

UNCERTAIN SCRUTINY

A Dreams of the Red Wizards Adventure

In search of King Hekaton, you must enter the dread land of Thay—but getting in will prove less difficult than getting out.

Part Two of the *Storm King's Descent* series of adventures.

A Six-Hour Adventure for Tier 3 Characters.

Optimized For: APL 13



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ADVENTURE PRIMER

This adventure is designed for **three to seven 11th- to 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.

The adventure occurs in the Thayan city of Eltabbar, and in the vast series of dungeons beneath the Citadel of Thaymount.

BACKGROUND

KING HEKATON, ruler of **MAELSTROM** and lord of the storm giants, is missing, and the **WYRMSKULL THRONE** has been stolen! With the royal court of the giants in disarray, Hekaton's daughter, **PRINCESS SERISSA**, has assumed control. Her first act as queen is to determine who is responsible, but she knows that allowing the giants to investigate will further open up divisions in their already fractious ranks, and might leave her vulnerable to those who want to claim her power. Serissa has thus turned to smallfolk allies to aid her, as was done when her father went missing during the events of the *Storm King's Thunder* adventure.

Having traveled to Maelstrom on business regarding the **ILTKAZAR SCEPTER** she carries, the privateer **ZEHIRA** has become one of Serissa's allies in the hunt to recover the *Wyrmskull Throne* and determine the fate of King Hekaton. Zehira is a cunning swashbuckler who knows adventurers throughout Faerûn, and who can easily assemble a team to aid the new storm giant queen.

In the previous adventure, Zehira and her player character allies uncovered that the **CULT OF THE DRAGON** was responsible for the attack and the theft of the *Wyrmskull Throne*. During the investigation, they met the Turmish wizard **KHYNREE**, an ally of the Thayan **ZULKIR OF ENCHANTMENT, DAR'LOH MA**. Through a bargain struck with the zulkir, the characters learned that another group was responsible for King Hekaton's disappearance—**THE RED WIZARDS OF THAY**.

Zehira now seeks champions to join her in a bold adventure: to infiltrate the capital city of Thay and discover the fate and whereabouts of King Hekaton.

OVERVIEW

The adventure's story is spread over **three parts** and takes approximately **six hours** to play. The adventure begins with a "Call to Action" scene, but the call to action and part 1 are significantly different depending on whether the characters have the **Ally of the Zulkir** legacy event. To help understand the flow of the adventure, see "Appendix 1: Adventure Flowchart."

Call to Action: Into the Belly of the Beast. The call to action draws the characters into Eltabbar, the capital city of Thay. The characters' ally, Zehira, reminds them of what's at stake.

Part 1A: Dirt Under the Fingernails OR Part 1B: Queen of the Damned. After learning that King Hekaton has been killed and taken to the dungeons beneath the Citadel at Thaymount, the characters must find their way into that dangerous and well-guarded site. Gaining entry to the dungeons is **Story Objective A**.

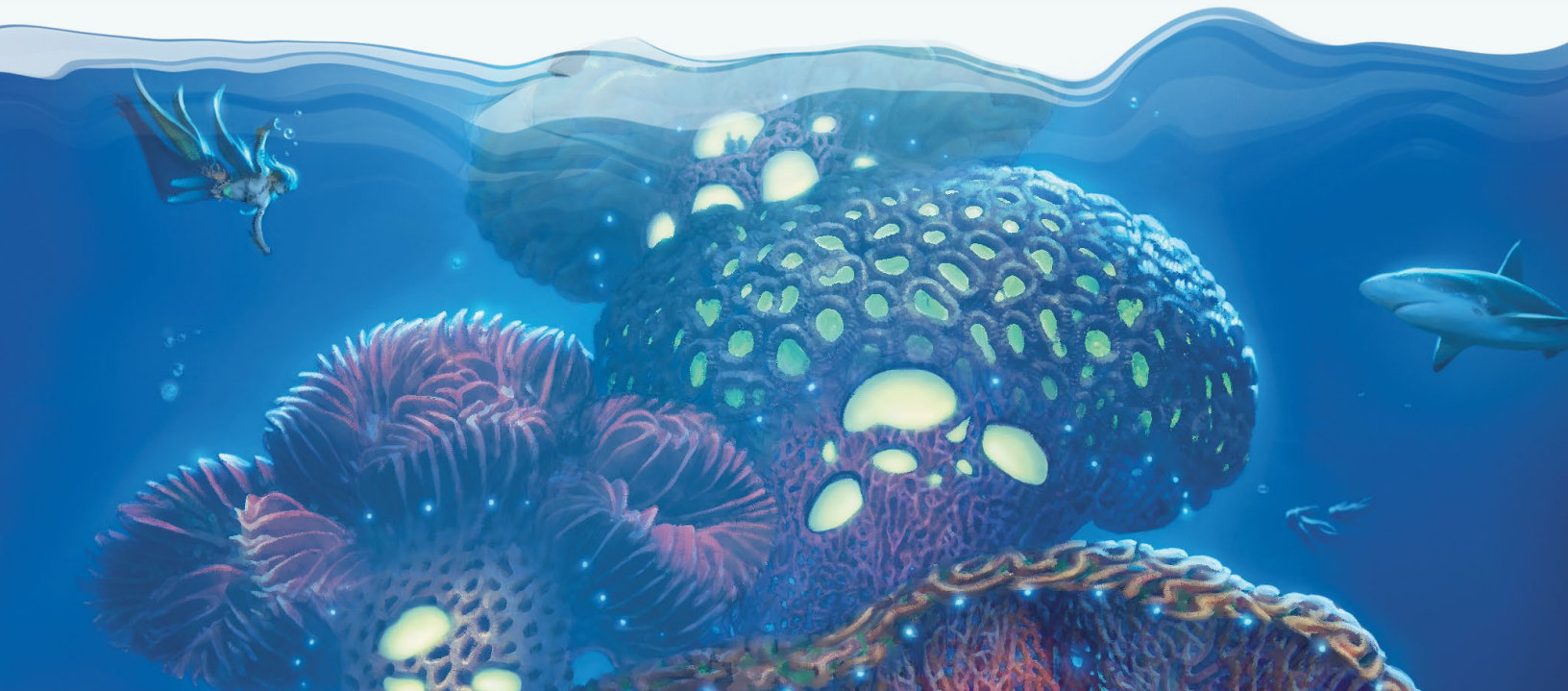
Part 2: Digging Deeper. The characters have reached the dungeons beneath Thaymount—though whether they arrive alive or as undead depends on their circumstances. There, they track down a new ally and make new enemies in their search for King Hekaton. Discovering the fate of the dead storm giant king is **Story Objective B**. Finding out what the Thayans know of the location of the Wyrmskull Throne stolen by the Cult of the Dragon is **Story Objective C**.

Part 3: You Can Check Out but You Can Never Leave.

Having obtained the information they came for, the characters discover that getting out of the dungeons beneath the Citadel is even harder than getting in. Escaping the dungeons is **Story Objective D**.

SETTING AS CHARACTER

Eltabbar and the dungeons beneath the Citadel are unique locations unlike any other visited in *Adventurers League* before. As part of your preparation for this adventure, be sure to check out "Appendix 2: DM's Setting Information" to get a good feel for how to make these fantastic locales stand out to your players.



ADVENTURE HOOKS

Uncertain Scrutiny follows directly from *DDAL-DRW04 Foreign Affairs*, picking up the hunt for the *Wyrmskull Throne* and for information regarding the fate of King Hekaton. If the characters didn't play the previous adventure, the following hooks provide possible ways to involve them in the scenario.

Better Dead Than Red. Veterans of *DDEP00-01 The Red War* or the defense of Port Nyanzaru in *DDEP07-02 Drums of the Dead* are contacted by their current or former factions. Those factions ask the characters to work against Thay by gathering information and sneaking into the dungeons beneath Thaymount.

You Good for Another Round? A character who has met Zehira, a recurring ally throughout the *Dreams of the Red Wizards* series, is the target of a *sending* spell asking for aid in infiltrating the heart of Thay.

Help Me Adventurers, You're My Only Hope. Princess Serissa of Maelstrom calls out to characters who helped her father in his time of need in *Storm King's Thunder*.

The Only Good Dragon is a Dead Dragon. Characters who have proven their valor against the Cult of the Dragon (including in season 1 of *Adventurer's League*, the *Tyranny of Dragons* adventure storyline, or the *Storm King's Thunder* adventure) are contacted with the grave information that the cult and the Red Wizards of Thay might be forming an alliance. Fearless souls are needed to go to Thay to investigate.

You're Hired! The characters are made aware of a lucrative and exceptionally dangerous job offer, involving a mission to the east. When they inquire about it, they're referred to Zehira, who hires them for the adventure.

LEGACY EVENTS



At certain points in the adventure, you'll see this glyph along with an entry that describes how the specified legacy event story award is earned or impacted by the story. Legacy events are specific type of story award that have significant impact on future parts of the story. Ignore the entry if it refers to a legacy event that none of the characters have. If it's referring to a story award the characters just earned, it provides information for you and the players.

Before beginning play, ask the players to check their Adventure Records for any legacy events that might affect this adventure. *Uncertain Scrutiny* incorporates the following legacy events and story awards from previous adventures in the *Dreams of the Red Wizards* series and *The Red War* epic.

ALLY OF THE ZULKIR

This optional legacy event has a significant influence on the call to action and part 1 of the adventure, essentially providing two different paths to reach part 2. If one character has this legacy event, this path is open to the party and all characters gain this legacy event. However, it is still up to the players whether the characters take up Zulkir Dar'lon Ma's offer of aid or whether they forsake it for this adventure. If some characters refuse to work with a zulkir, even to foil Szass Tam, the party will not be able to make use of this legacy event.

Two paths are presented in the call to action and part 1 of the adventure. Path A assumes the characters do not use this legacy event, while path B makes use of it.

HUNTED BY THE RED

This story award earned from *The Red War* epic comes into play throughout the adventure, granting additional benefits and introducing additional complications for the characters.

RECOGNITION OF A HERO

In part 2 of the adventure, an ally of the party confined to the dungeons beneath the Citadel recognizes one of the characters. Ask if any of the characters participated in *The Red War* epic, or, failing that, go for the character who has the most renown for a particularly heroic thing they've accomplished. This renown will be mentioned by the ally when they are introduced in part 2.

THE ILTKAZAR SCEPTER

Zehira Deryan is present with the characters throughout this adventure, unless there's a strong reason for her not to be. As the primary quest giver and sidekick, she has a vested interest in all that happens in the storyline. Zehira is also the wielder of the *Iltkazar Scepter*—one of the ten Ruling Scepters of Shanatar, forged by the dwarven gods and given to the ruling houses of that ancient dwarven empire.

The *Iltkazar Scepter* is an intelligent artifact-level magic item that is bonded to Zehira. It takes the form of a tapered mithral rod as thick and long as a dwarf's forearm, with a small platinum knob at the bottom and a rounded disk adorned with a ring of seven tiny red gems at the top. A wielder attuned to the scepter has access to these properties:

- They gain a +3 bonus to attack and damage rolls made with this scepter, which can be wielded as a magic club.
 - They can make the scepter appear nonmagical at will, as if it were under the effect of the *Nystul's magic aura* spell.
 - They can use the properties of the *Wyrmskull Throne*. Additionally, the scepter has 10 charges, and it regains 1d6 + 4 expended charges at dawn. The wielder of the scepter can use these charges to access the following properties:
 - If the wielder is underground or underwater, they can use an action to expend 1 charge to determine the distance to the surface.
 - As an action, they can expend 2 charges to cast the *sending* spell from the scepter.
 - As an action, they can expend 3 charges to cast the *teleport* spell from the scepter. If the destination is within 60 feet of the *Wyrmskull Throne*, there is no chance of a teleport error or mishap occurring. (Because the *teleport* spell takes the caster to a location, not an object, the wielder must know the location of the *Wyrmskull Throne* in order to teleport to it.)
- The *Iltkazar Scepter* has additional properties that manifest throughout this series of adventures. (For example, Zehira uses it to disrupt a magically sealed door in part 3 of this adventure).

Though Zehira is a close ally of the characters, she does not allow anyone else to use the scepter, and the scepter cannot be attuned to another creature. If Zehira is incapacitated or killed and the characters attempt to claim the artifact, it teleports away from them, taking Zehira with it.

CALL TO ACTION: INTO THE BELLY OF THE BEAST

Estimated Duration: 20 minutes



The adventure begins with the characters reaching the Thayan capital of Eltabbar, either finishing a long overland journey by crossing Lake Thaylambar, or by teleportation (if the characters have the *Ally of the Zulkir* legacy event). If the characters have come overland, play through “The Blue Kingfisher” part of this section. If they come by teleportation, play through “A Thayan Teleportation” below.

This part of the adventure begins not long after *Foreign Affairs* ended. Be sure to review adventure hooks with players whose characters did not play that adventure before you begin.

THE BLUE KINGFISHER

The last stage of the characters’ overland journey to Thay sees them crossing Lake Thaylambar on *The Blue Kingfisher*, a barge that has sailed to and from Thay for more than a decade, and which wears the passage of time well. There’s not a cloud on the horizon as the barge nears Eltabbar.

The Blue Kingfisher creaks and groans as the city of Eltabbar looms on the horizon. It’s been a long journey, but one thankfully free of Thayan obligations. As you draw closer to your destination, Zehira calls everyone on the deck to discuss the plan of action.



WHAT ZEHIRA KNOWS

Zehira knows that once the barge lands in about an hour, the characters will have precious little time before the Thayans want them out of port. The Red Wizards and their bureaucracy don’t appreciate guests without formal invitations. The characters might have only a matter of days to find allies and gather information before the Thayans catch up to them and force them to flee.

Zehira asks if the characters have any allies in Thay, and she talks about one contact of her own—Gaedynn Telstaerr, who operates a winery in the city. The last time she and Gaedynn met, he was well connected, and Zehira hopes he might be willing to help the characters in their quest—though his aid will no doubt have a price.

Zehira then lays out a few things she knows about Eltabbar and Thay:

- The city is old, and one of the few in Thay that allows outsiders. It’s a trading hub, and one of the wealthiest cities in Faerûn.
- Thayans employ low-caste humanoids of all types (those without martial or magical talent) alongside undead throughout the city. Interrupting or interfering with the work of those laborers is a good way to gain the wrong kind of attention—as is impersonating a Red Wizard, which is punishable by enforced servitude or death.
- The city is close to Thaymount, which means that any transgression here is met with immediate and brutal violence. Zehira underlines the importance of everyone being on their best behavior.
- Zehira will be with the characters throughout their time in Thay, and can be relied on in a fight. She can also take care of securing lodging, transport, and the like, and is always happy to offer advice.

CALL TO ACTION

Regardless of what Thay has to throw at them, Zehira and the heroes need to find out what part the Red Wizards played in the disappearance of King Hekaton. They must then rescue him if possible, and learn what the Thayans know about the location of the *Wyrmskull Throne*.

DEVELOPMENT

Once the characters arrive in Eltabbar, proceed to “Part 1A: Dirt Under the Fingernails.”

A THAYAN TELEPORTATION

Characters who have agreed to accept the assistance of Dar’lon Ma, the Thayan zulkir of enchantment, are teleported directly to Eltabbar by a Turmishan wizard by the name of Khyree. (Characters who played through *Foreign Affairs* know Khyree from that adventure.)



Khynree's *teleport* spell is well executed, with only the smallest bit of vertigo-like discomfort. As the wizard nods and teleports away without another word, you find yourselves standing in a dimly lit room, where a bone-thin man with pallid skin, sunken eyes, and stringy hair awaits you.

"Good, good, you've arrived," the figure says. "The master will be pleased."

AREA INFORMATION

The area the characters teleport into has the following features.

Dimensions and Terrain. The room the characters are in is made of stone and measures 30 feet square. A 10-foot-diameter teleportation circle stands at the center of the room.

Lighting. The room is dimly lit by shrouded lamps.

Scents. The room has an antiseptic and slightly acidic odor.

Supplies. Cots are set up around the room, and a table is set with fresh food and drink.

CREATURE INFORMATION

Grayson (a neutral evil **ghoul**) is a low-level member of the Undying Resistance, a faction seeking to change the place of intelligent undead in Thay (see the sidebar). He greets the characters and offers them the refreshments prepared for their arrival—water, wine, and nourishing food. He also offers the use of the cots for anyone who needs to rest. (Not all who teleport into Thay are in as good a shape as the characters.)

What Does Grayson Know? The characters have arrived in Eltabbar, the capital city of Thay. They are in the sanctum of Elchorius, who graciously welcomes them, and who is eager to meet with them when they are ready.

What Does Grayson Want? Grayson considers it a privilege to be able to meet with non-Thayan folk. He greatly wishes to know what goes on outside Thay, but tempers himself as best he can to be genial to the guests. He knows that if they are here, they are Allies of Dar'lon Ma and have work to do in the city, and he does not risk delaying them for the sake of his curiosity.

With the characters safely in Thay, Zehira can share the following information:

- The city is old, and one of the few in Thay that allows outsiders. It's a trading hub, and one of the wealthiest cities in Faerûn.
- Thayans employ low-caste humanoids of all types (those without martial or magical talent) alongside undead throughout the city. Interrupting or interfering with the work of those laborers is a good way to gain the wrong kind of attention—as is impersonating a Red Wizard, which is punishable by enforced servitude or death.
- The city is close to Thaymount, which means that any transgression here is met with immediate and brutal violence. Zehira underlines the importance of everyone being on their best behavior.
- Zehira will be with the characters throughout their time in Thay, and can be relied on in a fight. She can also take care of securing lodging, transport, and the like, and is always happy to offer advice.

THE UNDYING RESISTANCE

The rise of Szass Tam and the school of necromancy in Thay has not been the boon to undead that some might expect. While the appearance of undead on the streets of Thayan cities and smaller settlements is commonly accepted, those undead are uniformly under the direction and control of the living. Only the intelligent undead who are also Red Wizards are truly independent.

A number of intelligent undead across Thay have banded together to form the Undying Resistance: a group that believes that intelligent undead should have the same rights as any other citizen. Though their numbers are small, the Undying Resistance includes a number of powerful members whose work is shrouded in secrecy.

CALL TO ACTION

Regardless of what Thay has to throw at them, Zehira and the heroes need to find out what part the Red Wizards played in the disappearance of King Hekaton. They must then rescue him if possible, and learn what the Thayans know about the location of the *Wyrmskull Throne*.

DEVELOPMENT

When the characters are ready to begin, proceed to "Part 1B: Queen of the Damned."

PART 1A: DIRT UNDER THE FINGERNAILS

Estimated Duration: 100 minutes

This part of the adventure is for characters who travel overland to Eltabbar, making the last stage of their journey across Lake Thaylambar. A contact of Zehira's reveals the fate of King Hekaton, and helps put together a risky plan to learn more about the Red Wizards' plots.

SO, ABOUT THESE FIGHTS ...

Many of the combat encounters in this section are tough, and information for scaling the fights is not provided. This is on purpose. Combat is not the optimal path in this part of the adventure, and while careful application of force can be successful, a stand-up fight will not serve the characters' mission well. Feel free to have Zehira warn the characters (repeatedly if necessary) that Eltabbar is home to many powerful people, and that there are alternatives to fighting.

A WARM WELCOME

As the barge comes into port, a handsome, salt-and-pepper bearded man awaits it on the docks. He wears gray noble's attire over multitudes of Thayan tattoos, and has a red rose set prominently at his lapel.

"Zehira!" the figure calls out. "It's so good of you to visit. And I see you've brought friends! I am pleased to be the first one to welcome you and the *Itkazar Scepter* to Eltabbar!"

CREATURE INFORMATION

The figure on the dock is Zulkir Damond (a lawful evil human **archmage**), the Thayan zulkir of divination, and ruler of Eltabbar. He is not actually present, since he has no desire to be within striking range of powerful adventurers visiting his city, but is instead using the *project image* spell to greet them. A *detect magic* spell senses the illusion magic, and truesight allows a creature to see through Damond's spell.

ZULKIR DAMOND

Lawful evil human archmage

Zulkir Damond is an aging human in excellent health. He projects an image of cunning, and he wears the most fashionable and classy noble attire in charcoals and grays, with a red flower or ascot strategically placed to show his allegiance, rather than traditional full red robes.

What They Want. Damond wants the characters and Zehira to know they're being watched. His divination ability has warned him that the party will create a minor disturbance in the city, but not one that threatens his position. As such, he allows their presence in the hope that their actions might ultimately work to his advantage.

Meticulous Gardener. Damond rose to power by being cautious and thorough in equal measure, planting the seeds of power like a gardener. Even as he now harvests that power, he is constantly tending to the garden he has meticulously grown in his own image. He understands that powerful adventurers with an artifact have the potential to threaten him and his city.

