

DDAL08-15



FORGE OF FANGS

A Waterdeep Adventure



The Forge of Fangs has been located in Vanrakdoom. While many innocents have been saved from an undying fate, the forge remains. Artor Morlin would like to see it torn to the ground and the threat ended forever. Part Three of the *Undying Threat* trilogy. A Four-Hour Adventure for Tier 3 Characters. Optimized for APL 13.

CREDITS

Lead Designer: Gabrielle Harbowy

Editing: Travis Woodall, Greg Marks

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Rich Lescouflair

D&D Adventurers League Wizards Team: Adam Lee,
Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan
Patrick, Amy Lynn Dzura, Travis Woodall, Lysa Chen,
Claire Hoffman, Greg Marks

Playtesters: Steve Bornstein, Brian Cortijo, Ian Odell,
Sandra Odell

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ADVENTURE PRIMER

“Undermountain? Ah, yes. A great place to have fun, the most famous battlefield in which to earn a reputation as a veteran adventurer—and the largest known mass grave in Faerûn today.”

—Elminster

BACKGROUND

The Baron of Blood, **ARTOR MORLIN**, has heard rumor of a nest of Vampires of Shar within **VANRAKDOOM**. The Vampire Cleric **SEABORDT**, an underling to **KERESTRA DELVINGSTONE**, one of two leaders of Vanrakdoom, has created a “vampire factory” without Kerestra’s knowledge, in order to create followers loyal to himself and supplant her. This factory, a fortified area filled with the taint of the Shadowfell, is known as the **FORGE OF FANGS**.

Several captives have been rescued from the Forge and have provided Artor with more information. Final death is the only fitting end to those who would spread the vampiric curse, not that the Baron is immune to the poetic justice of usurping their territory for his own.

EPISODES

The adventure’s story is spread over three **story episodes** and takes approximately **four hours** to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits.

If you’re planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you’ll want to revisit the **Call to Action** each time you play.

- **Episode 1: Into Darkness.** Artor Morlin, the Baron of Blood, recruits the characters to clear out the vampires of Shar in Vanrakdoom, and destroy their “vampire factory,” known as the Forge of Fangs. This is the **Call to Action**.
- **Episode 2: To the Forge.** The characters enter Vanrakdoom. Through stealth and guile, they must locate and destroy the Forge of Fangs. This is **Story Objective A**.

- **Episode 3: To the Fangs.** The characters must put an end to Seabardt, to stop him from creating more vampires. This is **Story Objective B**.

BONUS OBJECTIVES

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

- **Bonus Objective A: Heirloom.** While the characters are in the Forge, they’re asked to keep an eye out for Layela Greycastle, who was not among the rescued. If possible, they are to bring back Layela’s Signet Ring. **Appendix 4**.
- **Bonus Objective B: Final Rest.** Find and destroy Seabardt’s coffin. It is probably not in the Forge itself but must be nearby. This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

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

HOW WILL YOU PLAY?

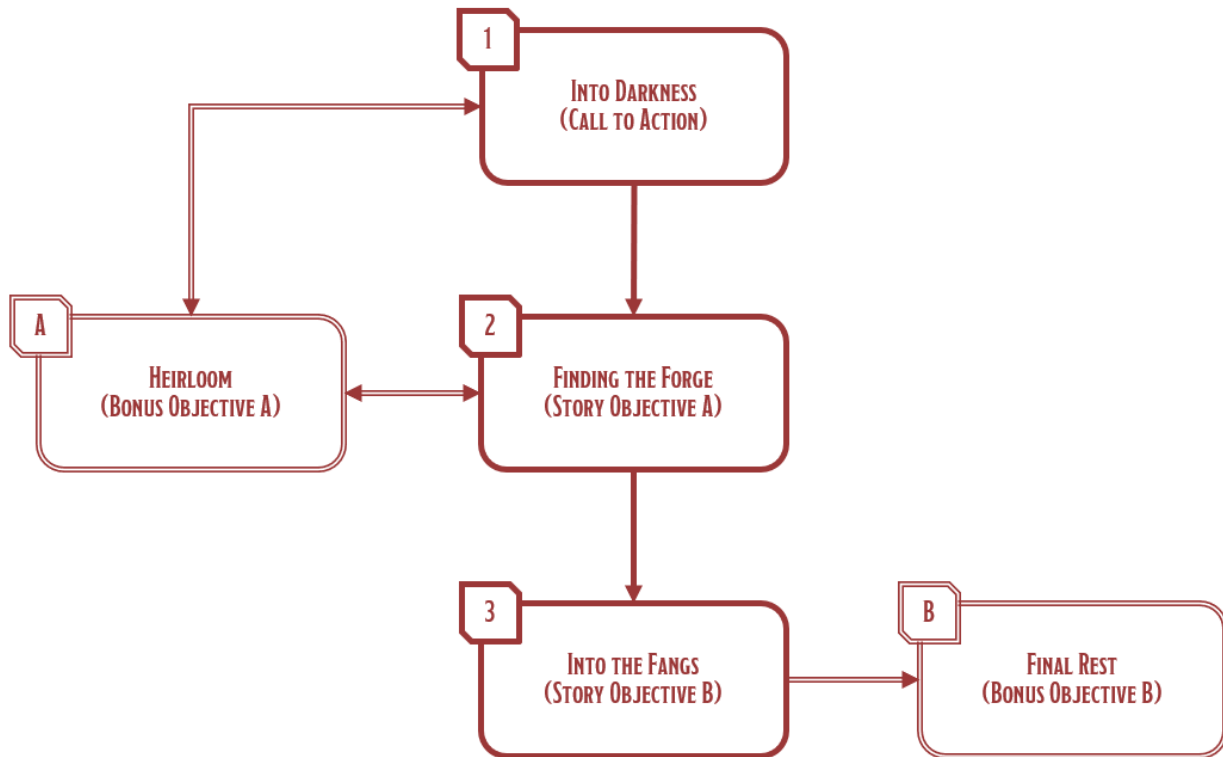
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **two hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete the both of the adventure’s story objectives, the characters participate in Episodes 1 through 3 in order.

