longer does so.
- **Boots/Cloak.** The pair of boots or cloak is now a rare magic item that requires attunement. While wearing the item, you can convert up to 20 feet of your movement on each of your turns into flight. If you don't land at the end of this flight, you fall unless you have another means of staying aloft. You can also cast *feather fall* once from the item, and you regain the ability to do so when you finish a short or long rest.

RESULTS CODE: JANUARY – FEBRUARY 2017

If you are DMing this adventure during the months of January – February 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