Any character with a passive Wisdom (Insight) score of 15 or higher, or who succeeds on a DC 15 Wisdom (Insight) check recognizes that it is highly unusual for the archmage ruler of a city to greet guests in such a manner. It is clear that the party's arrival in Thay has been foreseen, and that all the characters are being watched.

Damond briefly asks the party's business in Eltabbar, and recommends a few places for them to visit. These include the Museum of Thayan Majesty, the renowned corpse wineries, luxury shops, and similar tourist traps that speak to the glory of Thay. He tells them they are welcome in his city for two days, during which time they may conduct their business—and after which, they will leave. He then wishes them well before he disappears, ending the spell and vanishing into thin air.

With only two days for the characters to pursue their inquiries, Zehira makes it clear that they will need to move quickly.

Characters can use this time to explore Eltabbar (see "Appendix 2: DM's Setting Information") or to move on directly to meet with Gaedynn. As they move through the streets, they don't note anyone watching or paying particular attention to them.



STORY OBJECTIVE

Entering the dungeons beneath the Citadel at Thaymount in two days or less is **Story Objective A**.

CORPSE WINE

Thay has long been known for the quality of its vineyards and the wines they produce. But the disturbingly named ‘corpse wine’ is a relatively recent development among Thayan vintners. A favorite drink among intelligent undead and decadent mortals—and growing in popularity under the rule of Szass Tam—corpse wine incorporates the bodies of dead humanoids into the vinification process, making use of special recipes that prevent the wine from putrefying even as it takes on a delicate bouquet of death.

WINE WARS

Whenever the characters are ready to meet Zehira’s contact, she leads them from the main docks to the banks of the River Eltar. A wide variety of looming warehouses stand along the riverfront, each set with a large sign that glitters with magical effects to make it noticeable, day and night. The sign on the warehouse toward which Zehira leads them identifies the place as “Telstaerr’s.”

Beyond its glass front door, this winery features an elegant lobby and wine-tasting room, all in brick and marble. A wide variety of green-glass bottles are on display on dark wood tables.

A short human woman with dark hair looks over as you enter, then rings a bell. After a moment, a tall, thin, bald human man in violet robes emerges from a back room. He flashes a genial smile that shows crooked, yellowed teeth. “Zehira, darling. What brings you back to Thay?”

After a brief embrace, Zehira introduces the characters to Gaedynn Telstaerr (a lawful neutral human **noble**), scion of the Telstaerr line and master vintner of Telstaerr corpse wine.

GAEDYNN TELSTAERR

Lawful neutral human noble

Gaedynn is the picture of Thayan nobility—fit, pale, and bald like so many of the mages who rule the city. He speaks eloquently and is an expert at manipulation.

What They Want. Gaedynn wants more power and prestige for his family winery.

Darling of the Wine World. Gaedynn is a prominent voice in the world of wine, entertainment, and high-class social gatherings. He has the interest, if not the full respect, of every noble and zulkir in Thay.

Gaedynn welcomes the characters, telling them that any friends of Zehira’s are friends of his. When Zehira asks if they can discuss the reason she and the characters are in the city, Gaedynn leads them to a private room with a large glass window looking over huge wooden barrels in the warehouse below. Two workers can be seen, lowering a naked human corpse into a barrel before sealing it. A broad table in the room holds a number of bottles of wine—all of which clearly hold bone fragments within them.

As Zehira and the characters discuss why they’ve come to Thay, Gaedynn can provide the following information:

- In response to any talk of King Hekaton, Gaedynn’s mood darkens as he regretfully tells the characters that Hekaton is dead. The storm giant king’s corpse was brought to Eltabbar with much fanfare, then paraded along the river before being taken to Thaymount—likely to the dungeons under the Citadel. He recalls the spectacle clearly, saying that the sales of wine were particularly good that day.
- No one other than Red Wizards, their guests, remarkable prisoners, and the undead get into Thaymount. Fewer still get into the dungeons below the Citadel, which are reserved for powerful criminals (including adventurers working against Thay, traitors, and disgraced Red Wizards), undead deemed worthy of termination, and Szass Tam’s most gifted students. Those students test out new projects on unwilling victims collected from among the condemned, making being sent to the dungeons a fate worse than death.
- Goods travel more freely to and from Thaymount. Gaedynn’s winery frequently sends shipments of wine there for ceremonies and gatherings, but he has no orders going to Thaymount in the next two days. An unscheduled shipment would immediately arouse suspicion.
- Thankfully, Gaedynn knows that a rival house is sending a large number of barrels of wine to a celebration for one of Lord Szass Tam’s apprentices that very night. And if something were to happen to that shipment, he and his winery would be in a perfect position to step up, giving the characters a possible starting point for getting into the dungeons where King Hekaton’s body most likely lies.

GAEDYNN’S OFFER

Gaedynn sets out an arrangement of mutual convenience for the characters. If they break in and ruin the shipping area of the Farkas winery, he’ll smuggle them into the celebrations at Thaymount. From there, the characters can sneak their way into the dungeons beneath the Citadel.

Gaedynn gives the characters time to discuss whether to take the job or not. If they seem reluctant, Zehira can share that this sort of corporate espionage is business as usual in Thay. But if the characters are going to do dirty work, they need to be careful. Justice in Thay is swift, and often results in execution—followed by undead servitude. The worst offenders are sent to the dungeons under the Citadel as a precursor to lengthy trials, but never with weapons, armor, or other resources. Zehira believes that Gaedynn is on the level, and that his plan offers the best chance for the characters to gain access to Thaymount.

If the characters agree to the plan, Gaedynn gives the characters all the necessary details:

- The Farkas family winery is a smaller, up-and-coming operation. The characters’ job won’t be as simple as just destroying wagons to stop shipments. Gaedynn wants the Farkas winery so badly damaged the family can’t recover. This will allow him to buy them out after the characters strike.

- One of the reasons the Farkas family hasn't been taken over by another group yet is because they're a family of former adventurers. But surely Zehira's crew can best some retired explorers.
- The winery warehouses along the river all share a similar layout—tasting room and offices in front, shipping and receiving areas exposed to the side, and the rest of the warehouse space used to ferment and age the wine.
- The characters will be better off hitting the warehouse than trying to attack shipments in transit. The route between the city and Thaymount is well patrolled.
- Goods shipped to Thaymount are tightly regulated and scheduled. For a replacement order to be sent within the proper timeframe after Gaedynn negotiates the buyout, the characters have only six hours to complete the job.

HEIST TIMING

This job has a tight timetable as written, but feel free to modify it as suits your group. Some players and play styles will thrive under the threat of pressure and the need to have the job finished within 6 hours of game time. Other players might be overwhelmed by decision paralysis. Either way, though, you can use timing as a motivator to keep scenes moving if the players get mired in too much planning.

PREPARATIONS AND PLANNING

The Farkas winery is a smaller warehouse a few streets away from the banks of the river. Though it's not a prime location, it is known as one of the hottest up-and-coming wineries in Eltabbar.

The characters might want to prepare before their incursion into the warehouse, whether by gathering information, scouting the location, creating disguises, forging identification, or using a background feature. Each preparation activity takes 1 hour of game time. For activities that require an ability check, characters can use the Help action to work together and grant advantage on the check, but that cooperation doesn't reduce the amount of time necessary.

Share the handout of appendix 9 with the players, to remind them of their objectives and clarify their planning options. If the characters are dithering or taking a long time to come up with a plan, have Zehira remind them what is at stake and prod them toward action.

GATHERING INFORMATION

A character who takes this action and who succeeds on a DC 18 Intelligence (Investigation) or Charisma (Persuasion) check learns one of the following pieces of information, rolled randomly or chosen by you. If the check succeeds by 5 or more, the character learns an additional piece of information. Do not repeat the same information.

INFORMATION LEARNED

d8 Information

- 1 The Farkas family are a group of former adventurers who operated out of the Moonsea region. They made allies in Thay and moved to Eltabbar after slaying an ancient black dragon.
- 2 The winery is an up-and-coming favorite among Eltabbar locals. The place is constantly visited by mages, nobles, and priests planning special events.
- 3 The winery is prosperous, and hosts tours twice a day. The characters have already missed the early tour, but could use the later tour as a means of gathering information about the winery, or to cause a distraction.
- 4 In addition to the Farkas family, many young adventurers work in the winery, learning skills from the retired adventurers.
- 5 Kethra Farkas was a potent mage in her adventuring days, but she now mainly represents the winery to large clients. This includes maintaining relationships with many nobles and other important people, and visiting those clients' estates. She's married to master vintner Bogdan.
- 6 Bogdan Farkas, a renowned priest of Chauntea, is a master vintner and rarely leaves the winery. He often comments that this life isn't exactly what he planned for his retirement, given that he's constantly working. He's married to Kethra, who focuses on customers and marketing.
- 7 Kethra is known to have a menagerie of familiars who travel with her wherever she goes, but her favorite is a tressym named Jesse.
- 8 The Farkas Winery has a Thayan noble patron—whispers hint that it might even be a zulkir—and any danger there will surely draw the patron's attention.

SCOUTING THE AREA

A character who takes this action makes a Wisdom (Perception) check. The total of the check determines the amount of information gleaned from observing and moving around the area.

- DC 10.** The winery has the same basic layout as the Telstaerr operation—a large warehouse featuring a smaller front section of lobby and tasting rooms, with the bulk of the space devoted to storing, aging, and bottling wine.
- DC 15.** The shipping area is one of the most exposed areas of the winery, and its wagon-sized doors are kept open all day. At any given time, three to five wagons are pulled up to pick up orders and drop off empty barrels, bottles—and corpses.
- DC 20.** Cleverly inscribed symbols on most of the doorframes appear to be *glyph of warding* spells.
- DC 25.** The tasting room is inside, but has windows allowing views of the fermenting area and the shipping area.

CREATING DISGUISES

A character with a disguise kit who is proficient with its use can create a disguise and make a Charisma check using their proficiency bonus. The check total is the DC required to see through the disguise with an Intelligence (Investigation) or Wisdom (Insight) check. Potential disguises include the uniforms of low-caste workers (who are largely ignored by other people) and the uniforms of Farkas employees.

FORGING IDENTIFICATION

A character with a forgery kit who is proficient with its use can create forged identification and make a Dexterity check using their proficiency bonus. The check total is the DC required to spot the forgery with an Intelligence (Investigation) or Wisdom (Insight) check.

USING A BACKGROUND FEATURE

Any character can also spend 1 hour to utilize a background feature, typically to gather information without requiring an ability check. When a character does so, give them one piece of data from gathering information or scouting the area that the party doesn't have already.

Background features can also be used to generate results outside the scope of information gathering or scouting. For example, a character with the criminal background might gather allies to cause a distraction. A character with the noble background might gain a private audience with Kethra that provides the characters with a way in to the Farkas winery. Or the guild merchant background might allow a character to arrange for a cart and wagon to pick up a large order. Embrace creativity, and empower your players to think outside the box.

EASY WAY OUT

Ethically minded adventurers might see this challenge and ask, "Are there any alternatives to destroying this family's business so they can be taken over by the sketchy friend of an NPC?" From their intelligence-gathering activities, you can have the characters initially learn that Kethra and Bogdan are the couple in charge of the winery, and that both had admitted to friends and clients that the operation is more work than they expected.

If the characters speak with the couple with any eye to buying them out, Kethra and Bogdan are initially not interested in giving up the winery. However, a successful DC 22 Charisma (Deception or Persuasion) check or DC 26 Charisma (Intimidation) check can encourage them to consider the idea. Because it took a significant part of a black dragon's hoard to get the winery set up and successful, Kethra and Bogdan would need at least 35,000 gp to cover their investments and expenses, and to start somewhere else anew.

The two are open to reducing the cost to 20,000 gp if the characters promise to escort them out of Thay, since they expect they'll need additional protection against their former patron. If the characters agree, each character must spend 20 downtime days at the conclusion of this adventure to perform this service.

As part of this less-hostile takeover, Gaedynn grants the characters the 10,000 gp he was planning to use to buy the Farkas family out, but they must come up with the other 10,000 gp themselves.

FARKAS WINERY

This section describes the Farkas family winery and sets up the characters' infiltration. A map of the winery can be found in appendix 5.

AREA INFORMATION

The area has the following features.

Construction. The warehouse is made of stone with a clay-tile roof. The inside walls are stone unless noted otherwise.

Height. All areas of the building have 20-foot-high ceilings.

Light. Unless otherwise indicated, all areas of the winery are brightly lit by *driftglobes*, and by sunlight through the windows during the day.

Roof. The roof is made of red clay tiles. There is no ready access to inside through the roof, but the tiles can be broken or moved out of the way to make one with a successful DC 18 Strength check. Breaking or moving the tiles is equally loud, and is noticed by any creatures in the area under that part of the roof unless magically quieted.

Windows. The windows of the winery are normal glass and can be broken through easily. Unless doing so is magically silenced, breaking a window creates a great deal of noise that draws the attention of any nearby creatures.

Scents. The scent of grapes, yeast, and wine are present everywhere in the winery.

Hallowed. The winery is under the effect of the *hallow* spell, preventing teleporting in or out of the building even for characters with approved Thayan tattoos or *spell tiles* (see appendix 15).

W1. LOBBY

Yuiredd Farkas (a neutral half-elf **warlock of the fiend**) and his husband Rhistel (a chaotic good **spring eladrin**) work the front lobby, entertain guests, and ensure that public activities at the winery (tours, tastings, and meetings) stay on schedule.

The lobby area features leather chairs, marble flooring, and gilded accents to impress guests. The heavy wood and stone front desk provides half cover. A ten-foot-high set of steps leads to the tasting room, and a side door behind the front desk leads to offices.

W2. TASTING ROOM

A large, elegant table in this area offers bench seating for several people, and is adorned with fresh flowers and polished skulls. Dozens of bottles of Farkas wines are on display here, and large windows offer views into the fermenting area (area W4) and the shipping area (area W5).

One Red Wizard of Thay (use the **archmage** stat block), her guardian (a **warlord**), and two retainers (both **bards**) are present when the characters first enter or see into this area, picking out vintages for an upcoming celebration. A Farkas associate (also a **bard**) helps them sample.

Jesse, Kethra Farkas's **tressym** familiar, also lounges in the tasting room, keeping an eye out for invisible creatures in this area and through the windows revealing the fermenting area. If the guests notice anything amiss, the associate rushes to get help while the Thayans defend themselves.



W3. OFFICES

Kethra Farkas (a neutral good tiefling **abjurer**), two **mages**, and two **commoners** are at work here when the characters first arrive or see into this area. The offices are protected by *alarm* spells and *glyph of warding* spells set on the doors, both of which are triggered by any nonemployee who enters this area. Either spell can be dispelled with *dispel magic*, or can be removed with a successful DC 18 Intelligence (Arcana) check or Dexterity check using thieves' tools. The *glyph of warding* is a spell glyph that casts *hold person* on the first intruder through the door.

Treasure. A safe within the office holds a valuable supply of diamonds. Kethra and Bogdan know the combination, or the safe can be opened with a successful DC 20 Dexterity check using thieves' tools.

KETHRA AND BOGDAN FARKAS

Neutral good tiefling abjurer and lawful good half-orc war priest of Chauntea

Kethra and Bogdan are a hard-working married couple who were successful adventurers in their time. Kethra is a slender, blue-skinned tiefling with golden eyes and curving ibex-like horns over her white hair. Bogdan is a bulky, muscle-gutted half-orc of dark complexion and gentle eyes.

What They Want. Kethra and Bogdan want to see their winery succeed, though they've come to realize it's more work than they anticipated.

Picture of a Successful, Loving Couple. Kethra and Bogdan stopped the great evil of an adult dragon years before and lived to tell the tale—and to spend the loot. They carry a heroic reputation, and have created a life for themselves that many adventurers dream of. As such, they aren't willing to give that life up without a fight.

W4. FERMENTING AREA

Bogdan Farkas (a lawful good half-orc **war priest** of Chauntea) and five workers (all **experts**) are in this area when the characters first arrive or see in here. The estate hosts tours twice a day, during which times other guests might be in the fermenting area (see “Playing the Pillars” below for more information). This area is magically cooled, keeping it below 70 degrees Fahrenheit or 21 degrees Celsius at all times.

Glyph of warding spells are cast throughout the room, but these store the *control flames* spell in case of fire. The room has no other magical alarms.

Fermenting Barrels. The central fermenting area is lined with huge barrels where the corpse wine matures. Each barrel is 10 feet on a side, and has AC 12, 100 hit points, vulnerability to fire damage, and immunity to poison and psychic damage. If a fight breaks out in this area, members of the Farkas family and their employees avoid damaging the barrels at all costs.

Vintage Vault. An adamantine door (AC 20, 100 hit points, immunity to poison and psychic damage, immunity to damage from nonmagical attacks excluding siege weapons, and resistance to all other damage) seals off a dark room inset into the corner of the fermenting area. The door is protected by a magical ward that allows it to be opened only by someone of Farkas blood—or with Farkas blood on their hands. The ward can be overcome with a *dispel magic* spell (DC 18). Within are high, round racks each set with one hundred bottles of each year's vintage left here to age.

W5. SHIPPING AREA

Lambrac Farkas (a neutral good half-elf **warlord**) and Guy Farkas (a neutral tiefling **assassin**) are here when the characters first arrive or can see into this area, along with two young adventurers (use the **gladiator** stat block) and twelve laborers (**commoners**) keeping orders flowing to customers. The shipping area is full of bottles and wine barrels ready to go to various functions—thirty barrels in this area, along with two wagons and four horses outside.

HOW MUCH IS IN A BARREL, ANYWAY?

The standard shipping barrels used at the Farkas winery are much smaller than the huge fermenting barrels. Each is made of aged Chondalwood oak with metal bands, and holds 200 liters or 53 gallons. A barrel has AC 12, 25 hit points, immunity to poison and psychic damage, and vulnerability to fire damage. Breaking open more than a few barrels produces a volume of liquid that quickly becomes noticeable. Like all wine, Farkas wine does not contain enough alcohol to be flammable.

THE BRUTE SQUAD

In addition to the staff and guests on site, the popularity of Farkas wine means that the family can quickly draw upon aid from their powerful friends and their patron as needed. If Kethra, Bogdan, or Lambrac perceive that they are facing a credible threat, that NPC breaks a *spell tile* of *sending* to call for help. An **archmage**, two **warlord** Thayan knights, two junior **mages**, and six **gladiator** house guards arrive 10 rounds later. If these forces defeat the characters, they avoid killing them. See the “So You Got Caught” sidebar.

SPELL TILES

This adventure uses a unique Thayan magic item called a *spell tile*. These items function like *spell scrolls*, except they are usable by any creature, and any choices the caster would normally make are set by the *spell tile*'s maker when it is created. For example, a *spell tile of sending* can send a message only to a specific person determined when the tile is made, and a *spell tile of teleport* is created keyed to a specific destination.

As an action, a creature holding a *spell tile* can break it to cast its spell. Spells on *spell tiles* cannot be copied to a wizard's spellbook.

SO YOU GOT CAUGHT

If the characters find themselves overwhelmed during combat, their assailants don't kill them—but the characters might wish they had. This part of the adventure ends and the characters wake up in the "Captured!" section of part 2 without any of their equipment, and with two levels of exhaustion.

PLAYING THE PILLARS

You can make use of the following suggestions when running the encounters in the winery.

Exploration. One of the best times for the characters to strike is during a tour, since the Farkas family members and winery staff will focus on protecting their guests rather than protecting the wine or making an immediate counterattack. A tour party consists of twelve **commoners**, one **mage**, one **gladiator**, and one **priest**. If a threat arises in the shipping area, the tour guides rush to get the guests to the safety of the lobby before they return to deal with the threat.

Combat. If a fight erupts, the Farkas family are proud, retired adventurers who don't pull punches, and who are quick to call for aid (see "The Brute Squad" above). They are all canny combatants who focus on spellcasters first, then on lightly armored strikers. Once those threats are dealt with, they clean up heavily armored and resilient foes last. If a fight erupts in one part of the warehouse, any family members who aren't incapacitated or silenced shout out an alarm for staff and family in other parts of the winery to hear. Those other NPCs come to investigate within 2 rounds.

Social. It's not necessary to fight the Farkas family to fulfill the objective of this part of the adventure (see the "Easy Way Out" sidebar). Social encounters can also be used to distract family members, or even to pull them away from the winery while the characters do their dirty work. Convincing Kethra to leave the premises for last-minute party planning, drawing away Lambrac or Guy to deal with a shipping problem with an unhappy customer, and similar bits of deceit can be accomplished with a successful DC 18 Charisma (Deception) check.