Bonus Objectives. You can extend this adventure by **one or two hours** by utilizing the bonus objectives provided in the appendices. **Bonus Objective A** can be introduced if Artor Morlin asks the characters to keep an eye out for Layela Greycastle’s signet ring. **Bonus Objective B** can be introduced when Seabardt is defeated and returns in mist form to his hidden coffin to regenerate.

EPISODE FLOWCHART

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



EPISODE 1: INTO DARKNESS

Estimated Duration: 30 minutes.

SCENE A. THE MISSION UNFOLDS

Artor Morlin, one of the Masked Lords of Waterdeep (and also a **vampire**), has contacted the characters (through various contacts) and requested that they meet him at the Yawning Portal Inn.

- **Played Previous Adventure.** Artor wastes no time in refreshing the characters' memories and reminding them that while the captives that they rescued are now safe from immediate harm, all are in danger until the vampiric threat is removed from Undermountain.
- **Didn't Play Previous Adventure.** The characters have been recruited, perhaps through a trusted contact in Skullport. They may have a friend or relative who was a rescued captive, or one who, they've since learned, was not so lucky.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The Yawning Portal features a large and comfortable common room with the customary bar, tables and chairs, and three upper floors for guests. The center of the common room is dominated by a 40-foot wide well that descends into the Undermountain.

Lighting. The inn is dimly, but comfortably lit, with some corners in darker shadows.

Smells & Sounds. The inn bustles with chatter, the clink of glasses, and snatches of music from a bard. It smells of beer and the day's stew.

ARTOR MORLIN

Artor Morlin (a **vampire**) sits in a darkened corner of the inn, staring contemptuously at a glass of blood-red wine.

Objectives/Goals. Artor wants both the vampiric Sharans and the "vampire factory" they've built in Vanrakdoom destroyed. He desires to make his home in their former lair once the characters have cleared it out. He wants the forge and all the vampires in it destroyed.

What Does He Know? Artor knows that the vampire cleric named Seabordt is the driving force behind the vampire factory, creating vast numbers of spawn to help him overthrow his master, Keresta Delvingstone. The captives rescued by adventurers informed Morlin of the secret passage to the factory floor. The factory crawls with vampires (and worse), and he stresses the use of stealth. One of the survivors has provided tiny kegs of *smokepowder*—

enough to blow up the whole complex. However, while he hasn't been able to confirm the rumors, Artor suspects that pockets of *faerzress* exist in Vanrakdoom.

TREASURE & REWARDS

In anticipation of danger, Artor provides:

- A *ring of shooting stars* (reminding them of the ring's attunement requirements).
- Each character receives a *shroud of vampiric illusion*. This item **isn't** unlocked by this adventure.
- Four casks of *smokepowder*. This item **isn't** unlocked by this adventure.

SHROUD OF VAMPIRIC ILLUSION

A cloak of gauzy, black cloth that shimmers faintly green in the light. While wearing the *shroud*, any means of detecting alignment or creature type (be it magical or mundane) views the wearer as an evil undead creature, and the wearer doesn't cast a reflection.

In addition, if the wearer isn't in sunlight or running water, it can polymorph into a Tiny bat or back into its original form as an action. While in bat form, the wearer can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. Once the *shroud* has been used in this way, it can't be used again until the following dawn.

CALL TO ACTION

Artor suggests that the characters purchase whatever supplies that they think they may need, and bids them return when they're ready. He warns any creatures that are members of races that normally don't possess darkvision that use of lights reveal them as imposters. When they are ready, he sends them to a storeroom off the captives' now-empty cell block, from which they might infiltrate Vanrakdoom.

Bonus Objective A. If utilizing this additional content, Morlin tells the characters of a surviving captive, Jenin Greycastle. Her aunt Layela was taken from the prison. Her signet ring is important to Jenin, her heir. If the group should find Layela, in whatever form, they are to return with her ring.

Bonus Objective B. If utilizing this additional content, Morlin tells the characters that the only way to remove Seabordt for good is to destroy his coffin, which won't be easy to find.

EPISODE 2: FINDING THE FORGE (STORY OBJECTIVE A)

Estimated Duration: 1 hour 30 minutes

THE FORGE OF FANGS

Artor Morlin has teleported the characters to a store room off the captives' now-empty cell block, from which they must find their way to the Forge of Fangs and destroy it.

PREREQUISITES

The characters may only pursue this episode once they've received the **Call to Action**.

STORY OBJECTIVE A

Infiltrating and destroying the Forge of Fangs is **Story Objective A**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Vanrakdoom is a part of the Undermountain which has fallen under the taint of the Shadowfell. It is underground, hewn from stone and earth.

Lighting. There is no natural light in this area. Within the Shadowfell, all light is always one level dimmer than it would be otherwise.

Smells & Sounds. Rats and bats are prolific residents of these tunnels, which are not well ventilated. The vampires have cleared out most sentient threats from this area, but many creatures of the Underdark remain.

Walls. Evenly placed vertical slits high on the walls everywhere throughout the Forge (about 7 inches wide and 3 inches tall) are a network of tunnels for bat or mist-form vampires to travel.

SCENE A. CELL BLOCK

The cell block is empty of prisoners and empties into a small storeroom.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This chamber is 60-by-50 feet. The cells lining the walls are empty and their doors open.

Storeroom. The store room holds jars of dirt, and crates containing manacles and rope.

Window A window overlooks the forge, but it's too dark and grimy to see much.

Secret Door The captives shared with Morlin the operation of the secret door: the switch is just inside the store room doorway.

CREATURES & NPCs

As the characters explore this room, two **vampire spawns** polymorphed into bats flit through one of the slits in the walls.

Objectives/Goals: The vampire spawns are patrolling the area, but not in response to any threat.

What do They Know? The climate here is tense given the recent escape of the captives, so the vampire spawn are extra vigilant in their charge. They know about the Forge and what Seabordt plans to do with it.

PLAYING THE PILLARS

COMBAT

Many foes here are **undead**, and nothing that is native here is used to light. Vampires use the wall slits during combat to disappear and appear in different areas of the room, or to alert Seabordt, their master, of intruders.

EXPLORATION

The slits at the top of the walls lead to a network of tunnels for bat or mist-form vampires, but characters who can access this network can also explore it...or block it.

SOCIAL

If the characters are wearing their cloaks when they exit the store room, the vampires may assume they are other spawn loitering between tasks and give them orders. otherwise, they're identified as intruders and combat begins.

SCENE B. FIRST RESPONDERS

A tunnel leads from the cell block into the darkness.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. The 10-foot wide tunnel is smartly carved stone. Gravel and shards of bone that crunch underfoot. About 35 feet down the hall, clumps of fungus of various size cover the floor, walls, and a rotting, half-digested corpse.

Lighting. Full darkness.

Traps & Hazards. Starting 5 feet from the entrance to the tunnel, characters may be detected by a carpet of **shrieker fungus** along the tunnel floor and walls, which alerts the vampires.

Failure is an Option. If the characters don't successfully hide from or mollify the **vampire spawn scouts**, one scout turns into a bat and flies through the slit in the wall to alert the others of intruders.

CREATURES & NPCs

A **shrieker** is in the hall, 35 feet from door to the cell block. If the shrieker uses its Shriek ability, three **vampire spawns** arrive at the end of the second round following the noise to investigate.

Objectives/Goals. The **shrieker's** only goal is to make a racket if it detects movement. The vampire spawn are here to investigate the noise and destroy any intruders that they might find.

What do They Know? The **shrieker** doesn't know much of anything. The **vampire spawns** know that the shrieker detect more than just intruders, so aren't as vigilant as they otherwise might be. Otherwise, they know about the Forge and what Seabordt plans to do with it.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Strong:** Add a **vampire spawn**.
- **Very Strong:** Add two **vampire spawn**.

PLAYING THE PILLARS

COMBAT

Characters can kill the **vampire spawns** sent to investigate alarms, but it's likely to only increase the frequency and strength of later patrols if they don't report back—consider adding a fourth vampire spawn.

EXPLORATION

Detecting the shriekers can be difficult due to its False Appearance but be sure to mention that the fungus here vary in size. Clever characters may have encountered them before and are likely to be more wary of large fungus.

SOCIAL

The vampire spawns may be duped into escorting the characters, especially if the characters use their disguises wisely. This is a good opportunity to reward good roleplaying with inspiration.

SCENE C. BISCUITS

A corridor leads sharply upward to a wider chamber.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. A set of stairs leads to this 30-foot wide and 50-foot long chamber. If the characters possess a light source, the glint of metal is visible in piles of bone shards that sit in the corners.

Sounds. Grunts, muffled crunching, and the shuffle of large feet suggest a presence here, along with an occasional squeal if Biscuits catches one of the many resident rats.

Lighting. There is no natural light. A torch or other open flame is swiftly smothered (see *Airless*, below), but magical light functions normally.

Airless. This room is a nitrogen trap, fed by the fungus in the hallway below. Creatures that need to breathe will find this space insufficient in oxygen. The air leading up to this chamber smells noxious, like something large has been rotting here for a long time.

SUFFOCATION

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum 30 seconds). When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier

(minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and can't regain hit points or be stabilized until it can breathe again.

CREATURES & NPCs

This room is the domain of **Biscuits**, a zombie giant crocodile. It wears a collar of red-enameled chain mail around his thick neck that jingles when it moves. Attached to that is a bone-shaped tag, upon which the name "Biscuits" has been engraved.

Objectives/Goals. Like any other zombie, **Biscuits** doesn't **require** food, but it savors the taste of living flesh. He attacks any living intruders into his domain (undead intruders know to bring him a bone or carcass for distraction). If he has no creatures to hunt, it gnaws on the bones of prior conquests.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** **Biscuits's** tail is a rotted mess and can't be used to make a Tail attack; Biscuit's speed is 10 feet.
- **Weak:** **Biscuits's** speed is 10 feet.
- **Strong:** **Biscuits** uses the **Biscuits (Ghost)** stat block.
- **Very Strong:** **Biscuits** uses the **Biscuits (Ghost)** stat block; Biscuits has 110 hit points.

PLAYING THE PILLARS

COMBAT

This fight, while not difficult on its own, is made challenging by the lack of breathable air. Characters may leave the room and re-enter, or even sacrifice one of Artor Morlin's bombs to do the job for them.