TREASURE

Characters who take a thorough approach to exploring the winery might claim the diamonds in the office safe (area W3).

DEVELOPMENT

Regardless of how the characters accomplish Gaedynn's mission, they are able to get away with no further repercussions. However, word of their activities comes to Zulkir Damond, whose insight into future events allows him to send an agent in his service to contact the characters. The characters will meet this agent—the diviner Sharade Quilbax—in part 2 of the adventure.

THE PLAN COMES TOGETHER

After the characters have dealt with the Farkas family by destroying the shipping area or buying them out, they can return to Gaedynn. Pleased as punch, the master vintner goes to make the buyout and the characters can enjoy a short rest.

When Gaedynn returns, he brings with him a number of barrels of Farkas corpse wine—with fragments of fermented body parts still included. Using these barrels, Gaedynn will smuggle the characters into Thaymount. He explains that the characters will not be able to keep their magic items with them, for fear of them being detected when the barrels pass through the gates of the Citadel. Likewise, the characters will need a change of clothes when they arrive, and characters who plan on disguising themselves as castle servants will need to keep their armor and weapons safely stowed. Gaedynn can arrange to have all such items transported in additional barrels, including one lined with lead to protect magic items from detection. The *Iltkazar Scepter* refuses to part with Zehira, but has the power to make itself appear nonmagical.

Once the characters' magic items and other gear are secured, Gaedynn helps each character climb into a half-full barrel. With enough wine in the barrel to make it sound full, and with a precious breathing space of air above the liquid, the characters are sealed in. The barrels are then loaded onto wagons for the long trip to the Citadel.

BUT I'M AN ADVENTURER!

Characters who refuse to part with their magic items without obscuring those items with a *Nystul's magic aura* spell or similar effect are detected at the gates to the Citadel. Thayan forces smash the barrels open and discover the characters within. Outnumbered and surrounded, the characters are thrown into the dungeons beneath the Citadel, and the adventure continues with the "Captured!" section in part 2.

Upon arriving at the gates, all the characters can hear the barrels being tapped on to sound their contents. Decide which character must duck down into the wine as their barrel is opened just enough to admit a ladle to sneak some wine for the guards before it is resealed. The shipment is then admitted inside.

As the barrels are unloaded a short while later, each character must succeed on a DC 18 Constitution saving throw or gain one level of exhaustion from lack of air, cramped conditions, and being soaked in wine. But as their barrels are cracked open, the characters discover they are not where they expected to be. Continue with "Guess Who's Coming to Dinner?"

GUESS WHO'S COMING TO DINNER?

Read the following to set the scene in the wine cellar (area P1 below) as the characters leave their barrels.

As the barrels are cracked open, fresh air rushes in to relieve hours of stale confinement. Gaedynn Telstaerr is there, but his mood is dark. "The plan's changed, I'm afraid. The party's in Szass Tam's palace, and starting soon—and we were ordered to bring the wine straight here. You'll have to get to the dungeons from here, but the place is crawling with servants, and worse."

Gaedynn needs to leave immediately, or run the risk of drawing attention to himself and the delivery. He wishes the characters luck, then departs.

The palace of Thaymount is part of the Citadel, and serves as Szass Tam's estate, though the zulkir of necromancy rarely spends time there. The site instead serves as a place for trophies and lavish celebrations—which Tam requires his apprentices to host so that they learn the social aspects of zulkir rule in addition to their magical prowess. Because guests often frequent the palace, a few of its areas are open. However, others are trapped against living creatures, and many of the trophies on display are worthless replicas of real treasures hidden away. Szass Tam's phylactery is not in the palace.

Gaedynn knows that access to the levels below the palace will be found somewhere within it, but he does not know the layout of the area well. The characters will need to explore without revealing their identities or the purpose of their mission.

The characters have enough time to quickly change out of their wine-soaked clothing, and to retrieve their magic items and other gear as they plan their next moves. Characters who want to pose as servants of the Citadel can safely leave armor and weapons hidden in one of the barrels for later retrieval.

THE CELEBRATION

The celebration the characters have crashed in their attempt to reach the dungeons beneath the Citadel is in honor of the anniversary of Congenio Ioun's death more than four thousand years before. One of the first great arcanists of Ancient Netheril, he is still revered by Thayan leadership nearly as much as he was while he lived. Szass Tam's apprentice Valakhod is tasked with hosting the celebration.

THE PALACE OF SZASS TAM

This section details the areas of the palace of Szass Tam that the characters must pass through to get to the dungeons where they believe King Hekaton's body was taken.

A map of the areas of the palace used in this section can be found in appendix 6.

AREA INFORMATION

The palace has the following general features.

Lighting. *Driftglobes* in the shape of skulls provide bright light throughout the palace.

Adornment. Much of the décor of the palace incorporates magic and is necromantic in nature. Szass Tam's favorite colors are often on display, typically in the form of electrum surfaces set with fluorescent green gems.

Trophies. The palace is home to many trophies, ranging from the polished skulls of enemies to potent magic items and artifacts. Any room the characters enter appears to hold a legendary item—an *apparatus of Kwalish*, a *holy avenger*, an *Ollamh Harp*, an *Axe of the Dwarvish lords*, a *talisman of ultimate evil*, and so forth—prominently on display. Each is a clever replica using *Nystul's magic aura* to make it appear real, and is trapped with a *glyph of warding* bearing the *imprisonment* spell. The spell uses the chaining option, manifests as restraints scrawled with 'CAN'T KEEP HANDS TO THEMSELVES', and can be avoided with a successful DC 20 Wisdom saving throw.

Servitors. While many of the palace servants are mortals, undead roam about with elaborate sashes bearing their mortal names. Keen eyes can recognize former kings, archmages, and defeated heroes who now serve Szass Tam in undeath.

CREATURE INFORMATION

Preparations for the celebration make the palace a hotbed of activity. Potential foes the characters need to keep an eye out for include a **bard** overseer named Larruthath; a **death knight** loyal to Szass Tam, known as Archana the Spider; and a number of **death giants** ready to destroy intruders on Archana's orders. But the characters also have a chance to meet three potentially unwitting allies—the **necromancer** apprentices Valakhod, Gisa, and Geraff, all of whom can lead the characters to the necromancer academy where King Hekaton's body was last seen.

P1. KITCHEN AND WINE CELLAR

This large kitchen is a hotbed of servant activity during the celebration. A pantry holds fine foods from across Faerûn, as well as serving uniforms.

Larruthath (a neutral aasimar **bard**) oversees the activities of ten **commoner** servants as he roams between the ballroom (area P2) and these areas. Have him arrive in the wine cellar shortly after Gaedynn departs and the characters have cleaned themselves up. If the characters are armed and armored, he takes them for guests of the celebration looking to get an early start on drinking, and stiffly asks them to return to the ballroom and wait. If they appear nondescript, he assumes they are low-caste workers assigned to the party and takes them to task for lounging about. He then guides them to the kitchen and gives them their work orders—helpfully supplying them with servants' uniforms.

Each servant's uniform is a muted, red-tinged set of gray robes. Each uniform comes with an *ioun stone of celebration* (see the sidebar), which is required to complete the outfit.

IOUN STONE OF CELEBRATION

Wondrous item, common (requires attunement)

An ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of ioun stone exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

While this pale red sphere orbits your head, you can use a bonus action to cause it to display one of the following effects:

- The ioun stone pulses with green, violet, or amber light for 1 minute, filling the area around you with dim light to a distance of 10 feet.
- The ioun stone emits harmless sensory effects such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor for 1 minute.
- The stone pauses in its orbit in the direction of the most powerful spellcaster or magical effect within 30 feet of you. If there are no spellcasters or magical effects in range, it pauses in the direction of Szass Tam's palace.

An *ioun stone of celebration* also has the harmonious minor property, so that attuning to it requires only 1 minute. The item must be attuned to function, and stops working outside the borders of Thay.

LARRUTHATH

Neutral aasimar bard

A former thrall, Larruthath is now a free Thayan and a member of the narrow middle class within the magocracy. Broad shouldered and muscular from years toiling under the yoke, he has great empathy for the commoners and servants in his employ.

What They Want. Larruthath wants to be successful without becoming indebted to any lord or zulkir.

Make or Break Time. The celebration that Larruthath is overseeing at Szass Tam's palace has the potential to catapult him into even more lucrative contracts—or to put him out of business. His normally kind and empathic nature is being put to the test this night, as are his organizational skills.

P2. BALLROOM

This huge hall is set up for a small orchestra, and features many tables adorned with fuchsia flowers, supported by electrum skulls with florescent green gems for eyes. Thirty mortal servants (all **commoners**) scurry about making last-minute preparations.

Suspended from the ceiling is a magnificent crown sized for a huge head. Any character who has seen King Hekaton or who succeeds on a DC 14 Intelligence (History) check recognizes the crown as belonging to the storm giant king.

Death Giant Guardians. Eight **death giants** stand motionless in the ballroom, two at each of the four corners. In response to any disturbance, Archana the seneschal (see area P4) activates the death giants to slay anyone she deems a threat.

P3. LOGE BOXES

Above the ballroom are six private boxes where guests can relax and watch over the celebrations. The steps leading up to each box are accessible from the end of the ballroom. When the characters first enter or see into these areas, servants are setting the boxes up with wine and canapés, and one is already occupied.

Valakhod. The host of the celebration is a young **necromancer** (a neutral evil human) named Valakhod, who was chosen to be Szass Tam's apprentice for his power over the dead. He cares little for social functions and about becoming a good zulkir, though he longs for Szass Tam's approval.

Valakhod is initially dismissive of anyone who approaches him, but a successful DC 20 Charisma (Persuasion or Deception) check inspires him to openly express how he would rather be working than hosting a party. With a followup successful DC 25 Charisma (Deception, Intimidation, or Persuasion) check, Valakhod can be convinced that there's enough time to show off his



necromantic techniques before the celebration starts—but he'll need the party's help in avoiding the notice of Archana the seneschal where she watches the ballroom from area P4. If the characters can help Valakhod pretend they and he have some urgent business to attend to, he can safely escort them to the library (see area P6), then into the secret passage that leads to the cold storage room in the "Ravensblood Academy" section of part 2 of the adventure.

VALAKHOD

Neutral evil human necromancer

An unprecedented savant of necromancy, Valakhod is only a teenager but already has the immense weight of Szass Tam's expectations on his shoulders. He is short for his age, wears the dark red of a wizard of his station, and is bald with cold blue eyes.

What They Want. Valakhod craves the approval that Szass Tam rarely provides, and it makes the young savant want to show off even more.

The Power Flows Through Me. Valakhod has immense power, but is a long way from possessing the maturity to wield it judiciously.

P4. ENTRYWAY

Forged of adamantine and set with diamonds, the grand entrance to the palace is closed. The seneschal Archana is here, reviewing the guest list before the celebration begins, and berating servants where she watches over the setup of the ballroom through the open doors into that area.

Archana the Spider. An ancient lawful evil **death knight** bound to Szass Tam, Archana the Spider serves as seneschal for the palace. If she spots any characters who aren't one of the apprentices or servants she knows, she approaches and asks what they're doing there. A successful DC 22 Charisma (Deception) check is required to assuage her suspicion. If characters not in servant's uniforms claim to be guests, she compares their names to the guest list and a character must succeed on a DC 22 Charisma (Deception) check to explain the party not being on it. This check is made with disadvantage.

If the characters are in servants' uniforms or pretend to be servants, Archana assumes they are bumbling mortal fools and calls Larruthath to collect them and put them to work. If any character attacks or attempts to cast a spell on her, Archana immediately activates the death giants in the ballroom (area P2) and goes for the kill.

ARCHANA THE SPIDER

Lawful evil death knight

Archana is an ancient undead who was one of the first to swear fealty to Szass Tam, and who has brutally enforced and empowered his rule for centuries. Her physical form is of a skeleton with glowing purple eyes, enrobed in ceremonial plate mail.

What They Want. Archana wants Szass Tam to continue to rule over Thay—and eventually the world.

Hatred for the Living. Archana holds living creatures in contempt, and longs to replace all the mortal servants and students of Szass Tam with undead.

P5. FALSE ENTRY TO THE CITADEL

A grandiose stairway leading down from the ballroom is only for show. The stairs lead to a dead end, and are protected by a powerful magical ward that triggers if anyone touches the wall there (including characters searching for secret doors). The first creature that does so is affected by a *true polymorph* spell that turns them into a **flumph** (see appendix 10) unless they succeed on a DC 20 Wisdom saving throw.

Off-Duty Apprentices. When the characters first approach or look into this area, they see two apprentices—Gisa and Geraf—hiding out here. Gisa (a neutral evil water genasi **necromancer**) and Geraf (a lawful evil earth genasi **necromancer**) are two older apprentices of Szass Tam. They are shirking the duties given to them by Valakhod, and arguing whether Gisa's approach of trapping souls to serve in flesh or Geraf's method of flesh-crafting amalgams of creatures is the better way to create potent undead warriors.

If the characters approach them, both necromancers attempt to draw them into the debate. A successful DC 18 Intelligence (Arcana) check allows a character to properly engage the two. (A wizard of the necromancy school automatically succeeds on this check.) A subsequent successful DC 15 Charisma (Deception or Persuasion) check entices Gisa and Geraf to offer to show the characters their newest creations. The two then safely escort the characters to the library (see area P6) and through the secret door to the cold storage room in the "Ravensblood Academy" section in part 2 of the adventure.

GISA AND GERALF

Neutral evil water genasi necromancer and lawful evil earth genasi necromancer

Gisa and Geraf are a pair of genasi Red Wizard students of Szass Tam, who have aided in the creation of many of the zulkir's war efforts. They are both thin, having neglected their bodies in devotion to their minds and the art of necromancy.

What They Want. Gisa and Geraf both want Szass Tam to state his preference for their conflicting styles of necromancy—Gisa's soul trapping, allowing undead to rise directly from the grave, versus Geraf's method of stitching corpses into amalgam abominations.

Heated Debate. Gisa and Geraf's love of debate with each other and with other knowledgeable arcanists is second only to their love of service to Szass Tam.

HUNTED BY THE RED

If characters have the **Hunted by the Red** story award, Gisa and Geraf recognize them from the events of *The Red War* epic. The DCs for the checks to win the apprentices over are reduced by 5, but a successful DC 18 Wisdom (Insight) check reveals that the apprentices recognize the characters and have ill intent.

When they reach the lab, Gisa and Geraf unleash their creations in the hope that they slay the characters, after which they plan to deliver their bodies to Szass Tam. See "Undead Ambush" in area N6 of the "Ravensblood Academy" section of part 2.

P6. LIBRARY

The door that leads to the library opens off the ballroom but is cordoned off with velvet ropes. Characters coming here with Valakhod, Gisa, or Geralf can enter freely. Otherwise, the characters need to succeed on a DC 18 group Dexterity (Stealth) check to avoid attracting attention. At your discretion, creating some kind of diversion might grant advantage or automatic successes on the characters' checks. Characters who are noticed at the library doors are reported to Larruthath by one of the servants. The overseer quickly appears and orders them away. If they're caught a second time, Larruthath reports them to Archana, who responds by attacking.

The library is filled with desks and bookshelves containing hundreds of history books, reference volumes, and arcane treatises. A few desks hold in-progress essays on esoteric necromancy subjects, but one also has a *spell scroll of forcecage* lying on it.

Secret Door. A successful DC 22 Intelligence (Investigation) check discovers a false book among the twelve volumes of the *Revelations of the Kilmaruu Swamp*. When the book is pulled forward, the bookshelf it is on slides away to reveal a landing and a staircase leading down. Resting just inside this secret door is a *staff of frost* belonging to Geralf, which can be claimed if the characters pass this way alone, or if they're content to fight their escort. (Though it shouldn't happen under normal circumstances, if the characters have already claimed the *staff of frost* from part 1B of the adventure, this staff is not here.)

The stairs lead down to the cold storage room in the "Ravensblood Academy" section of part 2 of the adventure.

PLAYING THE PILLARS

You can make use of the following suggestions when running the encounters in the palace.

Exploration. The secret door in the library gives the characters access to Ravensblood Academy—Szass Tam's necromancy school set up in the caverns beneath the Citadel. The academy in turn grants access to the dungeons beneath the Citadel. The door can be found by characters who gain stealthy access to the library (area P6), or through roleplaying encounters with Valakhod, Gisa, or Geralf.

Social. By getting on the good side of Valakhod, Gisa, or Geralf, the characters can be safely escorted to the secret door in the library and down to Ravensblood Academy. However, characters with the **Hunted by the Red** story award might be betrayed by Gisa and Geralf.

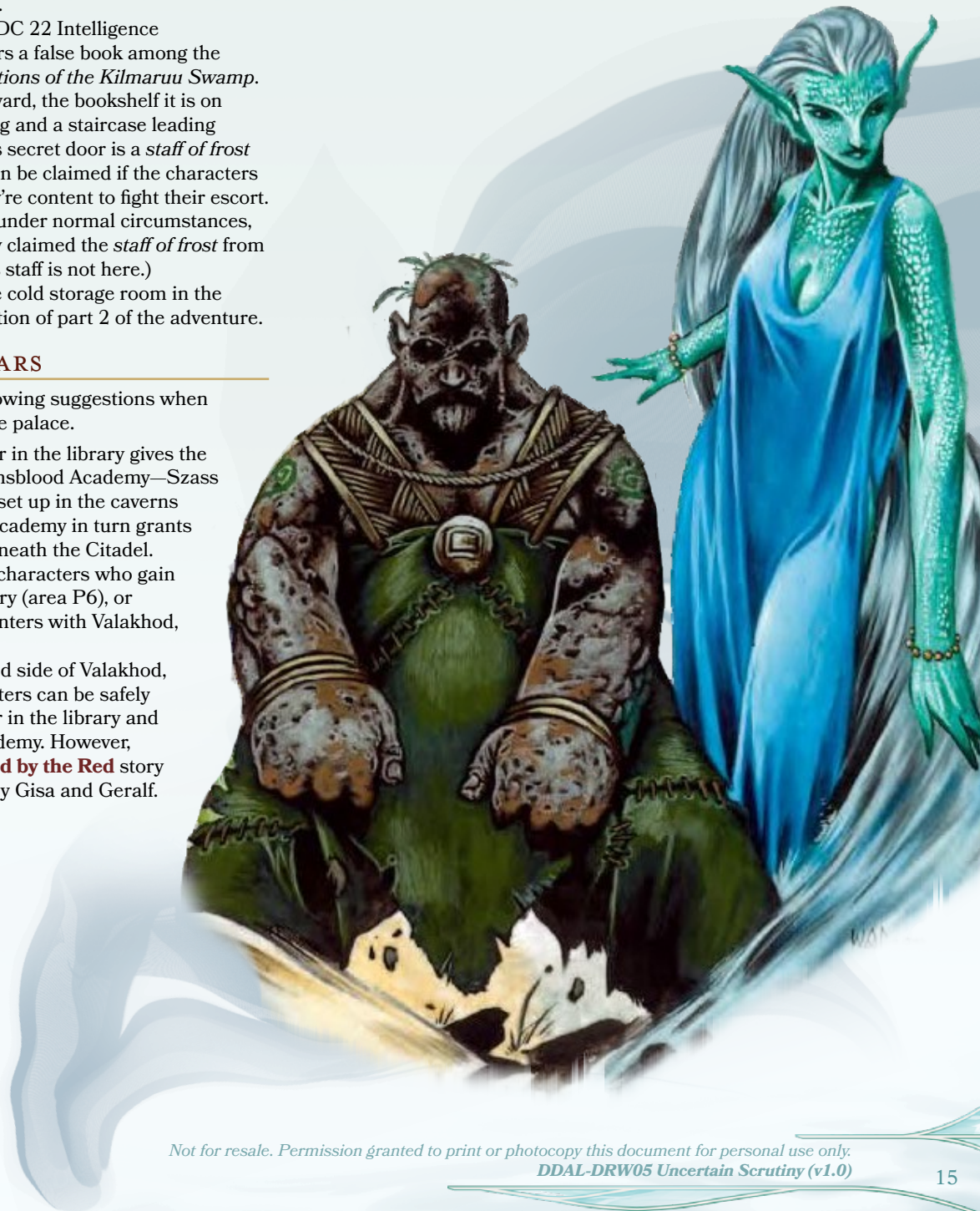
Combat. If a fight breaks out in the palace, Valakhod, Archana, and eight death giants face off against the characters while Gisa and Geralf look on, amused at the adventurers' gall in trying to assault Szass Tam's domain. If the characters are defeated (as is likely), proceed to the "Captured!" section of part 2 of the adventure.