EXPLORATION

Some objects may be hiding in the debris left behind by previous victims, but the airlessness of the chamber may make it difficult to sort through. A character rifling through the piles may find something (a bone or an old sword) that can be used to wedge Biscuits' mouth open—preventing it from using its Bite for a round or two until it manages to snap the object in two.

SOCIAL

Biscuits was likely originally the pet of some druid who was killed and turned. Some characters may be able to control the creature using magic. Otherwise, it can't be reasoned with.

SCENE D. HALLWAY OF HORRORS

A steep ramp descends into a hallway filled with thick, swirling fog. Coffin-like shapes line the walls.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This 10-foot wide hallway proceeds 70 feet or so before turning to the south, and then again to the west after 30 feet or so.

Light & Visibility. The corridor is affected by a permanent *guards & wards*, to which the workers know the password (dispel DC 15).

Traps & Hazards. At each of the two branching intersections, a 5-foot square is spelled with the strong suggestion to “*turn to the left and walk forward*”. A creature that succeeds on a DC 15 Wisdom saving throw resists the succession.

Coffins. The right hand stone walls are lined with coffins, some made of wood and some of stone. All are currently empty.

Sounds. Faint clicking reverberates through the corridor. While the origin's direction is difficult to

discern, characters standing in an intersection easily not that it's coming from the north and south.

CREATURES & NPCs

A nest of three **hook horrors** is in each cul-de-sac, for a total of twelve.

Objectives/Goals. The **hook horrors** usually prefer to stay in their nests. If the hook horrors in one of the nests are attacked and the other hook horrors hear it, they all come to investigate.

What do They Know? The hook horrors communicate in clicks with the hook horrors in the other nests.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **hook horror** from each nest.
- **Weak:** The **hook horrors** each have 60 hit points.
- **Very Strong:** Add a **hook horror** to each nest.

PLAYING THE PILLARS

COMBAT

The **hook horrors** communicate via a series of clicks. If characters delay overlong in this area, or enter their nests, they attack. This close to the forge, sounds of attack may draw a group of vampire spawn scouts.

EXPLORATION

The coffins all have lids that can easily be removed. Artor Morlin wanted all the vampires and their coffins destroyed; looting and destroying these may alert their owners but further the characters' goals by permanently killing more vampires.

SOCIAL

Vampires are not sentimental about their former lives, but some coffins contain trinkets that might be worth something back in Skullport, where the relatives of the deceased can be tracked down.

SCENE E. FORGING AHEAD

The Forge of Fangs is a large, high-ceilinged cavern lit with a pale glow of magic.

AREA INFORMATION

The area has the following features:

Dimensions & Terrain. This chamber is only 30-feet wide but is nearly 100 feet long. The ground surrounding four squat, 15-foot-square buildings bearing symbolism of Shar is divided into dozens of shallow graves. A massive cauldron of black iron sits on a raised platform at the far end of the room.

Light. There is actually dim, pale light here, coming from the wall on the left side of the room, the cauldron, and the ceiling.

Smells. The area is heavy with the smell of blood, mixing with the loam of freshly-turned dirt.

Bombs. The bombs are activated by depressing a button on the side of the keg—which immediately emits a loud “TICK-TICK-TICK.” There is a three-minute delay before detonation.

BONUS OBJECTIVE A. If utilizing this additional content, the characters notice that a particular vampire spawn just inside the forge entrance, turning dirt with a shovel, wears a signet ring (see [Appendix 4](#)).

CREATURES & NPCs

Dozens of **vampire spawn** mill around the chamber. Most patrol the area for intruders and dig up newly created undead who, after climbing from their graves, are herded into a line towards the cauldron. At the cauldron, they’re baptized in Shar’s name and led away to a second, larger group.

Objectives/Goals. The **vampire spawn** fear Seabordt and so work with their heads down. As such, they may not notice approaching strangers. As much as they’d be punished for not doing their job in the forge, they’d also be punished for allowing intruders to get past them. Upon first glance, they are only curious because of the amount of actual clothing and equipment that the disguised characters carry and because they don’t seem to be doing anything. Upon initial confrontation, they’re likely tell characters to get back to work.

What do They Know? The vampire spawn working in the area aren’t particularly knowledgeable about the actual workings of the Forge but know what the end result is. They know where Seabordt can be found.

PLAYING THE PILLARS

COMBAT

If the characters are identified as intruders and must fight, they can pull combat into one of the mausoleums. Spawn who identify them will take a full round to assess the threat before calling for help.

EXPLORATION

Vampire spawn teams patrol the area, looking for signs of rising new spawns stirring in the dirt. Their focus is mostly downward, so characters who attempt a stealthy placement of the smokepowder bombs may succeed on a DC 15 Dexterity (Stealth) check at each placement point. The mausoleums are optimal places to hide, but are not without risk. A buried spawn may stir and grab for a character in confusion, or a worker may question their right to be there.

SOCIAL

The shrouds of vampiric illusion aren’t perfect and the situation may occasionally call for a DC 13 Charisma (Persuasion) check to avoid suspicion.

EPISODE 3: INTO THE FANGS (STORY OBJECTIVE B)

Estimated Duration: 60 minutes

SCENE A. SANCTUM OF SHAR

When the characters depart the Forge of Fangs, they find themselves someplace new: Seabordt, the Vampire Cleric of Shar, has turned the doorway into a portal to Shar's Sanctum, where he awaits them.

PREREQUISITES

The characters can pursue this **Episode** upon receiving the **Call to Action**.