TREASURE

If the opportunity presents itself, the characters can claim Geralf's *staff of frost* and the library's *spell scroll of forcecage*.

DEVELOPMENT

When the characters descend the secret staircase in the library, go to "Ravensblood Academy" in part 2.



PART 1B. QUEEN OF THE DAMNED

Estimated Duration: 100 minutes

This part of the adventure is for characters who arrive in Eltabbar by teleportation. There, they meet a fellow ally of Dar'lon Ma—a powerful undead priest who works to loosen Szass Tam's stranglehold on the city.

SO, ABOUT THESE FIGHTS ...

Many of the combat encounters in this section are tough, and information for scaling the fights is not provided. This is on purpose. Combat is not the optimal path in this part of the adventure, and while careful application of force can be successful, a stand-up fight will not serve the characters' mission well. Feel free to have Zehira warn the characters (repeatedly if necessary) that Eltabbar is home to many powerful people, and that there are alternatives to fighting.

IN THE MASTER'S CHAMBERS

When the characters are ready, the ghoul servant Grayson leads them from the arrival chamber, revealing that they are in an opulent mansion. Humans and undead roam the house in understated Mulhorandi livery. Grayson leads them to the second floor, and into a room where a venerable human woman sits behind a desk, bearing three blue dots tattooed on her forehead, and wearing the fine white clothes of a noble.

As the woman's mouth opens, it seems as though her desiccated skin might crack to reveal the bones beneath. "Welcome, mutual friends of Dar'lon Ma. I am Elchorius. How might we help each other?"

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The office is 30 feet square. A large desk separates Elchorius from the characters, and comfortable seating is arranged facing the desk.

Lighting. Open windows fill the room with bright light.

Opulence. Many lifetimes' worth of riches are on display here.

CREATURE INFORMATION

Elchorius is a lawful evil formerly human **mummy lord** (see the sidebar for additional information). A former Mulhorandi noble and priest of Sebek, she asks what brings the party to Eltabbar, and what accord was struck with Dar'lon Ma as part of that. (Elchorius has already heard a version of this exchange from Dar'lon Ma, but is curious to know whether the adventurers have a different story.)

As Zehira and the characters discuss why they've come to Thay, Elchorius can provide the following information:

- In response to any talk of King Hekaton, Elchorius shows no emotion as she tells the characters that Hekaton is dead. The storm giant king's corpse was brought to Eltabbar with much fanfare, then paraded along the river before being taken to Thaymount—likely to the dungeons under the Citadel. She recalls the event with clear scorn, talking of how Szass Tam floated through the city and had her people all dancing to his tune.
- No one other than Red Wizards, their guests, remarkable prisoners, and the undead get into Thaymount. Fewer still get into the dungeons below the Citadel, which are reserved for powerful criminals (including adventurers working against Thay, traitors, and disgraced Red Wizards), undead deemed worthy of termination, and Szass Tam's most gifted students. Those students test out new projects on unwilling victims collected from among the condemned, making being sent to the dungeons a fate worse than death.
- Thankfully, Elchorius has the resources to help the characters get into the dungeons where King Hekaton's body most likely lies. They simply must do a small task for her first.

ELCHORIUS

Lawful evil (formerly human) mummy lord

Elchorius is a mummy lord stolen from her homeland of Mulhorand centuries ago and brought to Thay. After freeing herself from Thayan servitude, she has become a power player in the shadows as a leader of the Undying Resistance. Many nobles and Red Wizards serve her cause without knowing it.

Elchorius has these changes from the standard **mummy lord** stat block:

- She has the *revivify* spell prepared instead of *animate dead*.
- She has the *danse macabre* spell prepared instead of *contagion*. (For more information, see the "Follow The Leader" section of "Supply Tunnel" below.)
- She has the *raise dead* spell prepared instead of *insect plague*.

What They Want. Freedom for the undead to govern themselves as citizens of Thay.

Age and Treachery. Elchorius is ancient, and is always playing the long game. She knows that undead won't see freedom under the rule of Szass Tam, but every little bit of defiance and change helps further her eventual goals.

HEIST TIMING

Unlike with part 1A of the adventure, the timing in this part is more flexible. It is up to the characters to decide when to visit the Tower of Reverence, and how best to use the *horn of silent alarm* to begin the lockdown. This lack of time pressure is one of the many benefits of Dar'lon Ma's aid.



ELCHORIUS'S TASK

Elchorius wants the characters to sneak into the Tower of Reverence, one of the centers of bureaucracy and power in Eltabbar. A scroll containing information important to her can be found on the third floor of the tower. While her agents provide a distraction, she is confident that the characters can claim the scroll and replace it with a copy so the theft goes unnoticed.

SWAPPING QUESTS

If the characters don't trust Elchorius and are looking for other options, Zehira can tell them about her friend Gaedynn and his winery. You can go back to the "Wine Wars" section, but after their false start with Elchorius, the characters have only 5 hours to complete their mission.

If the characters agree to help Elchorius, she sets out the following terms:

- Elchorius forbids the characters from killing anyone. The deaths of living folk have serious repercussions in Thay.
- She gifts the characters a *horn of silent alarm*, which has been magically set to use its first charge to call out to Elchorius's allies. This is the signal to begin the distraction that will cause the tower to go into lockdown. A lockdown ensures that the guards in the tower focus on protecting the entrances, rather than on what happens in any of the offices.
- During the lockdown, the characters must reach the registry office on the third floor, extract the scroll from its specific storage location, replace it with a copy Elchorius can provide, and then escape the tower safely.

- The director of the registry office is an evoker named Shas'venath. The characters would do well to avoid his notice.
- How the characters get in and out of the tower is up to them. When they have the scroll, they must return it to Elchorius, after which she will arrange for the party to gain access to the dungeons beneath the Citadel.

AFTER HOURS

Although the Tower of Reverence isn't open to the public by night, guards remain on duty there at all hours. Undead servants likewise labor through the dark hours, along with a late-working scrivener or two. While this certainly makes it easier to move around with fewer eyes on the characters, each door in the tower is sealed with an *arcane lock* spell that opens only for undead or to special keystones carried by the guards. Elchorius can share this information.

THE TOWER OF REVERENCE

The Tower of Reverence is located in Eltabbar's trade district, and is a thirty-minute carriage ride from Elchorius's estate. The tower is one of seven that strengthen and distribute the magical power of the Weave, and which help maintain the arcane prisons beneath the city. It serves as a government building, including courts on the ground floor, and agency offices on the second and third floors. The interior of the tower is magical, providing access to demiplanes that vastly increase its inside space.

GETTING INSIDE

The tower's only entry point is on the ground floor, and features a checkpoint occupied by a **warlock of the Great Old One**, two undead **Thayan guardians**, and one **master thief**. The guardians and the master thief perform physical searches, while the warlock uses *detect magic* to check for weapons and other items. All magic—including component pouches and spellcasting focuses—as well as mundane weapons must be checked at the door. All who enter, including those who work at the tower, are screened before they are allowed entry. Items are held at the checkpoint and returned when visitors leave.

A character who chooses to can conceal any small, one-handed weapon of approximately dagger size with a successful DC 17 Dexterity (Sleight of Hand) check. However, magic items must be concealed by *Nystul's magic aura* or similar effects to avoid detection. Characters who want to smuggle in a full array of weapons and magic will need to make use of extradimensional storage and magical masking (a *bag of holding* under the effect of *Nystul's magic aura*, for example), or take some other approach whose effectiveness is left to you to adjudicate.

GETTING AROUND

The ground floor of the tower is home to courtrooms, legal offices, and bureaucratic offices. The second floor is court archives and a scrivener's office. The second-floor stairs are guarded by two **sword wraith commanders** who allow access only to staff, maintenance workers, and those with appointments. An appointment can be made on the first floor, but without significant social pull, the next available one is two months from now. (Zehira refuses to wait that long if any character suggests it, reminding them that the giants are teetering on the edge of political unrest.) When the lockdown begins, the stair guards rush downstairs to aid in guarding the sealed main door.

LOCKDOWN

Blowing the *horn of silent alarm* given to the characters by Elchorius begins the lockdown, as a group of rogue undead nearby begin trampling through the streets, injuring living Thayans and causing property damage.

As part of the lockdown, all the guards rush to defend the inside of the ground floor entrance, sealing the tower off from the street to protect the judges, officials, and records within. In addition, the tower's walls magically shift to cover all windows and prevent potential attackers from gaining entry anywhere other than the ground floor. This gives the characters the freedom to move about the third floor to complete their mission.

The undead are dispersed relatively quickly, but the tower stays in lockdown for **1 hour** before the guards unseal the doors and begin checking on the health of everyone inside.

PREPARATIONS AND PLANNING

The characters might want to prepare before they infiltrate the Tower of Reverence, whether by gathering information, scouting the location, creating disguises, forging identification, or using a background feature. Each preparation activity takes 1 hour of game time. For activities that require an ability check, characters can use

the Help action to work together and grant advantage on the check, but that cooperation doesn't reduce the amount of time necessary.

Share the handout of appendix 11 with the players, to remind them of their objectives and clarify their planning options. If the characters are dithering or taking a long time to come up with a plan, have Zehira remind them what is at stake and prod them toward action.

GATHERING INFORMATION

A character who takes this action and who succeeds on a DC 16 Intelligence (Investigation) or Charisma (Persuasion) check learns one of the following pieces of information, rolled randomly or chosen by you. If the check succeeds by 5 or more, the character learns an additional piece of information. Do not repeat the same information.

INFORMATION LEARNED

d8 Information Gained

- 1 The registry office is on the third floor, and requires an appointment for admittance.
- 2 Like much of the rest of Thay, the Tower of Reverence has a mix of undead and low-caste living humanoids who work as janitors, maintenance workers, and other menial employees.
- 3 Politics in Thay are cutthroat at every level, and the bureaucracy is no exception. The current leader of the registry office keeps the skull of their former boss on their desk.
- 4 Security at the tower is heaviest on the ground floor, but a mix of guards and undead protect all areas. Some of the undead in the tower have the power to summon allies if needed.
- 5 In addition to guards, powerful magic protects the tower's trove of books, scrolls, and important records.
- 6 Spells that create extradimensional spaces can't be used in the tower except as approved Thayan tattoos or *spell tiles*. And if the tower is threatened or attacked, it magically seals itself off for protection.
- 7 The tower outgrew the space available within it many years ago. Rather than expanding to another building, however, the tower's interior was expanded by tapping into magical demiplanes.
- 8 The Tower of Reverence is one of seven similar towers in the city. Each operates as a distinct unit, and power struggles between the towers mean that the guards in the Tower of Reverence won't call for aid from other towers unless it appears that all is lost.

SCOUTING THE AREA

A character who takes this action makes a Wisdom (Perception) check. The total of the check determines the amount of information gleaned from observing and moving around the area.

DC 10. The adamantine doors to the tower are kept open from nine bells till dusk, and a steady stream of people and undead pass through them during that period. When the doors close at dusk, they open only for employees to leave.

DC 15. Guards at the main entrance collect any weapons, magic items, component pouches, and spell focuses from visitors before they are allowed into the tower.

DC 20. The tower doesn't appear to have any exits other than the main entrance on the ground floor, but surely must have some means of emergency escape.

DC 25. Many styles of dress are seen among visitors and workers in the tower, but the undead and low-caste staff wear white-and-gray uniforms that would be easy to duplicate.

CREATING DISGUISES

A character with a disguise kit who is proficient with its use can create a disguise and make a Charisma check using their proficiency bonus. The check total is the DC required to see through the disguise with an Intelligence (Investigation) or Wisdom (Insight) check. Potential disguises include the uniforms of low-caste workers (who are largely ignored by other people), maintenance or scrivener uniforms, and the like.

FORGING IDENTIFICATION

A character with a forgery kit who is proficient with its use can create forged identification and make a Dexterity check using their proficiency bonus. The check total is the DC required to spot the forgery with an Intelligence (Investigation) or Wisdom (Insight) check.

USING A BACKGROUND FEATURE

Any character can also spend 1 hour to utilize a background feature, typically to gather information without requiring an ability check. When a character does so, give them one piece of data from gathering information or scouting the area that the party doesn't have already.

Background features can also be used to generate results outside the scope of information gathering or scouting. For example, a character with the sage background might make inquiries to learn the layout of the registry stacks. A character with the noble background might be able to gain an appointment within a few days' time. Or a character with the charlatan or spy background might be able to illegally obtain the work permits and uniforms of agents with business in the tower. Embrace creativity, and empower your players to think outside the box.

GOING LEGIT

This section of the adventure assumes that the characters use the *horn of silent alarm* to call for a distraction, getting the guards out of the way while the characters undertake their search. The players can then decide how they want to deal with the power-hungry director Shas'venath and his less-than-loyal employees. However, it's also possible for the characters to use background features to gain an appointment, sneak restricted items in, and then visit the third floor legitimately.

If the characters enter the tower with seemingly legitimate purpose, clerk Kherr Tralac is assigned to assist them, all the while being savagely micromanaged by director Shas'venath. Shas'venath quickly realizes that the characters are not locals, and attempts to gain their aid in replacing Faust—and denying them access to the scroll unless they acquiesce.

Particularly stealthy characters might also break away from Kherr or Shas'venath. However, only those who understand Thayan and can figure out how to navigate the ancient organizational system (see "Area Information" below) will be able to successfully retrieve the scroll.

THE REGISTRY OFFICE

The registry office takes up half of the third floor of the Tower of Reverence. The opposite side of the third floor is the office of proclamation (see below).

AREA INFORMATION

The registry office has the following features.

Area and Terrain. The office takes up half of the tower section—a half circle with a 100-foot radius. Most of the staff have small desks which are cluttered with seemingly endless piles of work.

Lighting. The area is well lit by *driftglobes*.

Racks upon Racks of Scrolls. Every part of the registry office is lined with racks holding well-preserved scrolls. The scrolls maintain registry and ownership for property, and are organized first by rack number, then by column and row number within the rack. The scrolls are delicate and particularly susceptible to fire, but are magically protected (see below).

Arcane Defenses. To protect the scrolls, each rack is imbued with magic that surrounds the rack with a wall of magical force (as if produced by the *wall of force* spell) if any fire of greater size than a candle flame is ignited within the registry office. The same force field can be triggered by other specific effects (see the text for details).

Ancient Organizational System. The racks in the office utilize an organizational system that is uniquely Thayan. The organizational structure is written in the Thayan language, and attempting to discern where specific items are located requires a knowledgeable guide or a successful DC 20 Intelligence check.

Restricted Magic. In addition to the normal restrictions on teleportation and planar travel magic in effect across Eltabbar, spells that create extradimensional spaces can be utilized only in the form of Thayan *spell tiles* or Thayan tattoos within the tower. If such spells are cast normally or from other items, the spell fails and the casting is wasted.

SPELL TILES

This adventure uses a unique Thayan magic item called a *spell tile*. These items function like *spell scrolls*, except they are usable by any creature, and any choices the caster would normally make are set by the *spell tile's* maker when it is created. For example, a *spell tile of sending* can send a message only to a specific person determined when the tile is made, and a *spell tile of teleport* is created keyed to a specific destination.

As an action, a creature holding a *spell tile* can break it to cast its spell. Spells on *spell tiles* cannot be copied to a wizard's spellbook.

CREATURE INFORMATION

The registry office is run by director Shas'venath (a neutral evil human **evoker**), and staffed by five **mages** and three clerks (all **commoners**). A **zombie** serves as a janitor. The skull of the previous director—which functions as a **demilich** under Shas'venath's control—sits atop the director's desk as a warning to any who might cross him.

DIRECTOR SHAS'VENATH

Neutral evil human evoker

Shas'venath is a power-hungry, corrupt, and sadistic bureaucrat.

What They Want. Keen to move up the ladder of authority by any means possible, Shas'venath is only a few steps from becoming a zulkir—at least in his own mind.

Chaos is a Ladder. Shas'venath is willing to use any means necessary to advance his power and position. He sees chaos—such as adventurers arriving on his doorstep—as an opportunity.

Dealing with the Director. When Shas'venath becomes aware of the characters, he knows they don't have an appointment to be there (his schedule is clear). However, he sees the presence of brash outsiders as an opportunity to further his own ends, and he's willing to engage the characters. After all, he doesn't expect to be in the registry office long enough to deal with the fallout from whatever they want. He thus happily offers to help the characters swap the scrolls if they help him—by slaying director Faust (a lawful evil human **noble**), Shas'venath's rival and the head of the office of proclamation.



If the characters decide to take out Faust, you can set up the office of proclamation in a similar manner as the registry office. Shas'venath knows that Faust is presently working alone—but if the characters go after the director, they'll run afoul of a security squad (two **gladiators**, two **sword wraith commanders**, and a **mage**) who show up unexpectedly while making their lockdown rounds.

Shas'venath also possesses a *spell tile of teleport*—one of many given to all the tower's directors as a means of emergency exit, which functions even within the city's magical wards—and which would be ideal for characters needing to get out of the building without running into security. Faust possesses an identical *spell tile*. Both tiles are keyed to a secluded park behind the tower, and breaking it can teleport all the characters to that location.

The Enemy of My Enemy. All those working for Shas'venath know that he's as crooked as a dog's hind leg, and that he'll do anything for power—including using violent threats and attacks to take out his frustrations on those who serve him. The employees want to get rid of him, but none of them have the guts to do it themselves. During the lockdown, Kherr Tralac (a neutral good tabaxi **mage**) works up the courage to quietly make an offer to the characters on behalf of himself and the rest of Shas'venath's terrified staff.

Kherr knows that the magic allowing Shas'venath to control the demilich skull is tied to the magic that affixes the skull to the director's desk. That magic can be broken by removing the skull from the desk with a successful DC 20 Strength (Athletics) check or a successful DC 16 Dexterity check using thieves' tools. Kerr offers a *potion of vitality* to the party if one of the characters breaks the skull free. Doing so frees the demilich, who immediately attempts to slay Shas'venath. However, attempting to free the demilich triggers the office's arcane defenses as if fire had been detected in the area (see "Area Information" above).

WHAT'S ON THE SCROLL?

Elchorius didn't forbid the characters from reading the scroll she wants, nor its replacement. Both are written in Thayan, and are complex legal documents pertaining to the rights of sentient undead in the city. Characters able to read the scrolls can note that the original presents sentient undead as no different from their mindless kin in their treatment and rights, granting them no rest or leisure time from labor, nor any responsibility for recompense if injured or destroyed. Elchorius's forged scroll is modified to limit intelligent undead working hours, and to provide a basic modicum of legal recompense for injury and protection from destruction, similar to other Thayan citizens.

PLAYING THE PILLARS

You can make use of the following suggestions when running this encounter.

Exploration. Creating a disguise resembling the livery of maintenance and janitorial workers requires a successful DC 16 Dexterity check using a disguise kit, and allows easy access to the tower. Outside of combat, any of the office and security staff have disadvantage on Wisdom (Insight or Perception) checks and a –5 penalty to their passive Wisdom (Insight or Perception) scores for checks made regarding characters in such a disguise.

Combat. If the characters fight Shas'venath, his employees initially join in to defend their boss. However, as soon as it looks as though Shas'venath is losing, the mages surrender and beg the characters to kill him. If fighting breaks out (including if the characters free the demilich so that it attacks Shas'venath), a security team (two **gladiators**, two **sword wraith commanders**, and a **mage**) comes to investigate in 5 rounds.

Social. The duplicitous Shas'venath is interested only in his own power, and he's more than happy to not fight the characters if it means he has something to gain. The same isn't true for the tower's security staff, who attack at once in response to any hint of dangerous or suspicious activity.

TREASURE

The characters might claim the *potion of vitality* offered by Kherr Tralac, as well as the *spell tiles of teleport* possessed by Shas'venath and Faust. The characters can also keep the *horn of silent alarm* Elchorius gave them.

GETTING OUT

The characters have a number of options for getting out of the Tower of Reverence when their mission is complete, including any of the following:

- After the lockdown lifts, two security teams (each consisting of two **gladiators**, two **sword wraith commanders**, and a **mage**) begin to move throughout the offices from the ground up, checking in on each office. They reach the third floor after 10 minutes. Getting past both teams requires a successful DC 20 group Dexterity (Stealth) check. Characters in maintenance or janitor uniforms have advantage on this check. Once past security, characters can leave by the front door easily, slipping into the mass of employees and visitors on their way out.
- In the course of dealing with Shas'venath or Faust, the characters might procure a *spell tile of teleport*. From the secluded park behind the tower that the tiles are keyed to, the characters can easily get away without incident.
- If things get more complicated—most likely because combat breaks out with one or more security teams—the characters can rush out the front doors by pushing through the crowd of staff and visitors lining up to leave. The crowd slows the security teams down enough to allow the characters to make a narrow escape.