STORY OBJECTIVE B

Defeating Seabordt is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. A 30-by-50-foot chamber with smooth floor and walls, and ceilings about 15 feet high. Pillars carved into statues mark the front of the room, flanking an altar.

Vampire Tunnels. The same high slits in the walls are found here as are present in the rest of this underground network. Seabordt can use them to reposition himself during a fight, or to flee to his coffin chamber in mist-form once he is defeated.

Boom. Moments after the characters arrive, a tremor rocks the chamber and rattles the walls, then subsides. The bombs worked.

CREATURES & NPCs

Seabordt, the Vampire Cleric of Shar, who has been running this illicit vampire factory, is waiting here for the characters. He is unconcerned about the explosion about to happen down in the forge, for Shar has "told him" that this would come to pass,

and the deaths of all those vampires down below will be consecrated to Shar to help secure his position. The characters, in his opinion, have been doing Shar's will this whole time.

Objectives/Goals. Seabordt wants to oust Keresta Delvingstone, his superior, and become one of the ruling vampires of Vanrakdoom. He is ambitious and unafraid of using any tools at his disposal to secure his power or prove his might. He doesn't believe he can be defeated by mortals. However, he appreciates the skill and might with which the characters have gotten this far and is willing to turn them and make them his elite force.

BONUS OBJECTIVE B. As Seabordt is defeated, he visibly flows out of the room and through tiny openings in a secret door in the wall behind the altar. A character examining the wall that succeeds on a DC 18 Wisdom (Perception) check locates a hidden switch on the hand of the statue to the left of the altar that makes the door slide back into the wall. Alternatively, the thin plaster wall can easily be destroyed to access the room beyond.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Seabordt makes one attack per turn
- **Weak:** Reduce Seabordt to 110 hit points
- **Strong:** Increase Seabordt's movement by 10 in each form.
- **Very Strong:** Add one vampire spawn minion.

PLAYING THE PILLARS

COMBAT

Seabordt is especially weak to sunlight type effects but is not shy about doing radiant damage to others (hence his subjects' fear of him). He does not stay in one place to fight but uses shapeshifting and the wall slits.

EXPLORATION

Defiling or breaking the statues of Shar will enrage Seabordt and provoke him to use all his damage-dealing spells without thought to best tactics. This may be a way to deplete his magic early in the encounter.

SOCIAL

Seabordt does not intend to be stopped, particularly by common adventurers, but he may be flattered into sharing part of his plan for domination or flattered into distraction.

WRAP-UP: CONCLUDING THE ADVENTURE

The characters return to Skullport and meet with Artor Morlin. He is relieved that the atrocity is destroyed and Seabordt vanquished but warns the characters that this may have brought Shar's attention upon them in unwanted ways, and suggests they be on their guard in the Underdark in the future.

ADVENTURE REWARDS

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

(*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive **2** advancement checkpoint(s) and \$ treasure checkpoint(s) for each **story** objective that they complete, as follows:

- **Story Objective A:** Destroy the Forge of Fangs
- **Story Objective B:** Defeat Seabordt

The characters receive 1 advancement checkpoint and 2 treasure checkpoints for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Find the Greystone signet ring.
- **Bonus Objective B:** Permanently destroy Seabordt.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Ring of Shattered Stars. When wearing this ring, you are filled with feelings of safety and contentment, unless you bear witness to the symbol of Shar. Then you feel only rage. This item can be found in **Appendix 6**.

DOWNTIME ACTIVITIES

Characters completing the adventure unlock:

Scholar of Vanrakdoom. This adventure has awakened in an interest in Vanrakdoom and Vanrak Moonstar. Characters can spend their time studying the histories of Vanrak and his cult of Shar.

STORY AWARDS

Characters playing the adventure may earn:

Marked by Shar. Followers of Shar are always initially hostile to the characters.

DUNGEON MASTER REWARDS

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

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG

APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Artor Morlin (ARR Tore MORE linn).** Known also as The Baron of Blood. This masked lord is a vampire, but very few live to hold this knowledge. While wholly evil, Artor is calculating and respectful. His clothing, while fine, is outdated in fashion and he smells of dust and ancient blood.
Personality: *I send minions to deal with threats.*
Ideal: *I'm always one step ahead of my enemy.*
Bond: *Knowing my secrets means death.*
Flaw: *If I must fight, my bloodlust consumes me.*
- **Layela Greycastle (Lay-ELL-la GREY-cass-el).** A handsome vampire spawn, turned in her early 50s, with graying hair and a strong spirit.
Personality: *My former life is a fading dream.*
Ideal: *I work hard at everything I do.*
Bond: *My master is all that matters now*
Flaw: *I lack the brilliance I possessed in life.*
- **Forge of Fangs.** The fortified “vampire factory” where Seabordt is creating vampire spawn as swiftly as possible in order to overthrow Keresta Delvingstone as one of the leaders of Vanrakdoom.
Personality: *A busy, oppressive place rife with fear.*
Ideal: *The forge operates at a fevered pace.*
Bond: *Seabordt is obsessed with the forge's output.*
Flaw: *The workers here are weak from work.*

APPENDIX 2: CREATURE STATISTICS

BISCUITS, GHAST (GIANT CROCODILE)

Huge undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

BISCUITS, ZOMBIE (GIANT CROCODILE)

Huge undead, neutral evil

Armor Class 18 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

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

ACTIONS

Multiattack. The crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

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

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

ACTIONS

Proboscis. *Melee Weapon Attack.* +5 to hit, reach 5ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

ELDER DARKMANTLE (DARKMANTLE)

Small monstrosity, unaligned

Armor Class 11

Hit Points 55 (10d10 + 30)

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 10

Languages —

Challenge 3 (700 XP)

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

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check and discern its presence.