SO YOU GOT CAUGHT

If the characters find themselves overwhelmed during combat, their assailants don't kill them—but the characters might wish they had. This part of the adventure ends and the characters wake up in the "Captured!" section of part 2 without any of their equipment, and with two levels of exhaustion.

DEVELOPMENT

Regardless of how the characters accomplish Elchorius's mission, they are able to get away with no further repercussions. However, word of their activities comes to Zulkir Damond, whose insight into future events

allows him to send an agent in his service to contact the characters. The characters will meet this agent—the diviner Sharade Quilbax—in part 2 of the adventure.

When the characters return to Elchorius, the reception they receive depends on whether they killed anyone as a result of getting into combat. She is irate if so, but her annoyance passes as long as the characters have the scroll. She accepts the scroll, reviews it, and then rips it in half before handing it to a servant to be burned.

With the characters' part of the deal done, Elchorius agrees to transport them to the lawless dungeons beneath the Citadel. She tells them that their best bet for learning what happened to King Hekaton is to get inside Ravensblood Academy—Szass Tam's school for necromancers, on the same subterranean levels as the dungeons. However, she also shares that they might instead seek out a Red Wizard named Trildor Zihial. The intelligence her followers have gathered indicates that Trildor was involved with whatever happened to King Hekaton's body—and that he has recently been exiled to the dungeons for disloyalty to Szass Tam. She does not know exactly where Trildor is, but trusts that the characters have the resources to find him.

Continue with the "Supply Tunnel" section of this part of the adventure.

SUPPLY TUNNEL

When the characters are ready for their incursion into the dungeons beneath the Citadel, Elchorius leads them to a warehouse on the banks of the river—an access point for sending supplies down into the dungeons. Crates and barrels are piled up inside the warehouse, alongside a large winch that lowers a platform into a 20-foot-diameter round shaft.

The shaft is guarded by four **champions**, twelve **knights**, and an **abjurer**—all of whom have been paid off by the Undying Resistance. After a brief conversation, the guards step back to allow Elchorius and the characters through.

The platform descends some 250 feet, stopping where the vertical shaft opens up to a dark, 15-foot-wide supply tunnel. It then rises back up after the characters and Elchorius disembark.

As the platform disappears above you, Elchorius speaks. "I was hoping we'd be able to travel with a supplies caravan scheduled for today, but they appear to have departed early. Hopefully that doesn't work against our interests."

Elchorius warns the characters to stay close to her, saying that she can shield them from any divination magic that might be active in the tunnels.

At the head of the tunnel, a fifteen-foot-tall statue of Szass Tam has been carved from a stone pillar. Elchorius kneels before the statue and utters praise for the zulkir of necromancy—whereupon a stone carving in the likeness of Szass Tam's head appears at the statue's feet. She asks one of the characters to take the head, explaining that it will ask the security questions that allow the gates to the dungeons to be opened. Those questions change frequently, so she can't simply give the characters the answers and send them on their way.

AREA INFORMATION

The supply tunnel has the following features.

Area and Dimensions. The tunnel is 15 feet wide and 15 feet high, carved out of natural stone. It extends some 500 feet from the vertical shaft to the entrance to the dungeons.

Lighting. The tunnel is dark except for whatever light the characters bring with them.

Floor. The floor is flat, but has a noticeable pair of ruts worn down by wagon wheels.

SEALED GATES

Every hundred feet along the tunnel's length, adamantite doors seal it off into sections. At each of the first four doors, dials are labeled with letters or numbers, and Szass Tam's stone head will ask the characters a question whose answer can be given using the dials. When a correct answer is entered, the doors open and reveal a statue beyond, set with a detachable sculpted head. The doors close and reseal after being open for 5 minutes.

If an incorrect answer is entered, the character who entered the answer is targeted by a pulse of destructive magic. This is identical to the effect of a *disintegrate* spell with a DC 15 saving throw, but deals only 22 (4d10) force damage.

Each gate can also be opened with a *knock* spell, or with 5 minutes' work and a successful DC 24 Dexterity check using thieves' tools.

The handouts of appendices 12A, 12B, and 12C can be shared with the players to show them the dials for the third, fourth, and final doors. The answers to the security questions are in appendix 3.

FIRST DOOR

One hundred feet down the tunnel, the first door is set with four dials with the digits 0–9 on each one. When the characters arrive here, the stone head of Szass Tam asks: "What year did the glorious nation of Thay rise to freedom after breaking the yoke of the kings of Mulhorand?"

A character who succeeds on an Intelligence (History) check recalls the following information:

DC 15. The wizards who would lead Thay were potent arcanists under the control of the God Kings of Mulhorand, and waged crusades against neighboring lands in the eighth century.

DC 20. By 934, Thay was united and attempting to conquer Rashemen.

DC 25. The year Thay seceded from Mulhorand was 922.

The answer can be keyed in as 0-9-2-2, and can be provided by Elchorius if need be. The door opens when the correct number is keyed.

On the other side of the door is a statue of the zulkir of enchantment, Dar'lon Ma, with a line clearly separating the head from the body. If the characters don't attempt to do so instinctively, Elchorius tells them to collect the head. Moments after it is removed, another appears.

Any character who lifts both heads notes that the head of Dar'lon Ma is heavier than the head of Szass Tam. This fact becomes important at the fifth door (see that section below, and appendix 12C).

SECOND DOOR

Another hundred feet along the supply tunnel, the second door features seven dials with letters in Common. The middle letter dial is stuck on "S." When the characters arrive here, the stone head of Szass Tam asks: "Who is the god that blesses the zulkirs, and whose light is a beacon for all of Thay?"

A character who succeeds on an Intelligence (Religion) check recalls the following information:

DC 15. The Thayans largely worship evil gods, including Bane, Loviatar, Kossuth, Shar, and Cyric.

DC 20. Only one of those gods is known to shine light.

DC 25. Thayans have revered Kossuth since the Salamander War of 1357.

The answer can be keyed in as K-O-S-S-U-T-H, which Elchorius can again provide if needed. The door opens when the correct word is keyed in.

On the other side of the door is a statue of Sirikhan, the zulkir of abjuration. The statue appears as a studious woman with Shou features, with a line clearly separating the head from the body. As at the first door, another head appears moments after the first head is removed.

IT WASN'T ME!

Shortly after the characters pass through the second gateway, the sound of bells rises, echoing along the tunnel.

Elchorius frowns. "Something's wrong. The alarm has been sounded. Perhaps I'm not the only one sneaking guests in. Quickly—you need to decide if you trust me to get you through, or if you want to continue on your own."

Elchorius confirms for the characters that the supply tunnel is one of the few ways in or out of the Citadel. She suspects that the supplies caravan ahead of the party must have been carrying some sort of contraband, which means that poison gas is about to be released in all the tunnel sections—and an extermination squad of constructs and undead are set to march down the tunnel to clear out intruders. Elchorius might be able to shield the characters from magical detection, but if the extermination squad sees them, there will be nothing she can do.

The mummy lord then makes the characters an offer:

- They can trust her to get them through, but it's going to hurt. The characters can't make it through alive—but she can slay them, take them safely through the tunnel as undead, and bring them back on the other side.
- The characters and Elchorius can part ways, and they can continue on their own. The characters will take the zulkir heads already collected, which will be needed to open the final door, but they'll have to collect the final two heads and avoid the patrol on their own.

Give the players a few minutes of real time to debate, reminding them that poison gas is rising throughout the tunnel. After three minutes or so, the players must reach consensus before continuing.

If the characters accept Elchorius's offer to lead them along the tunnel, continue with "Follow the Leader." If the players choose to continue on alone, go to "Nobody Makes Me Bleed My Own Blood" below.

FOLLOW THE LEADER

If the characters accept Elchorius's offer to lead them, she again warns them that this is going to hurt. With the characters' consent, she steps close, draws a slender knife, and drives it into a character's ear to kill them. (She is prepared to stab multiple times if a character has some means of not dying immediately if reduced to 0 hit points.)

If the players change their minds about this choice after the first or second character is slain, Elchorius can cast *revivify* to quickly bring them back (she carries the necessary components), but she notes that this won't solve their dilemma. In any event, Elchorius then leaves the characters, wishing them good luck. Continue with "Nobody Makes Me Bleed My Own Blood" below.

If the characters are all slain by Elchorius, she immediately casts *danse macabre*. This spell appears in *Xanathar's Guide to Everything*, and allows the caster to raise and command a number of dead bodies as zombies. (If there are more than five characters in the party, assume that Elchorius has the ability to raise the necessary number of characters by casting the spell using her 6th-level spell slot.) She then makes the characters follow her as the poison gas—to which they are now immune—starts to rise.

Elchorius meets the extermination squad where it advances down the supply tunnel from beyond the fifth door, but she is able to talk her way past them, guiding her zombie flock safely on. Beyond the fifth door, she takes them to the trading post known as the Last Stop (see that section in part 2 of the adventure). Securing a room in a hostel there, she casts *raise dead* on all the characters, using her 5th- and 6th-level spell slots, along with a number of *spell scrolls* she carries in expectation of having to execute this plan. (As with *revivify*, Elchorius carries the necessary components for the spell.)

When the characters have all been returned to life, Elchorius departs to return to the surface, and you can continue with "The Last Stop" in part 2 of the adventure. Remind the players that each character has a -4 penalty to attack rolls, saving throws, and ability checks as a result of being raised, with the penalty reduced by 1 each time a character finishes a long rest. The first long rest the characters take in the Last Stop is free, but draws attention to them. See the "Resting Limits" sidebar in "The Last Stop" section of part 2 of the adventure.

NOBODY MAKES ME BLEED MY OWN BLOOD

If the characters do not accept Elchorius's aid, she leaves them with the zulkir heads, wishes them good luck, and returns to the surface. The supply tunnel begins to fill with poison gas that deals damage and reduces visibility in the tunnel to 5 feet, even for creatures with darkvision. The poison grows more detrimental over time, as noted on the following table:

SUPPLY TUNNEL GAS EFFECTS

Minutes	DC	Poison Damage
1–6	15	22 (4d10)
9–15	18	44 (8d10)
18+	20	55 (10d10)



The minutes noted in the table refer to real time, with characters needing to make new saving throws every three minutes. The poison is absorbed through the skin, so holding one's breath or using a *necklace of adaptation* offers no defense against it. Characters immune to poison ignore the damage but have their vision limited.

Extermination Squad. The extermination squad charged with clearing out the supply tunnel consists of an **iron golem**, an **alhoon**, a **young red dracolich**, and a **wraith**. They emerge from beyond the fifth door and stalk down the tunnel toward the entrance. Characters can attempt to avoid the patrol by using the obscuring effect of the gas to hide, by concealing themselves behind already-opened doors, and so forth. However, the young red dracolich has a passive Wisdom (Perception) score of 18, as well as blindsight that sees through not only the gas but through illusions and similar magic.

WHY DOESN'T THE ALHOON ... ?

If the characters are largely immune to poison, spoiling for a fight, or if you have extra time in your slot, the alhoon uses its *detect thoughts* innate spell to pinpoint the characters. It starts combat with a *mind blast* focused on the area where the largest group of characters are hiding.

Alternatively, if you are pressed for time or simply want to give the characters a break, the alhoon and the dracolich believe they have already dealt with the would-be intruders (see “Doomed Caravan” at the fourth door below), so they are not as thorough in their searching as they might otherwise be.

Continuing On. Once they are past the extermination squad, the characters must still contend with the last three doors (which are locked again as the extermination squad passes through them) and their puzzles.

THIRD DOOR

Three hundred feet along the tunnel, the third door has 11 dials marked with letters in Common. The last dial is stuck on E. When the characters arrive here, the stone head of Szass Tam asks: “What magic did I weave to end the zulkir rebellion and unify Thay into the power it is today?”

A character who succeeds on an Intelligence (Arcana) check recalls the following information:

DC 15. The zulkir rebellion began when the zulkirs refused to allow Szass Tam to ascend to the position of High Regent of Thay.

DC 20. The rebellion took place in 1375 and lasted ten years, ending with the death of Mystra and the merging of Abeir and Toril.

DC 25. The answer is the Spellplague.

The answer can be keyed in as S-P-E-L-L-P-L-A-G-U-E. The door opens when the correct word is keyed in. On the other side is a statue of Damond, the zulkir of divination, with a line clearly separating the head from the body. Moments after the head is removed, another appears.

FOURTH DOOR

Four hundred feet along the tunnel, the fourth door has nine dials marked with letters in Common. The fifth dial is stuck on A. When the characters arrive there, the stone head of Szass Tam asks: “What is the newest jewel in the crown of almighty Thay?”

A character who succeeds on an Intelligence (Arcana) check recalls the following information :

DC 15. A decisive war was recently fought in the local region between Thay and coalitions of adventurers.

DC 20. The answer is Mulmaster.

Any characters with the **Hunted By the Red** story award have advantage on this check.

The answer can be keyed in as M-U-L-M-A-S-T-E-R. The door opens when the correct word is keyed in. On the other side is a statue of M'Weru, the zulkir of evocation—a beautiful woman of Rashmeni features. A line clearly separates the statue's head from the body. Moments after the head is removed, another appears.

Doomed Caravan. Beyond the fourth door, the characters find a caravan of two wagons driven by **skeletons** and pulled by **warhorse skeletons**, stopped along the tunnel wall. The wagons are heading for the fifth gate and barely visible in the haze of poison gas. Four humanoids (a human, two elves, and a dwarf) have been slain where they were hidden inside the crates and barrels of mundane foodstuffs and gear on the wagons. (This was the threat that caused the alarm to be sounded.)

The dead human has a *potion of superior healing* clutched in their hands, inches from their mouth. Held tightly in the dwarf's rigor mortis grasp is a *staff of frost*. (Though it shouldn't happen under normal circumstances, if the characters have already claimed the *staff of frost* from part 1A of the adventure, this staff is not here.)

FINAL DOOR

At the final door 500 feet along the tunnel, there are no dials. Instead, five headless statues have been carved into the stone of the wall to the right of the door. Each of the five statues is clad in magnificent robes, and all appear identical.

The challenge here is to place the heads in order of weight, with the heaviest head closest to the door (statue 5, on the right as the characters are looking at the statues) and the lightest head farthest from the door (statue 1, on the left). Appendix 12C provides clues as to the weight of the heads. Additionally, a character who succeeds on an Intelligence (Investigation) check made to study the statues notes the following information:

DC 15. The figure in the center is slightly larger than the others, and its hands are skeletal. This is clearly Szass Tam.

DC 20. The headless statue to the immediate right of Szass Tam has broad shoulders and a fine physique. This must be Dar'lon Ma.

DC 25. The headless statue to the far right of Szass Tam wears a small amulet bearing the symbol of abjuration that has been nearly rubbed away. This must be Sirikhan.

Solving this puzzle involves placing Damond and M'Weru on the left, Dar'lon Ma and Sirikhan on the right, and Szass Tam in the middle. When the stone heads are placed in the correct orientation, the fifth and final door opens. The statue heads then vanish, unwrought by the magic that made them. If poison gas is present in the tunnel, it dissipates harmlessly.

TREASURE

Whether the characters continued on alone or were escorted along the supply tunnel by Elchorius in zombie form, they can claim the *staff of frost* and the *potion of superior healing* when this part of the adventure is done.

DEVELOPMENT

On the other side of the final gate is an underground trading post known as the Last Stop. When the characters arrive here (or when the last of them is raised here by Elchorius), proceed to “The Last Stop” in part 2 of the adventure. The characters can take a long rest at this point in the adventure if they wish, but see the “Resting Limits” sidebar in that section for important information.

PART 2: DIGGING DEEPER

Estimated Duration: 100 minutes

Though the first part of this adventure can take the characters along different paths depending on how they came to Thay and the choices they make thereafter, those paths merge as the characters make their way into the dungeons beneath the Citadel at Thaymount. In these dark tunnels and caverns, power and chaos rule over a lawless populace of degenerate undead and savage mortals.

This section of the adventure can begin in three different places, depending on how the characters got to this point:

- In the “Ravensblood Academy” section, if the characters worked with Gaedynn Telstaerr and entered the dungeons by way of the library in Szass Tam’s palace.
- In “The Last Stop” section, if the characters are allies of Dar’lon Ma and was guided by the mummy lord Elchorius to enter the dungeons by way of the supply tunnel.
- In the “Captured!” section, if the characters’ actions in part 1 of the adventure saw them defeated by the forces of Thay.

“Appendix 2: DM’s Setting Information” contains information on the dungeons beneath the Citadel, and advice on making the locations in this part of the adventure come to life.

PLAYING THIS SECTION ON ITS OWN

If you are playing this part of the adventure without having played part 1, assume that the characters have gone through a number of harrowing adventures to reach the dungeons beneath Thaymount. They now find themselves at the Last Stop, a ramshackle trading post just inside a well-protected supply tunnel that is one of the few ways in or out of the dungeons beneath the Citadel.

Before beginning this part of the adventure, be sure to read the “Overview” and “Legacy Events” sections in the “Adventure Primer” section, and “Appendix 2: DM’s Setting Information.” You might also find “Appendix 1: Adventure Flowchart” useful.

STORY OBJECTIVES

Merely learning that King Hekaton’s body was taken to Ravensblood Academy is not enough to satisfy Zehira. On behalf of Princess Serissa, she wants proof of what was done to the storm giant king so that the foul plans—and fouler magic—of the Red Wizards might eventually be undone. Area N3 of the “Ravensblood Academy” section holds the secret to the fate of Hekaton, which is **Story Objective B**.

What the Thayans know about the *Wyrmskull Throne* is privileged information. At the moment, the only one who has it—at least of the people that the characters have access to—is the former Red Wizard Trildor Zihial. For his disobedience to Szass Tam, Trildor has been sent to the Word of Recall, an exclusive magical boutique in the dungeons beneath the Citadel, to have his memories erased. In exchange for being rescued in the “Word of Recall” section, he can provide information about the Cult of the Dragon’s plans, which is **Story Objective C**.

THE DUNGEONS UNDER THAYMOUNT

Long before humans came to dominate Faerûn, the progenitor serpentfolk known as the sarrukh raised a great tower atop Thaymount, and excavated a vast network of chambers and tunnels below it. (See the sidebar in the “Things Left Behind” section of part 3 for more information on the sarrukh.) The Thayans repurposed these ruins in the creation of the Citadel, and used the caverns below for the creation of open dungeons. Rather than going to the trouble of building cells and paying guards to watch over those who challenge the order of Thayan society, the Thayans throw lawless outsiders and citizens alike into permanent exile beneath Thaymount, to let them fend for themselves in a dark and lawless realm.

The dungeons consist of a series of tunnels and large caverns filled with squalid, haphazardly built structures. Building materials are in short supply in the dungeons beyond the original stone of sarrukh construction, so most buildings are decrepit—patched with the remains of barrels and crates that food is delivered in, or fragments of other buildings that have collapsed. There is no planning to this underground settlement, with buildings randomly placed and often demolished to make room for something else. Streets and alleys are filled with trash and rubble, and many of the tunnels between caverns are dangerously unstable.

The tunnels and caverns along the edges of the dungeons feature reptilian carvings dating back to the sarrukh. But most of these areas have been collapsed to keep the denizens of the dungeons contained.

THE LAST STOP

The Last Stop is a trading post just past the end of a supply tunnel leading into the dungeons beneath the Citadel at Thaymount. Here, Thayan agents, merchants, and exiles congregate to collect wares, vie for the right to take charge of newly arrived prisoners, and share information about the outside world. It’s a chaotic mix of bar, marketplace, and thrall auction all in one.

If the characters arrive through the tunnel without Elchorius, they draw the attention of merchants, traders, and hangers-on who want to know who they are, why they’ve come, and where the overdue supply wagons are. (Those wagons were the source of the alarm that saw the supply tunnel locked down in part 1 of the adventure.)

If the characters arrive as undead with Elchorius, or if they come here after first making their way through Ravensblood Academy, the folk of the Last Stop pay no special attention to them.

THE PURPOSE OF THE LAST STOP

This part of the adventure is intended to give the characters more information on the power players in the dungeons beneath the Citadel, to offer up necessary clues to drive their search, and to introduce them to the doppelganger Eurid Eight-Fingers. Eurid can both simplify the characters' journey through the dangerous patchwork of gang territories beneath the Citadel and provide key information on the dungeons. No matter how the characters arrived here, set up for the players that the Last Stop is a hub of commerce and information.

AREA INFORMATION

The Last Stop has the following features.

Ramshackle Trading Post. The Last Stop is a ruined and squalid settlement built of cobbled-together junk. Ramshackle tables and colorful patchwork tents are arrayed around the huge adamantine doors at the tunnel's end, with more of the trading post spreading beyond.