ACTIONS

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+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 15 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.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spears. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

HOOK HORROR

Large monstrosity, neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., darkvision 10 ft., passive Perception 13

Languages Hook Horror

Challenge 3 (700 XP)

Echolocation. The hook horror can't use its blindsight while deafened.

Keen hearing. The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The hook horror makes two hook attacks.

Hook. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

SEABORDT (VAMPIRE CLERIC)

Medium humanoid, lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

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

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages the languages it knew in life

Challenge 15 (10,000 XP)

Spellcasting. Seaboldt is a 9th-level Cleric. His spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, Protection from evil and good, shield of faith*

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

3rd level (3 slots): *bestow curse, dispel magic, spirit guardians*

4th level (3 slots): *banishment, guardian of faith, control water*

5th level (1 slot): *insect plague*

Shapechanger. If the vampire isn't in sunlight or running water, it can use its action to polymorph into a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage

taken, and the vampire regains hit points equal to that amount. The 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 in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

LEGENDARY ACTIONS

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

- **Move.** The vampire moves up to its speed without provoking opportunity attacks.
- **Unarmed Strike.** The vampire makes one unarmed strike.
- **Bite (Costs 2 Actions).** The vampire makes one bite attack.

SHRIEKER

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	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 0 (10 XP)

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

ACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

TITHANIL (COMMONER)

Small halfling, unaligned

Armor Class 10

Hit Points 4 (1d8)

Speed 20 ft.

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

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1800 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. **Hit:** 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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.

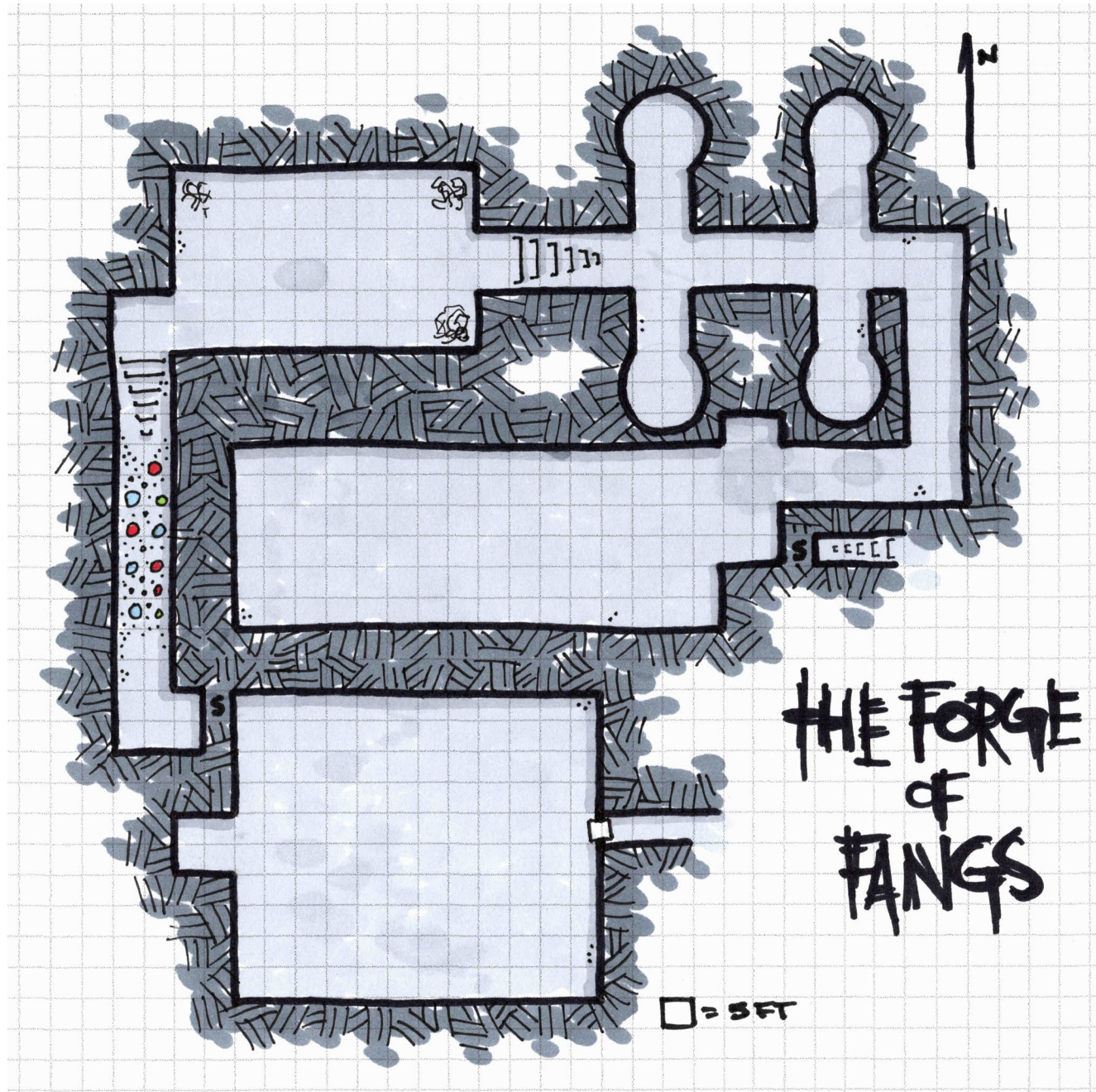
ACTIONS

Multiattack. The fungus makes 1d4 Rotting Touch attacks.

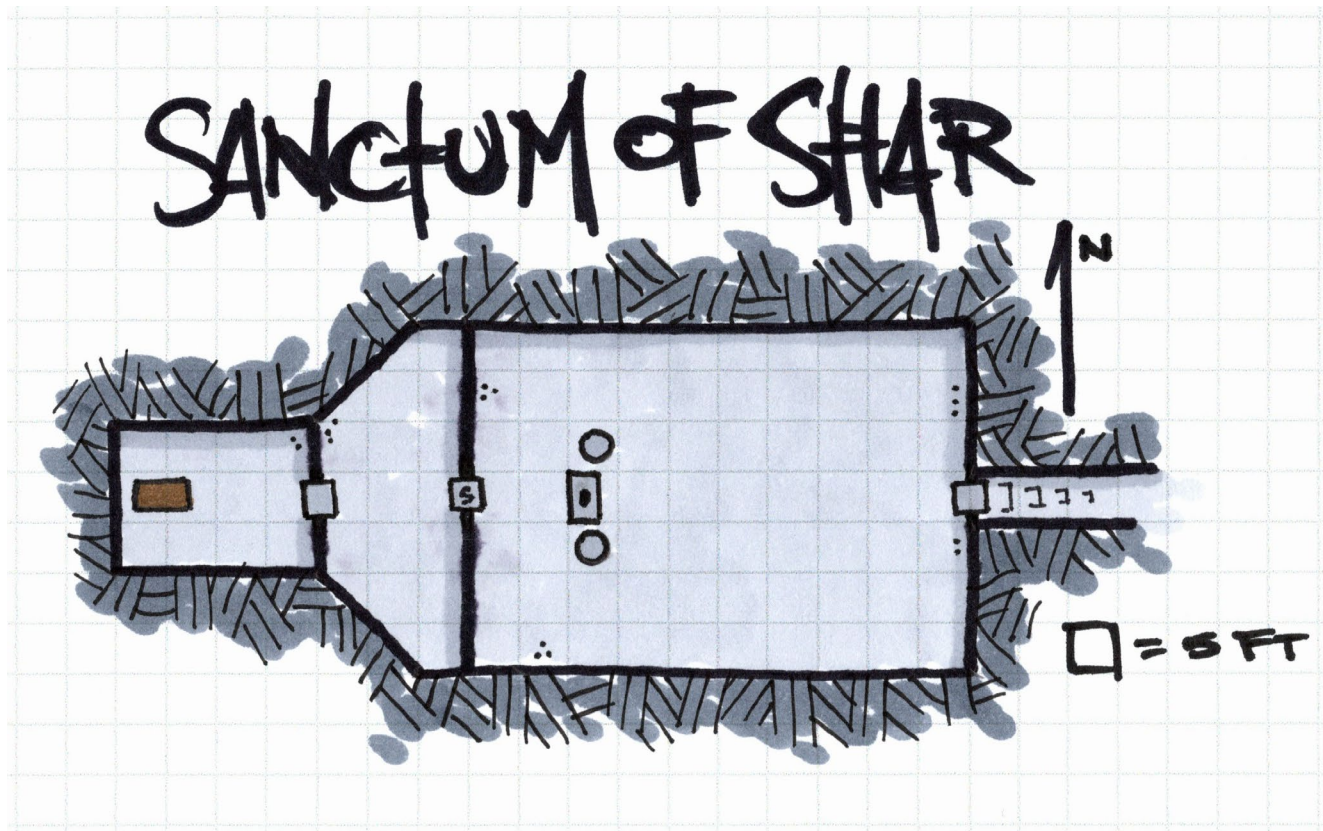
Rotting Touch. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one creature. *Hit:* 4 (1d8) necrotic damage.

APPENDIX 3: MAPS

THE FORGE OF FANGS



SANCTUM OF SHAR MAP



APPENDIX 4: HEIRLOOM (BONUS OBJECTIVE A.)

Estimated Duration: 60 minutes

SCENE A. VAMPIRE HARVEST

Turning dirt with a shovel, just inside the forge entrance, is a vampire spawn who wears a signet ring on her forefinger that matches the description given to the characters by Jenin Greycastle.

BONUS OBJECTIVE A

Locating and retrieving the Greycastle signet ring is **Bonus Objective A**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This area of the forge is a flat dirt floor broken into rectangular plots. Bodies are shallowly buried here, and workers patrol to spot them when they rise as new spawn.

Light. A stone enchanted with a permanent *light* spell (3rd level) is set into the ceiling and shines down into the room—negating the darkmantles' *darkness* ability.

Vampire Tunnels. The same high slits in the walls are found here as are present in the rest of this underground network.

Thwarted Discourse. As the characters approach, a senior vampire spawn confronts Layela and, in the characters' hearing, tells her to go clear the disruption from the blood lines that feed the cauldron. If the characters want to approach her, they must follow.

Blood Lines. The cauldron at the head of the forge is fed by glass pipes from a side area along the left-hand wall. Five vampire spawn are manacled here, being slowly bled into a trough that feeds toward the cauldron with a water mill type system. If the characters are friendly toward Layela, or if they try to rescue the spawn, they can learn that supplying blood for the new spawn is considered an honor.

Interruption of Service. However, the manacled honorees are easy food for stealthy predators. To best approach Layela, the characters should try to help her remove the threat. She attacks the creatures with her shovel.