Sounds and Music. Off-key and out-of-tune music can be heard throughout the area, interrupted by the shouts of merchants selling their wares.

Desperation. Almost everyone here seems desperate for something, and all are fixated on new arrivals of goods and creatures coming through the supply tunnel doors.

Market Stalls. Merchants of all types sell goods from the depths of the dungeons or from the surface here. Any items from the *Player's Handbook* under 1,000 gp in value can be procured in the Last Stop—but at a cost of 10 times their normal value due to scarcity.

CREATURE INFORMATION

A number of NPCs potentially important to the characters can be found in the Last Stop.

Quan Dul. A lawful evil Thayan human **necromancer**, Quan Dul has little initial interest in the characters. He's simply at the doors awaiting deliveries that are now late, along with a bodyguard (a human **champion**) and a small retinue of six **zombie** laborers. After an hour, Quan leaves the Last Stop—allowing the characters to sneakily follow him to the side entrance to Ravensblood Academy (area N4) if the players are looking to follow a random lead. Go to the “Ravensblood Academy” section below.

Faraway Visions. This neutral evil tabaxi **enchanter** offers otherworldly delights, including pipeweed, alcohol, and other intoxicants—all the while recommending that the characters visit the Word of Recall, an exclusive magical boutique where they can go anywhere and be whoever they want to be.

Sharade Quilbax. Sharade (a neutral tiefling **diviner**) has all the trappings of a flamboyant fortune teller, and they offer to read palms and gaze into the future of anyone they meet. When the characters first meet Sharade, the tiefling pays them special attention:

The lavender-skinned tiefling swirls their peacock-feather-adorned sash and looks at you all with unsettling yellow eyes. “I see ... that you seek a throne ... the throne of seven lords. I cannot see the path before you. But I know someone who perhaps can ...”

If the characters take them up on this offer, Sharade directs them to search for “Maelstrom's jetsam” at the Word of Recall, a unique magical boutique that serves the denizens of the dungeons. “Maelstrom's jetsam” is a phrase that came to Sharade's mind, but the diviner isn't sure what it means. (It symbolically represents Trildor Zihial, who is held prisoner at the Word of Recall, though Sharade doesn't know this.)

Though the characters will learn this only later, Sharade Quilbax is secretly an agent of Zulkir Damond, and has been ordered to assist the party. Sharade returns in part 3 of the adventure.

SHARADE QUILBAX

Lawful evil Thayan human necromancer

Sharade is an agent of Zulkir Damond in the dungeons beneath the Citadel, using a cover identity as a fortune-teller in the Last Stop trading post to meet and keep tabs on many people. They are a lavender-skinned tiefling with golden eyes and long, antelope-like horns, who dresses in peacock-feather adorned robes and sashes.

What They Want. Sharade wants the will of Zulkir Damond to be done in the dungeons—so that one day, they can leave.

Flamboyant. Sharade is not subtle. They live, speak, and dress in a loud, lively fashion.

HUNGRY FOR VENGEANCE

If the characters played through the “Captured!” section of this part of the adventure before coming to the Last Stop, Sharade speaks of having seen visions of a mighty clash of fire, steel, and blood where the characters reclaim what is theirs and vanquish Savas the Scarlet. The red abishai warlord lairs deep down in the dungeons in dangerous territory, and Sharade's visions should offer warnings that the characters going after her before reclaiming “Maelstrom's jetsam” could be suicide.

Duggurond Stoneskin. A neutral good dwarf **commoner**, Duggurond is a merchant awaiting the caravan that has yet to arrive. If the characters emerge from the tunnel on their own, Duggurond eagerly asks them if they saw the wagons, and offers the party a *potion of vitality* to learn what happened.

Lauzoril. A former Red Wizard (a neutral evil human **commoner**), Lauzoril has burn marks all over his body where his magic tattoos were removed. He lives as a beggar now, and warns everyone he meets—particularly any Red Wizard apprentices who visit the Last Stop—to not trust the Red Wizards the way he did. Lauzoril knows where the secret entrance to Ravensblood Academy is, and he can share this information for 200 gp.

Eurid Eight-Fingers. A neutral good **doppelganger**, Eurid wears the form of an older human male when the characters first meet him, missing two fingers but conspicuously healthy looking compared to many destitute denizens of the dungeons. Eurid earns a living as a kind of carriage driver in the dungeons—courtesy of the undead-animated corpse of a massive giant centipede, which he's converted into a vehicle.

Eurid is the focus of the **Recognition of a Hero** legacy event, in which a character who participated in *The Red War* epic (or, failing that, a character with renown for particularly heroic deeds or actions) inspires the doppelganger to repay a favor. Choose the appropriate character ahead of time, and paraphrase the following text with details of the character's heroic deeds as appropriate.



Through the crowd, a round-bellied and rosy-cheeked man pushes toward you excitedly, waving two hands with two noticeably missing fingers. “It’s you! I never would have believed it. I’m Eurid! Ah, you probably don’t even remember, there was so much going on. But you saved my life, and I’ll never forget it.”

Observing that the characters seem out of place in the Last Stop, Eurid offers to show them around and help them out. He waves the party toward a partially collapsed tunnel nearby, and gives a sharp whistle. A monstrously huge, rotting centipede with a roughshod carriage precariously balanced atop it quickly shambles forth. Many of the arthropod’s legs are missing, replaced with skeletal grafts from humans, horses, and all manner of other creatures.

Eurid’s undead carriage is called Nazrohi. It has the capacity to fit eight Medium humanoids inside and one up top, alongside Eurid. When everyone loads in, the doppelganger is happy to take the characters wherever they’d like to go.

In addition, Eurid can share the following information—and begins rambling on if the characters don’t ask the right questions:

- The dungeons beneath the Citadel twist and turn like crazy. There’s always some section falling apart or being claimed by one gang or another. Some folks even talk about ancient tunnels down at the lowest levels created by the sarrukh—a long-dead line of serpentine humanoids who were one of the creator races of Faerûn.
- Walking around in the dungeons is dangerous. Just about every gang is out for blood, any valuables you’re carrying, or both. The gangs are formed of the toughest inmates who get thrown into the dungeons—mostly monsters and former heroes every bit as strong as the characters.
- Anybody who dies in the dungeons ends up getting collected by the Red Wizards for Ravensblood Academy, their necromancy school connected to the dungeons. For that matter, even living folk whose luck turns bad can get collected. The Red Wizards are just about the only free folk down here, always coming up with new ways to experiment on the living and the dead.
- In addition to the necromancers, Red Wizard diviners have had a stronger presence in the dungeons in the past few years, ever since that zulkir took over Eltabbar.
- The corpse of the king of the storm giants was seen in the Last Stop, when the necromancers had it carried to Ravensblood Academy.
- More recently, two Thayan guards paid Eurid to take them and a prisoner from the surface to the magical boutique known as the Word of Recall. Eurid didn’t ask questions, but burn marks on the prisoner suggested that his Red Wizard tattoos had been recently removed. The fact that the guards didn’t simply let him loose in the dungeons suggested that the mages at the Word of Recall had something special planned for him.

Eurid is keen to have the characters take him along on whatever crazy scheme they’ve got going on. But though he’s happy to drive the characters around, he stays with Nazrohi after dropping them off, waiting nearby in case they need a fast exit. He does not assist in combat.

EURID EIGHT FINGERS

Neutral good doppelganger

Eurid once lived a simple life undercover in Mulmaster—before being caught and presumed to be a spy during the events of *The Red War* epic. (It was during that calamitous time that the doppelganger claims they lost their two missing fingers.)

What They Want. Eurid wants out of the dungeons beneath the Citadel, and hopes that a worthy hero comes to aid them in that quest. But they’ve seen so many heroes turn into feral villains in the dungeons that they’re starting to doubt whether heroes are even real anymore.

Everybody’s Friend. Eurid and their undead monstrous centipede, Nazrohi, operate as one of the few carriage services not controlled by the gangs of the dungeons. The doppelganger knows the tunnels beneath Thaymount like the back of their hands, and are quick to build rapport with anyone they can.

TRAVELING WITHOUT EURID

Traveling without Eurid can expose the party to all manner of complications. If you find yourself with extra time during your session, these threats might include random urban encounters from chapter 2 of *Xanathar’s Guide to Everything*. If you don’t have time for that, you can add suitably flavorful noncombat encounters around the characters:

- Parts of the wall behind the characters begin to shift, and a number of hunched-over kobolds emerge from previously unseen tunnels. They giggle maniacally and drag heavy metal spikes along the ground behind them, leaving a shower of sparks. Any initial interest they have in the characters is lost quickly as they wander away into the darkness.
- A sunken-cheeked and hollow-eyed elf sees the characters coming and steps toward them. His skin is bone white and appears to be barely clinging to his skeleton. A look of hope flashes across his eyes as he asks for food and drink.
- Thunder rumbles down a tunnel as a convoy of undead “vehicles” appears—huge skeletal creatures, animated as undead and transformed into transportation by lashing on rough seats and straps. Most appear ready to fall apart to bones and bits of carapace at any moment, but a few feature shiny metal plating and bright lamps lighting their way through the darkness.
- A scream echoes down a tunnel as grimy claws reach up from the ground to pull one of the dungeons’ denizens down. The characters can quickly intervene, whereupon the claws descend and the stone reseals. (The origin and nature of this threat is left to your determination.)

SANCTUARY

The Last Stop is a safe place for the characters to take a short rest. They can also rent a room in the trading post’s disheveled but clean hostel for 5 gp to take a long rest. (The hostel is where characters appear who are killed, then raised by Elchorius in the “Supply Tunnel” section of part 1 of the adventure.)

RESTING LIMITS

During the first long rest the characters take in the Last Stop, rumors begin to spread about a new group of adventurers recently arrived in the dungeons. Members of the gangs that control the dungeons begin to prow around the Last Stop, and the hostel owner refuses to allow the characters to stay there any longer for fear of violence. If the characters attempt any additional long rests in the trading post, those rests are interrupted by a gang attack squad consisting of an **assassin**, an **evoker**, a **war priest** of Bane, and a **champion**.

TREASURE

If the characters shared their tale with Duggurond Stoneskin, they earn the dwarf's *potion of vitality*.



RAVENSBLOOD ACADEMY

Szass Tam's school for promising necromancers, Ravensblood Academy is part of the subterranean levels of caverns and tunnels beneath the Citadel, and is connected to the lawless, squalid tunnels and caverns of the dungeons. An aura of menace—not to mention the threat of the academy's powerful spellcasters and undead guards—inspires the gangs of the dungeons to give the academy a wide berth.

A map of Ravensblood Academy can be found in appendix 7.

AREA INFORMATION

The areas of the academy have the following features.

Lighting. Except where otherwise indicated, all areas are brightly lit by *driftglobes* or fixed magical lanterns imbued with the *continual flame* spell.

Ceilings. Corridors in the academy are 10 feet high, with ceilings in the larger chambers rising to 20 or 30 feet.

CREATURE INFORMATION

In addition to Valakhod or Gisa and Geralf (if those NPCs lead the characters down here), the occupants of the academy when the characters arrive include the **skull lord** headmaster Skivarn Yazar, as well as the undead creatures serving him. A selection of students and faculty members are also present, including a **necromancer** able to turn the academy's central lab into a deadly battleground in response to the characters' incursion.

If the characters defeat and question any of the NPCs here, all of them know that King Hekaton has been raised as a death knight under the control of Szass Tam, and that he has been sent somewhere away from Thay on a mission. However, the characters must still collect specific information to complete the story objective in this section (see area N3).

N1. GUARDED ENTRANCE

The main entrance to the academy is a grandiose portal carved with sigils of necromancy and protected by two **death giant** guards, who dissuade anyone not having legitimate business from getting near. This entrance is largely for show, however, and is barred from the inside. It was last used to bring King Hekaton's corpse inside the academy, but was then swiftly resealed.

Most students and faculty use the entrance from Szass Tam's palace into area N7, use the hidden alley entrance to area N4 whenever they have business in the dungeons, or teleport into area N3 (provided they have approved Thayan tattoos or *spell tiles* to bypass the magical wards protecting the dungeons). It is not expected that the characters will enter the academy this way, and if the idea comes under discussion, the players should be made aware of the difficulties they will have in doing so.

N2. GREAT HALL

This huge hall is impeccably clean, and has many chairs and tables stacked along its walls. Though regularly used for lectures and meals, the great hall is not in use and empty of other creatures when the characters first pass through here.

N3. HEADMASTER'S OFFICE

The headmaster's office serves as a gateway to the library, and is used to keep track of the comings and goings of students. The office is slightly raised above a 10-foot-wide passage that runs from the great hall to the library. Galleries to either side of the passage (each 20 feet wide by 30 feet long) are 5 feet higher than the hallway, so that the headmaster can look down upon the students as they pass.

Desks and Records. Large, neat desks in this area hold the school's records and correspondence. The desks provide half cover, and give stealthy characters the potential to sneak through this area (see "Playing the Pillars" below).

The files here provide proof of the fate of the dead King Hekaton, allowing the characters to complete **Story Objective B**. Share the player handout of appendix 13 when the characters discover this information.

Teleportation Circle. A permanent teleportation circle in this area is the arrival point for most students and faculty coming to the academy, allowing all arrivals to be properly met by Skivarn. The circle can be activated or used as a destination only by creatures bearing the potent magical tattoos of the Red Wizards.

The Headmaster. Skivarn Yazar is the neutral evil **skull lord** who oversees the academy. He commands two disgraced apprentices who now serve him in undeath (use the **revenant** stat block), as well as the tortured, disembodied brain of a former rival (a **brain in a jar**). All these servants are fitted with control collars that force them to follow Skivarn's commands.

Skivarn is able to identify all current and previous students and faculty at the academy by face and name, making it impossible for characters to use that ruse to bluff their way past him. If intruders are detected in his school, he fights to the death to destroy them.

HEADMASTER SKIVARN YAZAR

Neutral evil skull lord

The master of Szass Tam's private school of necromancy enjoys maintaining a useful level of terror among the students.

What They Want. Skivarn plans on maintaining his prestigious position as head of Ravensblood Academy at any cost. He does not suffer idiots or aggression lightly.

Lord of My Domain. Skivarn commands respect among all students and faculty of the academy, and they bend to his will. Szass Tam's star pupil, Valakhod, is a notable exception.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative combat strength of the party:

Very Weak. Remove the **brain in a jar**, and replace the revenants with **mummies**.

Weak. Replace the two **revenants** with four **mummies**.

Strong. Replace the **brain in a jar** with an **alhoon**.

Very Strong. As strong, and add one **revenant**.

Playing the Pillars. You can make use of the following suggestions when running this encounter.

Exploration. Stealthy characters who can beat Skivarn's passive Wisdom (Perception) score of 22 can move throughout the cluttered room and search the

files without being noticed. Even if the characters intentionally bring themselves to the attention of the revenants or the brain in a jar, those servants of Skivarn don't alert their hated master.

Social. The revenants and the brain in a jar serve Skivarn against their will. Any character who succeeds on a DC 22 Wisdom (Insight) check made while watching the undead at work determines that there is discord between them, which can be capitalized on in a fight. A successful DC 20 Charisma (Persuasion) check inspires one of the revenants or the brain in a jar to point out the collars that prevent them from joining any fight against Skivarn. A collar can be deactivated with a *dispel magic* spell (DC 16). An undead whose collar is deactivated joins with the party to defeat Skivarn, then flees the academy.

Combat. If a fight breaks out, Skivarn spends his first legendary action to summon undead to protect himself and assail enemy spellcasters. The revenants lock the characters down as best they can, while the brain in the jar and Skivarn rain spells down on their opponents.

N4. LIBRARY

Carefully preserved stacks of books fill the shelves that cover the walls in this area. Also on display throughout the library are statues of some of the necromantic triumphs that have been conceived of at the academy—including numerous undead creatures, a mockup of a death giant, and a diorama map of Mulmaster cursed and dominated by Thay.

Three **poltergeists** serve as the unseen librarians of this ancient repository of forbidden knowledge. They shush anyone who speaks louder than a whisper in the library, and assail anyone except students or faculty who attempt to remove a book from the shelves.

Hidden Door. A secret door in the far corner of the room can be found with a successful DC 22 Intelligence (Investigation) check. The door leads to a shadowy alley outside, then to the dungeons beyond. If the characters come to the academy from the dungeons, they might be led or directed to this door by Quan Dul or Lauzoril (see "The Last Stop"), or by Trildor Zihial (see "The Word of Recall").

N5. STUDENT QUARTERS

The most talented student necromancers stay in Szass Tam's Palace. Less distinguished students live in these plain dormitories, set with bunks, footlockers, and nothing else of value or interest.

When the characters first come this way, one dormitory is empty, while three **magics** and four **Thayan apprentices** are present in the other. If the students have any reason to suspect trouble (for example, if the noise of a battle reaches this area or if they overhear characters talking in the corridor) they barricade the door and cast *arcane lock* on it.

N6. CENTRAL LAB

Everything about this area underlines its purpose as a necromantic laboratory. Two magic circles are inscribed in opposite corners of the room, each set with humanoid skeletons clustered around it in preparation for dark rituals. More skeletons are stacked along one wall, and four unlit braziers stand around the room. A number of tables pulled together in the center of the room feature legs formed of humanoid, animal, and monstrous bones.

Flexible hoses with metal tips hang down from the ceiling, while the side walls of the room are set with pairs of skeletal arms hanging between shelves stacked with surgical and dissection tools.

Class in Session. When the characters first enter this area, a **necromancer** professor and three students (a **mage** and two **Thayan apprentices**) are present here, working on the corpse of a hill giant. If the characters are unaccompanied, it takes a suitable story and a successful DC 22 Charisma (Deception) check to explain their presence and let them slip out again. Otherwise, the professor and her students attempt to turn the characters into more fodder for their dark experiments.

In combat, the professor spends her first action to chant a dark incantation which causes the hill giant corpse to arise as a **devourer**. She can also make use of lair actions while within the central lab. See the “Home Field Advantage” sidebar of the necromancer entry in the “Creature Statistics” section.

Special Guests. If the characters are accompanied by Valakhod (see area P3 of “The Palace of Szass Tam” in part 1 of the adventure), the professor and her students are present here, but they don’t dare to question Szass Tam’s prize student as he takes over their lecture. If the characters are accompanied by Gisa and Geralf (see area P5 of “The Palace of Szass Tam”) but those apprentices don’t know who the characters are, the two ask the professor to allow them to demonstrate their undead creation techniques.

Whichever NPCs take over the process of preparing the hill giant to be raised as an undead creature, the characters can attempt to slip away at some point during the demonstration—or you might decide that the professor grows suspicious of their presence and challenges them.

Undead Ambush. If the characters are accompanied by Gisa and Geralf and the two apprentices are intent on catching the characters off guard, the professor and students are not here, replaced by two **wraiths** and two undead **Thayan guardians**. The two **necromancers** order these creatures to attack, then quickly join in.

Both Gisa and Geralf can make use of lair actions while within the central lab. See the “Home Field Advantage” sidebar of the necromancer entry of the “Creature Statistics” section.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative combat strength of the party:

Very Weak. Remove the **mage** and replace the **devourer** with a **giant skeleton**.

Weak. Remove the **mage** and replace the **devourer** with a **Thayan guardian**.

Strong. As normal, but the **devourer** is under the effect of a *haste* spell from the potency of the ritual.

Very Strong. Replace the **necromancer** professor with an **archmage** and replace the **mage** with a **necromancer**. The archmage professor can make use of lair actions while within the central lab. See the “Home Field Advantage” sidebar of the archmage entry of the “Creature Statistics” section

Treasure. A number of shelves along the walls are stacked with a variety of blood-streaked relics—including armor, jewelry, a *spell scroll* of *mass cure wounds*, and an unusually large ring. A successful DC 20 Intelligence (History) check identifies this as King Hekaton’s signet ring, confirming that the storm giant king’s body passed through this area. However, finding the ring does not satisfy **Story Objective B**. (If necessary, Zehira reminds the characters that they must determine the full scope of what happened to Hekaton.)

N7. COLD STORAGE

This cadaver storage area is the characters’ entry point into Ravensblood Academy if they come here by way of Szass Tam’s palace in part 1 of the adventure. Characters who descended the stairs from the library, whether alone or with Valakhod or Gisa and Geralf, arrive here.

The door into this area is thick and insulated to keep the cold in. It also keeps noise out, and fighting here doesn’t attract attention from other areas. The creatures here likewise don’t respond to fighting or alerts in other areas.

Chilling Out. Hanging from hooks set into the ceiling across this area are the corpses of humanoid creatures of every type found in Faerûn. Larger creatures, including giants and dinosaurs, are laid out on wide tables against the walls. Any creature that looks closely at the ceiling notes that it is covered with brown mold that keeps the area unnaturally cold (see the sidebar). If the mold is hit with fire, it reacts violently, spreading down the walls and onto the floor.

Undead Guardians. An **abjurer** watches over this area, assisted by three **bodaks** to prepare the cadavers used by students. Believing that any intruders must be intent on stealing their precious bodies, these guardians attack at once.

Hidden Door. A hidden switch behind a stack of cadavers can be found with a successful DC 20 Intelligence (Investigation) check. Pulling the switch opens the secret door that leads up to the library (area P6) in Szass Tam’s palace.

BROWN MOLD

Brown mold feeds on warmth, drawing heat from anything around it. A patch of brown mold typically covers a 10-foot square, and the temperature within 30 feet of it is always frigid.

When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.

Brown mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area).

A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.

ACCOMPANYING VALAKHOD

While the characters are with Valakhod, no one in Ravensblood Academy questions their presence. Szass Tam's prize apprentice seems much more at home among the undead than among the living, but can still be manipulated by socially adroit characters into revealing important information with successful DC 18 Charisma (Deception, Intimidation, or Persuasion) checks.

Valakhod was the primary caster of the ritual that transformed King Hekaton's body into a death giant, assisted by Szass Tam and an elder Red Wizard named Trildor Zihial. Valakhod hasn't seen Trildor since the ritual was completed, though he knows the elder was recently stripped of his power and sent to the dungeons under the Citadel after some sort of disagreement with Szass Tam. He also has no idea who Hekaton was or what the *Wyrmskull Throne* is, though he knows that records of the rituals performed on the storm giant king would be kept in the headmaster's office.

ACCOMPANYING GISA AND GERALF

Gisa and Geraff knew exactly who King Hekaton was when he was brought to Ravensblood Academy, and they're envious that Szass Tam chose Valakhod instead of one of them to lead the ritual that animated and transformed the king. They can't be bluffed into telling the characters this information, but might be coerced into revealing it to save their own lives if they are overcome in combat.

If the two recognize the characters in part 1 of the adventure, they might tease them with hints of what they know to lure them down into the cold storage room and the central lab. See the "Hunted by the Red" sidebar in area P5 of "Szass Tam's Palace."



CAPTURED!

If the characters were overcome by Thayan forces in part 1 of the adventure, they start part 2 of the adventure here. Describe for the players the process by which their characters were taken into custody, paraded before a jeering crowd, and eventually knocked unconscious to prevent struggle. From there, the characters were taken to the dungeons beneath the Citadel, left to rot with all those who oppose Thayan rule.

In the dungeons, the still-unconscious characters were found by a gang whose members took the opportunity to relieve them of their gear. Read the following to set the scene as the characters regain consciousness.

Your return to consciousness brings pain—a rough reminder of the thrashing the Thayans delivered to you. Laughter is the first thing your senses pick up on, followed by the stink of grime and the light of a fire. A voice calls out: "Look at all these new toys we got. Time to take back the block."

The characters discover that they have been stripped of their magic items (including magic armor). Each character has two levels of exhaustion but has full hit points and the benefit of having taken a long rest.

AREA INFORMATION

The area has the following features.

Area and Terrain. Savas and her crew have pulled the characters into an abandoned ruin to strip their gear. It's a 50-foot-long and 35-foot-wide room with 10-foot ceilings. The characters are prone and 30 feet from Savas and her crew when they awaken.

Lighting. The area is dimly lit by trash fires.

Stink. While the trash fires provide illumination, they also make everything smell awful.

Sealed Chute. Above the middle of the area is a chute sealed with a shimmering wall of force (as that created by the spell of the same name). The characters were tossed down this chute from the surface after being captured.

CREATURE INFORMATION

Savas the Scarlet (a chaotic evil **red abishai**) leads the gang who found the characters and their equipment—an **assassin**, an **evoker**, a **war priest of Bane**, and a **champion**.

SAVAS THE SCARLET

Chaotic evil red abishai

Savas is a brutal warlord, and the undisputed master of the dungeons beneath the Citadel.

What They Want. Savas wants to reclaim territory that she's lost to other gangs, and to ultimately challenge the Red Wizards for control of the dungeons.

Driven. Savas has always been a bit of an outcast, but her draconic heritage gives her instinctual cunning and wrath.

The gang members have already put on and attuned to the characters' magical equipment, and taken their spell components. The gang's old equipment and the characters' nonmagical weapons, gear, and armor lie discarded within 20 feet of the characters. The characters can replace any magic armor and weapons with the gang's scuffed and nonmagical gear, up to a total of 750 gp in value. They can also claim any missing spell components no greater than 50 gp in value.

PLAYING THE PILLARS

You can make use of the following suggestions when running this encounter.

Exploration. Savas and her crew don't feel the need to stick around. If the characters start obviously rising up, the gang members quickly flee with their new loot. Characters who play dead or sneak toward the discarded gear might be able to surprise the gang members.

Social. Savas is a bully at heart, and she delights in humiliating the fallen adventurers. She offers to give each character one random piece of gear back if they get on their knees and beg.

Combat. The characters can grab the mundane loot and immediately try to stop Savas, but she and her crew have more interest in getting away than getting caught up in a fight.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative combat strength of the party:

Very Weak. Remove the **evoker** and the **champion**.

Weak. Replace the **evoker** with a **mage** and the **champion** with a **gladiator**.

Strong. Replace the **champion** with a **warlord**.

Very Strong. As strong, and add one **master thief**.

SAVAS NOW OR SAVAS LATER

If the characters don't do battle with Savas now—a rough proposition given that they've lost their magic and are exhausted—she and her crew appear again in the “Levelers” section of part 3 of the adventure, to give them an opportunity to get their gear back.

DEVELOPMENT

If the characters attempt to pursue the gang members, they discover that the area around the ruin is a network of deserted twisting alleys and other ruined buildings. The gang members know the area well, and quickly vanish from sight.



When the encounter is done, the dungeon carriage driver Eurid appears, traveling through the area in search of a fare. (See “The Last Stop” section for information on this helpful NPC.)

After introducing himself with the **Recognition of a Hero** legacy event (as described in “The Last Stop”), Eurid can take the characters to the trading post to recover, gather information, and plan their next move.

THE WORD OF RECALL

The Word of Recall is a unique magical boutique set within the dungeons, operated by a group of enchanters and illusionists from the Citadel, and offering those condemned to the dungeons a chance to escape their dismal lives for a time—and for a price in coin and memories. The mages who run the Word of Recall use the combined powers of the *dream* and *modify memory* spells, unique rituals, and mind-reading undead creatures known as thieves of sanity to give the interred a pleasant escape, even as they gain unfettered access to the secrets their clients have locked in their memories. The mages then sell these secrets to the highest bidder, or sometimes accept payment to purposefully excise and rewrite memories so that they are lost to time forever.

This second service of the mages is why Szass Tam has sent Trildor Zihial to the Word of Recall. The elder mage knows certain secrets learned while serving the zulkir of necromancy, and Szass Tam has ordered those secrets erased to punish Trildor for disobedience. (See the “Story Objectives” and “Accompanying Valakhod” sidebars in part 2 of the adventure). Rescuing Trildor allows the characters to fulfill **Story Objective C** and grants them a potential ally for part 3 of the adventure.

OUTSIDE

As the characters approach the Word of Recall, they see that the building is of much better construction than most other structures in the dungeons. Its exterior is painted with lively scenes of tropical delights, underwater ruins, golden pyramids rising above sand dunes, and ominous gothic castles perched above misty fields. A single red iron door is the only visible entrance.

AREA INFORMATION

The interior of the Word of Recall has the following features.

Fine Décor. The Word of Recall is an island of normalcy in the decrepit environs of the dungeons, set with comfortable furniture and paintings on the walls.

Paintings. These promotional pieces feature images showcasing faraway destinations such as Chult, Phlan, and Waterdeep. Each is set with slogans such as, “Have the adventure you've always dreamed of!” and, “Don't let this opportunity to be a Masked Lord pass you by!”

Scented Candles. These provide the sickly sweet aroma of flowers, fresh linen, and other scents meant to create a relaxing air.

Lighting. The main areas of the building are brightly lit by magical lanterns. In the treatment areas, the lanterns are shrouded to fill each room with dim light.

CREATURE INFORMATION

The **enchanters** and **archmages** who operate the Word of Recall are assisted by a number of **shadow dancer** orderlies, as well as mind-reading undead creatures known as **thieves of sanity**. These enchanters are especially slick and personable. See the sidebar in the enchanter entry in the “Creature Statistics” section.

E1. ENTRANCE LOUNGE

Beyond the front door, a large lobby is set with a long desk. Two **Thayan apprentices** are waiting in the chairs for appointments when the characters arrive. Assuming the characters are openly armed, the apprentices give them suspicious looks but cause no trouble.

Hard Sell. Behind the desk sits Navarra, a neutral good Rashemi halfling **enchanter**. She has dark hair and wears adventuring gear that has clearly not seen any use.

NAVARRA

Neutral good Rashemi halfling enchanter.

This charming and bubbly halfling works the front desk at the Word of Recall.

What They Want. Navarra genuinely seeks to provide relief to those who suffer in the dungeons below the Citadel, and sees nothing but good in the services the Word of Recall provides. That said, she is keen to weed out the merely curious from those who have the coin to afford the fantastic journeys on offer.

I've Got a Bridge to Sell You. Navarra's charming ways are all meant to entice guests to pay hundreds or even thousands of gold pieces to experience delights they can only barely conceive of, all while staying perfectly safe.

Navarra begins with the company line, including asking about the characters and where they want to go. She describes the benefits of the Word of Recall as: “Take a vacation, be a hero, all without leaving the dungeons or having any real danger! Your mind won't know the difference!” Appropriate roleplaying and a successful DC 18 Charisma (Deception, Intimidation, or Persuasion) check—or a 100 gp down payment—is enough to impress upon Navarra that the characters aren't seeking run-of-the-mill entertainment, and are worth being sent on to Skemp in area E2.

E2. TREATMENT AREA

Beyond the entrance lounge, a broad hallway opens up, with a number of doors leading to small rooms, and a desk set in a large open space at center. When the characters first enter this area, they catch a glimpse of a “satisfied client”:

The area beyond the entrance lounge is a large open space with four smaller rooms within it. A pale, hairless humanoid in clean white robes is in the process of leading a disheveled-looking, mumbling human through the door of one of those rooms. As the door closes, the human's faint words carry to you. “No, no ... I have to remember ... remember Hekaton ... remember Hekaton ...”

An aasimar in brilliant golden robes turns toward your group as you are spotted. “Oh, don't mind him. He just had the trip of a lifetime to Maelstrom, the storm giant citadel. Such a wondrous place that he's already keen to go back. How can I help you go on the journey you've always wanted?”

Any character with a passive Wisdom (Perception) score of 15 or higher notices that the mumbling human showed signs of burn marks on their head and arms.

Helpful Staff. Skemp (a neutral evil aasimar) leads the characters to the central desk to talk to them. He uses the **archmage** stat block with this change:

- He has *hypnotic pattern* prepared instead of *lightning bolt*.

As the characters follow, they see another **enchanter** through the open door of one of the area's four treatment rooms, implanting and withdrawing memories from a serene-looking elf. Three orderlies (**shadow dancers**) work at a table across from the desk, assembling ritual components.

The characters also catch a glimpse of an undead **thief of sanity** slipping under the closed door and into the room where the disheveled human was taken. Any character with a passive Wisdom (Perception) score of 15 or higher can hear groans and occasional wailing coming from that room.

Skemp's Desk. The central desk can provide half cover in combat, and contains detailed records of all of the Word of Recall's clients—including confirmation that Trildor Zihial is here.

Treatment Rooms. Three of this area's four treatment rooms are presently occupied—by a dwarf seeking to forget an unhappy life, an elf wanting to revisit her past in Waterdeep, and Trildor.

SKEMP

Neutral evil aasimar archmage

Skemp is a practitioner of powerful magic, and a true believer in better living through magical memory modification.

What They Want. Skemp looks for any opportunity to help the characters, seeing that as the means of gaining potent memories that can be marketed as future vacations.

We Can Take You Anywhere. Though he has never left Thay, Skemp has experienced many of the most dangerous and exciting places of Faerûn through others' memories.

TRILDOR'S TREATMENT

In his treatment room, Trildor Zihial is exhausted as a thief of sanity floats above him, draining his intelligence and memories away. Once the undead creature is dealt with, Trildor slowly regains his senses and can speak with the characters.



characters. The orderlies know to stay out of the way of Skemp's magic, then move in to focus on incapacitated foes.

RESCUING TRILDOR

Once Trildor Zihial is found and freed from the thief of sanity, he begs the adventurers for assistance. Any talk of King Hekaton or the *Wyrmskull Throne* leads him to quickly offer a deal: if the characters get him out of the Word of Recall, Trildor will tell them everything he knows about Hekaton's transformation, Szass Tam's plans for the dead giant, and the fate of the *Wyrmskull Throne*.

Characters who talk about wanting to leave the dungeons also inspire Trildor to offer to guide them to the sarrukh ruins deep under the Citadel—the easiest way to get out of the dungeons and back to the surface world. If the characters take Trildor with them, refer to the “Trildor's Aid” sidebars in part 3 of the adventure.

HEKATON'S FATE

When the characters escape the Word of Recall with Trildor, he gives them the following information:

Though he knows he's safe, Trildor clutches his head and rubs his fingers over the burn scars where his Thayan tattoos once were. “So much is lost ... I can't remember my wife's face or the names of my children. But I still know this to be true: for there to be peace in Thay, Szass Tam must be overthrown. And that means we must find Hekaton. Something ... happened to the storm giant. I don't remember what. But he serves Szass Tam now, and has been sent to the Cloakwood, south of Baldur's Gate. For that's where Tam believes the Cult of the Dragon have taken the *Wyrmskull Throne*.”

Learning this information from Trildor allows the characters to complete **Story Objective C**.

Trildor doesn't remember what was done to Hekaton, but he knows there are records of the procedure in the headmaster's office of Ravensblood Academy. If the characters haven't already gone there, he can take them to the secret door that leads into the library (area N4) in the “Ravensblood Academy” section.



DEVELOPMENT

With the information from Trildor, the characters can either allow him to join their group or let him make his own way to freedom. If the characters allow Trildor to remain with them, they have a chance to gain the **Liberator** legacy event if he survives through part 3 of the adventure.

FINISHING UP

Once the adventurers have obtained both **Story Objective B** and **Story Objective C** in this part of the adventure, they can begin plotting their escape. Proceed to part 3.

TRILDOR ZIHIAL

Neutral good human noble

A former noble and Red Wizard, Trildor Zihial has always wanted what is best for Thay, to grow and thrive—leading him to frequently clash with other nobles and even zulkirs. Outplayed by Szass Tam, he now finds himself condemned to the dungeons under the Citadel, and given over to the mages of the Word of Recall to have his memory purged.

What they Want. Trildor has always opposed Szass Tam's rule over Thay, preferring that the Red Wizards take a stance that furthers magical study without antagonizing the rest of Faerûn.

Lost and Forgotten. Trildor's Thayan tattoos have been burned away, and the services of the Word of Recall have removed decades of memory from him already. However, he retains fragmented chunks of critical information.

Playing the Pillars. You can make use of the following suggestions when running this encounter.

Exploration. While one or more characters engage Skemp, other stealthy characters can follow the sound of moaning into Trildor's room with relative ease. There, they find the former Red Wizard wide-eyed and dazed as his memories are stolen. If the **thief of sanity** can be dealt with quickly and quietly, it won't alert the other staff. If a fight goes more than 1 round, the undead uses its next action to flee and alert the enchanters and orderlies. If Skemp or Navarra become involved, they do all they can to keep Trildor confined, fearing the wrath of Szass Tam.

Social. Given that the characters represent a huge windfall of potential memory material to be mined, Skemp is eager to deal with them. In exchange for some of the characters' most exciting memories, he can conveniently arrange for Trildor to be left unguarded so the characters can escape with him. This painful procedure leaves gaps in the characters' memories, which Skemp fills with some of the Word of Recall's Maelstrom memory program (one of his favorites). Each character gains indefinite madness taking the form of a new flaw: “I'm a storm giant stuck in a smallfolk body.” This flaw can be removed only by a *wish* spell or divine intervention.

Combat. The enclosed spaces of the Word of Recall make for a tricky fight. Skemp uses *hypnotic pattern* freely, trying to incapacitate as many characters as possible, with Navarra using *hold person* on lone

PART 3: YOU CAN CHECK OUT BUT YOU CAN NEVER LEAVE

Estimated Duration: 120 minutes

In possession of all the information they came for, the characters must now make their way out of one of Thay's most dangerous dungeons. Escaping the Citadel and Thaymount is **Story Objective D**. Zehira reminds the characters of this if they look as though they're going to get tangled up in unnecessary conflicts.

PLAYING THIS SECTION ON ITS OWN

If you are playing this part of the adventure without having played parts 1 and 2, explain to the players that their characters' daring plan to get into the dungeons beneath the Citadel and obtain information vital to Princess Serissa succeeded—but that saving Faerûn from the newest Thayan threat means the characters must now escape to deliver that information. The characters start out at the Last Stop, a ramshackle trading post that serves as a center of information and trade in the dungeons beneath the Citadel.

Before beginning this part of the adventure, be sure to read the "Overview" and "Legacy Events" sections in the "Adventure Primer" section, and "Appendix 2: DM's Setting Information." You might also find "Appendix 1: Adventure Flowchart" useful.

WHY DON'T WE JUST LEAVE THE WAY WE CAME IN?

If the characters return to Ravensblood Academy or the Last Stop, they find that their activities in the dungeons have attracted enough notice that both the supply tunnel and the secret passage in the academy leading to Szass Tam's palace have been sealed off.

HAVE TO GO DEEPER

As the characters exit from their previous area, they find the tiefling fortuneteller Sharade Quilbax waiting for them, either with Eurid if the characters procured the carriage driver's services, or in a deserted stretch of tunnel. See "The Last Stop" in part 2 of the adventure for more information on these NPCs.

Clad in flamboyant peacock-feather adorned robes, the tiefling fortuneteller Sharade approaches your group. "I had a vision, telling me that you've found what you came for. Now the powers above and below want me to help you escape."

Sharade reveals that they are an agent of Zulkir Damond, who sees the potential for the characters to cause grief for Szass Tam and to disrupt the balance of power among the zulkirs to his own advantage. Damond has sent Sharade a vision of how to escape the dungeons, though doing so will be difficult.

TRILDOR'S AID

If Trildor Zihial is with the characters, he can share that Sharade is a pawn of a zulkir who opposes Szass Tam. He knows that the tiefling can be trusted as an enemy of the party's enemy.

Sharade shares that their vision had the following portents, which they believe point to the route the characters must take:

The characters prowling among mighty beasts. Sharade takes this to mean the characters must pass through the territories of dangerous dungeon gangs.

A great battle among fire and steel, passing through the jaws of a great beast. On the far side of gang territory, great and terrible constructs called levelers roam the dungeons, destroying everything in their path—another way in which the Thayans instill fear in those condemned to these levels. Sharade foresees the characters clashing among the flames with a draconic humanoid (Savas the Scarlet, though the diviner does not know that).

The adventurers descending among the bones of ancient serpents. Past the constructs are the ancient ruins of the sarrukh—the long-lost civilization that excavated beneath Thaymount and built the Citadel. Trildor knows that the Red Wizards have largely left the ruins alone, meaning the characters should be able to explore there without fear of being pursued by patrols.

Sunlight. A final vision of sunlight seemed to suggest that there must be some way out to the surface from the sarrukh ruins, though Sharade does not know where that exit is.

Sharade is willing to guide the characters as far as they can. The characters have time to make any necessary preparations before they begin.

BUT MY STUFF!

For characters who played the "Captured!" section of part 2 and lost their magic items, Sharade adds a note to the vision of fire and steel. The diviner speaks of seeing a storm of fire stripping the weapons and armor from the draconic humanoid, and promises that the characters will have a chance for justice.

DEVELOPMENT

The characters can prepare for their departure as they see fit, within the limitations on rests and equipment for purchase established in "The Last Stop" section in part 2. When ready, proceed to "Wrong Side of Town."

WRONG SIDE OF TOWN

The first stage of the characters' journey out of the dungeons sees them pass through gang territory—either stealthily, or being chased.