CREATURES & NPCs

Layela Greycastle (a **vampire spawn**) was taken captive with her niece, Jenin. She was brought to the forge, while Jenin was rescued by adventurers. It is obvious she was a handsome older woman in life. Now her eyes are vacant and soulless. Four other **vampire spawns** are here.

Objectives/Goals. Layela has no need for mortal trappings. She wears her ring simply because it hasn't occurred to her to take it off. She will give it to the characters freely if asked for it or will accept any reasonable barter. It hangs loose on her dead skin, so an attempt to steal it requires only a successful DC 10 Dexterity check. The five **vampire spawn** manacled to the wall are being fed upon by **elder darkmantles**, three of which are to heads and two to chests, one per spawn.

Objectives/Goals. Restrained vampires are easy prey, and it is common for the other denizens of the area to come and try to feed on them.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **darkmantles**.
- **Weak:** Remove a **darkmantle**.
- **Strong:** Replace the **darkmantles** with a **chasme**.
- **Very Strong:** Replace three **darkmantles** with a **chasme**.

PLAYING THE PILLARS

COMBAT

If characters choose to help Layela fight the creatures, she will warn a strong party to block their ears before facing the chasme.

EXPLORATION

Layela can tell the characters more about the forge's layout, if asked.

SOCIAL

If characters offer to help Layela Greycastle, she accepts without suspicion and discusses about anything but her previous life.

APPENDIX 5: FINAL REST (BONUS OBJECTIVE B.)

Estimated Duration: 60 minutes

SCENE A. IN THE SANCTUM

Seabordt's mist body traveled through a particular aperture in the sanctum wall.

BONUS OBJECTIVE A

Destroying Seabordt and his coffin is **Bonus Objective A**.

AREA INFORMATION

This area has the following features:

Traps & Hazards. A pressure plate in front of the inner door (from the inner sanctum to the coffin chamber) Detecting the pressure plate requires a successful DC 20 Intelligence (Investigation) check, and they can be disabled with a set of thieves' tools and a successful DC 20 Dexterity check. If triggered, a **volley of poisoned darts** explodes in a 15-cone away from the door. Each creature in the area takes 1 piercing damage and must succeed on a DC 15 Constitution saving throw or poisoned. A creature poisoned in this way falls unconscious for 1 hour or until the poison is removed.

COMBAT

Tithanil is a noncombatant. If the characters choose to kill him, he begs for his life and promises to whatever the characters ask. Seabordt hasn't been in his coffin for long and has only 0 hit points. If **Seabordt** spends an hour in the coffin, he regains 1 hit point—which allows him to regenerate. Once this starts, he will be at full hit points in 8 rounds.

EXPLORATION

In the coffin with Seabordt's inert body is a small wooden box containing a smooth lock of dark red hair. Once upon a time, someone was special to him. The coffin can be destroyed (AC 13, 50 hit points; immune to poison or psychic damage).

SOCIAL

Seabordt's hold over **Tithanil** lapses when the vampire is destroyed. His servant is distraught and doesn't know where he is; he pleads with the characters to rescue him. If allowed to awaken, Seabordt begs for mercy (though he is only biding time until he fully regenerates). If he's not confident that he'll be able to defeat the characters, he polymorphs into a bat and flies into the network of tunnels that permeates the complex and flees to his mistress elsewhere in the level. His coffin destroyed, however,

SCENE B. COFFIN CHAMBER

This tiny room holds only a coffin, a bookshelf, and a wooden chair, all in matching dark red wood.

AREA INFORMATION

This area has the following features:

Coffin. Seabordt's coffin is as luxurious as one might expect, given his ego. A dark red wood, with polished brass hinges and a plush red lining.

CREATURES & NPCs

Tithanil sits in the single chair with an open book reading a story aloud beside an ornate wooden coffin. Within, Seabordt's inert body recovers from his encounter with the characters. He's got 0 hit points but regains 1 hit point an hour after he fled from the characters in **Episode 3**.

Objectives/Goals. This man is an actual mortal, here so that Seabordt can feed on him when he wakes. He is charmed into believing that he has been chose to serve in a position of utmost respect. He's far too weak to fight a team of adventurers and knows it, so he verbally protests if characters destroy the coffin but cowers in the room rather than flee or try to stop them.

PLAYING THE PILLARS

APPENDIX 6: MAGIC ITEM

RING OF SHOOTING STARS (TABLE H)

Ring, very rare (requires attunement outdoors at night)

While wearing this ring in dim light or darkness, you can cast *dancing lights* and *light* from the ring at will. Casting either spell from the ring requires an action.

The ring has 6 charges for the following other properties. The ring regains 1d6 expended charges daily at dawn.

Faerie Fire. You can expend 1 charge as an action to cast faerie fire from the ring.

Ball Lightning. You can expend 2 charges as an action to create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually.

Each sphere appears in an unoccupied space you can see within 120 feet of you. The spheres last as long as you concentrate (as if concentrating on a spell), up to 1 minute. Each sphere sheds dim light in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created.

Spheres	Lightning Damage
4	2d4
3	2d6
2	5d4
1	4d12

Shooting Stars. You can expend 1 to 3 charges as an action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of you. Each creature within a 15-foot cube originating from that point is showered in sparks and must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. This item is found on **Magic Item Table H** in the *Dungeon Master's Guide*.

While wearing this ring, you are filled with feelings of safety and contentment, unless you bear witness to the symbol of Shar. Then you feel only rage.

APPENDIX 7: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE ANNUAL STORYLINE?

<http://dnd.wizards.com/story/waterdeep>

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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