When the characters are ready, Sharade gathers with them. “The outlying areas of the dungeons should be relatively easy, but when we get farther out, we’ll pass through areas where Savas and Landarai are fighting for control. All the members of these groups were adventurers once, just like you. And being condemned down here hasn’t dulled their skills.”

Sharade can share that Savas is a red dragonborn, and that Landarai (who the characters have not yet heard of) is some kind of fiery elf. (The diviner is misinformed about Savas, and characters who have met her can confirm that she is an abishai.)

TRILDOR'S AID

If Trildor Zihial is with the party, he knows of a collapsed passage that the Thayans use to get past this area and directly to the territory of the levelers. However, the tunnel isn't large enough for Eurid's undead carriage, Nazrohi. Eurid bids farewell to the characters and stays in the dungeons, unwilling to leave his vehicle and friend behind. Proceed to the “End of the Line” section.

If the characters have Eurid with them, Nazrohi the centipede carriage isn't able to stealthily move through the ruins. Proceed to “Eurid's Undoing.” If the characters go on foot, proceed to “Crawling in the Dark” below.

EURID'S UNDOING

With the party on board, Eurid expertly guides his undead carriage along the tops of the ruins, avoiding patrols on the streets below. Read the following to set the scene:

“Don't worry,” Eurid says. “I take fares out here all the time. We've got an understanding—” But the driver's assurances are cut off by a javelin that flies through the air and punches into Nazrohi, the undead centipede carriage.

Nazrohi's balance shifts precariously as more projectiles impact into the centipede's animated corpse. Eurid screams, “We're going down!”

The carriage comes crashing down, and everyone within takes 21 (6d6) bludgeoning damage from the fall. In the aftermath, the characters can see that Eurid has taken a javelin to the heart, lying dead in their doppelganger form and clutching the reins of Nazrohi. The monstrous undead centipede has already begun to rot and fall apart.

Squads of local toughs are moving toward where the party fell, and Zehira urges the characters to run. A successful DC 15 group Strength (Athletics) check is enough to escape the agitated gang fighters. On a failed check, each character takes 21 (6d6) bludgeoning damage from stumbling and crashing through rubble.

As the characters continue on, proceed with “Crawling in the Dark.”

CRAWLING IN THE DARK

To continue through gang territory, the characters must succeed on a DC 20 group Dexterity (Stealth) check to move unnoticed among desolate rubble, then succeed on a DC 18 group Wisdom (Survival) check to navigate away from the most dangerous areas. Characters who engage in clever roleplay, come up with helpful ideas, or have an appropriate background (such as the urchin) have advantage on these checks. Clever use of spells might grant automatic successes, at your determination.

The party's overall success in this section depends on the results of the group checks:

Two Successes. If the characters succeed on both group checks, they make it through the area without incident.

One Success. If the characters succeed on one check, they are either noticed and have to outrun gang pursuit, or they lose their way and waste hours traversing the ruins to get back on course. In the end, the characters make it safely out of the area, but each character gains one level of exhaustion.

Two Failures. If the characters fail both group checks, they are chased through the streets and empty buildings by feral gang members, taking 21 (6d6) bludgeoning damage from thrown rocks and pushing through narrow egresses. Each character also gains one level of exhaustion.

When the characters' group checks have been resolved, continue with “End of the Line.”



END OF THE LINE

When the characters emerge from gang territory, read the following to set the scene:

The first stage of your journey is behind you, but ahead lies a terrible sight. Colossal constructs stomp across the tunnel floors, smashing everything before them. Their flaming gargantuan maws then suck up any rubble or debris in their way, creating a horrid grinding sound within them.

In front of the constructs, dozens of gang members are in the midst of a deadly showdown. One side is led by a savage red abishai, while the other responds to the commands of an elegant, fiery elf.

The characters must first pass through the gang battlefield to reach the leveler constructs, and there's no cover in sight. The dozens of members of both gangs make far too many foes to fight, and Zehira urges the characters not to rush headlong into a battle.

If the characters played the “Captured!” section of part 2 and are eager to slay Savas to get their gear back, Sharade cautions them that the time will come for justice—they just need to wait a little longer.

The most obvious options for the characters include the following:

Fight. If the characters insist on fighting, these hardened gang warriors—many of whom are former adventurers of the characters' own power level—quickly overwhelm them. Tell the players that the characters realize they are in over their heads, but can avoid a total-party-kill scenario by having each character take 55 (10d10) slashing damage. The players are then free to pick one of the other options below—but each character can draw on their battle fury to gain advantage for the first group check.

Make a Hole! A group Charisma (Deception or Intimidation) check can distract or give the gang members pause long enough for the characters to move through the fight and run at the levelers. If the group check is a success at DC 20, the party gets through unscathed. If the group check is a success at DC 15, the party gets through but each character takes 22 (4d10) slashing damage. If the group check fails to beat DC 15, the characters get through but each one takes 55 (10d10) slashing damage.

Flee. With a group Strength (Athletics) or Dexterity (Stealth) check, the characters can attempt to run or bob-and-weave through the melee. If the group check is a success at DC 20, the characters do so safely. If the group check is a success at DC 15, the characters get through, but each one takes 22 (4d10) slashing damage. If the group check fails to beat DC 15, the characters get through but each one takes 55 (10d10) slashing damage.

Flight. If the characters fly over the battle, both gangs turn to launch thrown weapons and crossbow bolts at them. Each character makes it over the fight, but takes 55 (10d10) piercing damage.

If the players have other suggestions for getting past the fight, use the preceding options as guidelines for creating ability checks and dealing damage in response. Magic or special abilities might grant advantage on one or more characters' checks, or even grant automatic successes.

DEVELOPMENT

As the characters rush toward the fury of the levelers, the gang members cease their pursuit for fear of the destructive machines—but from the edge of the fray, Savas roars out and gives chase. If the characters were captured and played through the “Captured!” section of part 2 of the adventure, read or paraphrase the following:

Savas the Scarlet yells after you: “I should have killed you when I had the chance. Nobody gets out of here. I'll slay you with your own weapons in payment for your insolence!”

Proceed with “Levelers.”

LEVELERS

Along the edges of gang territory, huge constructs created by the Red Wizards rend apart the tunnels of the dungeons to leave only rubble behind. In the area the characters must pass through, the levelers all but fill the tunnels they are chewing through. But though the characters might have a chance to push past the constructs, their diviner guide has other ideas:

“In my vision, we pass through the beast,” Sharade calls. “In the mouth and then to darkness!” In response, Zehira takes the lead, rushing into the fiery mouth of the massive machine!

As the characters rush into the mouth, Sharade disappears as the diviner is teleported out of danger by her patron, Zulkir Damond. Any character with a passive Wisdom (Perception) score of 15 or higher, or who succeeds on a DC 15 Wisdom (Perception) check, can tell that Sharade is surprised and anguished to be pulled away.

The remaining characters are followed into the leveler by the leaders of the two warring gangs.

AREA INFORMATION

The area has the following features. A map of the mouth of the leveler is available in appendix 8.

Dimensions and Terrain. The mouth of the leveler is 30 feet wide, 60 feet long, and 20 feet high.

Debris. Large chunks of debris are scattered within the area of the mouth, and provide half cover.

Intense Heat. The heat within the mouth is so strong that it overcomes any resistance to fire damage for creatures or objects. Creatures and objects immune to fire damage are unaffected.

Lighting. Jets of flame provide bright light in this area.

Flame Jets. The leveler's flame jets are activated in three zones, marked on the map as 1, 2 and 3. On initiative count 0 each round, one 20-foot-long and 10-foot-wide section of your choice within the area is blasted with flame, starting with area 3 and counting down, then repeating. Each creature in the area of the flames must make a DC 20 Dexterity saving throw, taking 22 (4d10) damage on a failed saving throw, or half as much damage on a successful one. The jets set to go off in the next area glow with an intense light during the previous round, in a way noticeable to all characters.

Crushing Gears. Opposite the mouth entrance are a series of crushing gears that grind apart anything they touch. Any creature that comes into contact with the gears for the first time on a turn or ends its turn in their area takes 55 (10d10) bludgeoning damage.

Locked Door. On the far side of the leveler's mouth is a sealed access door that leads out of the construct and into the tunnel around it. Opening the door requires a successful DC 20 Intelligence (Arcana) check followed by two successful DC 22 Dexterity checks using thieves' tools, each of which requires an action. Zehira takes this task on while the characters face off against their enemies unless told otherwise. She spends the first two turns using the artifact power of the *Iltkazar Scepter* to succeed on the Intelligence (Arcana) check without needing to roll.

TRILDOR'S AID

If Trildor Zihial is with the party, he focuses on opening the door while Zehira protects him. He automatically succeeds on each roll to open the door.

CREATURE INFORMATION

As she pursues the characters, Savas the Scarlet (a **red abishai**) is accompanied by her second-in-command Mardani the Cruel (an **iron golem**). Landarai the Flame (a **summer eladrin**) and their trusty comrade Dharxes (a **tiefling firecaller**) are close behind. Both gang bosses want to claim the characters' heads for themselves, but they are willing to work together to accomplish this.

TIME TO GET EVEN

If the characters lost gear in the "Captured!" section of part 2 and did not regain it, Savas and Mardani have all that gear, which can be reclaimed after the battle. Spice things up by describing the evil characters using the heroes' own tools against them.

PLAYING THE PILLARS

You can make use of the following suggestions when running this encounter.

Combat. Savas begins with her Incite Fanaticism action, even begrudgingly empowering Landarai and Dharxes. She wears a *cape of the mountebank* and uses it to attack more vulnerable characters. Mardani does all they can to stay in the fire jets, allowing the flame to heal them each round. Landarai uses their fey step to close the distance toward mages and clerics and escape the

wrath of defenders, ignoring the flame jets with their immunity to fire damage (see the "Summer's Chosen" sidebar at the summer eladrin entry in the "Creature Statistics" section). Dharxes moves to stay in the area of the flame jets, taking advantage of his immunity while he provides artillery support.

Exploration. Characters particularly eager to get out can either use the Help action or take over for Zehira and Trildor (if present) to get the door open faster. Once the door is open, the characters discover a smooth stone opening up in the surrounding tunnel. Their enemies aren't willing to follow into the unknown.

Social. Savas and Landarai's alliance against the characters is tenuous at best. A character can capitalize on this with suitable roleplaying and a DC 18 Charisma (Deception) check. A successful check undermines the accord between the two, causing each to direct one or more of their attacks at the other in the following round. After that, they resume cooperating unless undermined again.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative combat strength of the party:

Very Weak. Mardani is a **fire elemental myrmidon** and Dharxes is a **warlock of the fiend**. Savas does not use her Incite Fanaticism action, preferring to focus on direct attacks.

Weak. Mardani is a **chain devil** and Dharxes is an **evoker** who is immune to fire, and who has used all his 5th- and 6th-level spell slots.

Strong. Savas and Landarai are both under the effect of the *mind blank* and *haste* spells.

Very Strong. As strong, plus Landarai drinks a *potion of invulnerability* just before the fight and Savas is under the effect of *foresight* instead of *haste*.

TREASURE

Savas has a *cape of the mountebank* that can be claimed by the characters. The characters also regain all of their equipment that was stolen in the "Captured!" section of part 2. If the characters had a *bag of holding* or similar magical storage, Mardani carries it, and any gear not used by them or Savas is discovered stowed within. If the characters did not, Mardani has an extradimensional space built into their body, which ejects the characters' gear when the golem is reduced to 0 hit points.

DEVELOPMENT

After escaping the leveler's mouth, the characters must flee from the construct. Close to the point where they emerge into the tunnel, a smooth stone chute opens up, leading down into a visible section of cavern below the destruction the levelers leave behind them. This lower cavern leads directly into the sarrukh ruins.

THINGS LEFT BEHIND

In the sarrukh ruins, the characters must pay tribute to long-forgotten gods to secure passage out of the depths beneath the Citadel.

The bottom of the chute that opens up beneath the leveler is a broad cavern filled with truly ancient debris. Fragments and remnants of sarrukh culture are scattered throughout mundane rubble, with carvings on them depicting serpent-

like humanoids holding dominion over amphibians, winged folk, elves, and humans. A character with proficiency in the History skill recognizes those five peoples as the so-called creator races who dominated Faerûn millennia ago. The style of the carvings here is of the ancient sarrukh—the serpentine people who were the progenitors of the yuan-ti, the nagas, and the lizardfolk.

THE SARRUKH

The creator races are the ancient races of Faerûn, whose empires dominated the continent more than thirty-five thousand years ago. The Sarrukh Empire was the first to hold dominion over these lands, but was succeeded by the batrachi (originators of bullywugs, doppelgangers, kopru, and other amphibious folk) and then by the aearee (originators of the aarakocra and kenku). The sarrukh left this plane in search of other conquests ages before even the elves had become civilized enough to record history.

As the characters explore, they feel subtle currents of fresh air that tell them they are close to an opening to the surface. Following that breeze, they come upon a still-standing temple whose ancient wall stands between them and the access point to the world outside.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The temple's central worship chamber is 40 feet square by 20 feet high.

Fresco. Each wall of the temple is adorned with frescoes, though all but one have been ravaged by time. See appendix 14A for the remaining fresco.

Dragon Statues. Four twenty-foot-high statues of dragons—black, white, red, and blue—loom over the center of the temple. Low on the belly of each of the dragons (at head height for a Medium creature) is a symbol, with four recessed square indentations below it. Give the players the handout of appendix 14F to show them the symbols and help them visualize this setup.

Cubes of Worship. In the center of the worship chamber is a basin holding four fist-sized cubes. The cubes have strange symbols on them that match the marks on the fresco. See appendix 14B through 14E for the papercraft cubes.

Fresh Air. Characters can feel a slight breeze from the other side of the wall bearing the single fresco, carrying the fresh scent of the world outside.

Magic from the Time Before. Ancient and incomprehensible sarrukh magic acts as an *antimagic field* throughout the whole temple. This effect cannot be dispelled.

PASSAGE OF THE ANCIENTS

The fresco shown in appendix 14A shows the symbols of the four elements needed to pay reverence to the ancient spirits and reveal the passage out.

The Dragons' Puzzle. The characters must place the cubes into the indentation of the dragon matching the symbols, as guided by the fresco. Each dragon requires all four cubes to be used. For instance, the Red Dragon symbol is $\overline{\text{T}}$, so the characters should find every pairing on the fresco with $\overline{\text{T}}$, check to see which symbols from



those pairings are on their cubes, and arrange the cubes in the indentations with those symbols showing. For the Red Dragon, this means they find the symbols $\overline{\text{T}}$, $\overline{\text{C}}$, $\overline{\text{A}}$, $\overline{\text{W}}$, and $\overline{\text{E}}$. Examining the cubes, they see they lack $\overline{\text{C}}$, so they arrange the cubes as in any order to solve the red dragon.

After a dragon's cubes are entered correctly, the statue mechanically shifts to bow to the characters, then ejects the cubes onto the floor. Answers to the puzzle are available in appendix 4.

Displeasing the Ancient Spirits. Each time the characters get a combination wrong, the cubes which were correctly placed glow with energy before all the cubes are ejected from the alcoves to fall onto the floor. The terrible hissing sound of a great serpent rises as the entire temple is filled with a blast of energy, of a type dependent on the dragon the incorrect cubes were placed within—fire from the red dragon, lightning (for air) from the blue dragon, cold (for water) from the white dragon, or acid (for earth) from the black dragon. The punishment begins as 22 (4d10) damage of the element in question, but increases to 55 (10d10) damage after the second failure, then 99 (18d10) damage after the third failure. This damage toll resets back to 22 (4d10) each time the characters attempt a different element, either because they have completed one element or because they switch to a different dragon statue.

TRILDOR'S AID

Trildor Zihial sadly finds many holes in his memories when it comes to this puzzle, but he can offer hints as needed.

DEVELOPMENT

After the last combination of cubes is successfully set and the last dragon bows, the cubes return to the basin and a grinding noise of stone on stone rises. The temple wall opens to reveal a rough-hewn passageway, down which a fresh breeze flows.

Free of the dungeons beneath the Citadel, the characters can take a short or long rest in the tunnel. Zehira suggests this if none of the players do, reminding them that they have no idea where they're going to come out.

THAYAN AMBUSH

Even throughout all the trouble the characters got up to before entering the dungeons beneath Thaymount, they have managed to avoid drawing the attention of Szass Tam, ruler of Thay—but no more. When Zulkir Damond used his magic to teleport Sharade away from danger in the “Levelers” encounter, Szass Tam became aware of it through the wards controlling teleportation in the dungeons. Focusing in on the area allowed him to see the characters and follow their progress down into the sarrukh ruins. At the same time, he has used his resources to learn some of their purpose in coming to Thay—and means now to teach the characters a permanent lesson regarding what happens to those who try to cross him.



The breeze picks up the farther you go down the tunnel, and at long last, you see a light. Sunlight touches the base of a rockfall. Freedom is only a short climb away.

Climbing up the 30-foot-high rockfall requires a successful DC 20 Strength (Athletics) check. Be sure to ask for an order as the characters climb or ascend in other ways. When half or more of the party members have reached the top, an illusion of Szass Tam appears above them, created by a *project image* spell.

Just as you emerge from the darkness of the final tunnels beneath the Citadel and into sunlight, the air shifts—and floating above you is the ghastly figure of the dread zulkir of necromancy, Szass Tam.

“Well. Friends of Damond’s pet diviner, are you? Brazen enough to come to my domain uninvited? Resourceful enough to have escaped from the dungeons? Powerful enough to be a threat, perhaps. So that threat ends here.”

Even as the illusion speaks, a Thayan strike team teleports in to surprise the characters.

AREA INFORMATION

The area has the following features.

Dimensions and Terrain. The area where the characters emerge from the tunnel is a stretch of grassland slope. A few bushes and ruined walls in the area provide half cover.

Lighting. The characters emerge by day into bright sunlight.

CREATURE INFORMATION

The Thayan strike team includes an **archmage**, a **warlord**, a **boneclaw**, and a **sword wraith commander**. They are here with the sole intention of slaying the characters and any NPCs with them. The Thayans focus first on the characters, and then on any NPCs present.

SCRY AND FRY

The strike team has information on the characters’ relevant abilities, and its members have prepared the following tactics before the fight begins:

- The **archmage** has already cast *mirror image* and *mind blank* on himself, and has taken a *potion of invulnerability* to gain resistance to all damage. He uses his first action to cast *forcecage* on the most powerful martial character present (focusing on fighters, barbarians, and paladins).
- The archmage also has a unique *contingency* spell cast upon him by Szass Tam, which works differently than the normal version of that spell. The first time the *counterspell* spell is cast against the archmage, his unique *contingency* spell is triggered, and the caster of *counterspell* is immediately targeted by a *banishment* spell (save DC 20).

- The **warlord** has had *foresight* cast upon her. Her first action is an attack on a lightly armored character.
- The boneclaw is under the effect of a *haste* spell. The creature unleashes its piercing claw against another lightly armored character.
- The **sword wraith commander** uses its Call to Honor action as soon as it takes damage, calling four **sword wraith warriors** around the most heavily armored character.

These details also appear as sidebars in the “Creature Statistics” section.

Unless the characters have a *weapon of warning*, the alertness feat, or another way to avoid surprise, they cannot react to the sudden appearance of the strike team. If any character triggers an effect to avoid being surprised, be sure that the rules for that effect are followed (such as only characters within 30 feet of the wielder enjoying the benefit of a *weapon of warning*).



LEGACY EVENT – HUNTED BY THE RED

Each strike team member has advantage on attack rolls against any character with the

Hunted by the Red story award, and advantage on saving throws against spells and other effects used by that character.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative combat strength of the party:

Very Weak. Replace the **archmage** with a **necromancer**, the **warlord** with a **champion**, and the **boneclaw** with a **tyrannosaurus zombie**.

Weak. Replace the **archmage** with a **necromancer** and the **boneclaw** with a **tyrannosaurus zombie**.

Strong and Very Strong. Replace the **archmage** with **Szass Tam’s simulacrum**.

DEVELOPMENT

If the characters survive the strike team, they face no other challenge in Thay. They are watched closely through spying but are allowed to leave the country.

WRAP-UP

Following the characters’ escape, they can return to Princess Serissa and share what they have learned. The princess is deeply saddened to learn the fate of her father, but remains more resolute than ever that those who attacked Maelstrom must pay. She entreats the characters to proceed at once to the Cloakwood—where they are to locate and retrieve the *Wymskull Throne*.

REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

A character participating in this adventure gains one level. Players must tick the box to show this reward has been claimed.

OPTIONAL: DECLINING ADVANCEMENT

Each player can decline advancement if they so choose, gaining potential benefits. It’s possible that a player might want their character to not advance outside of an adventure’s level range, meaning that they’d be unable to play the adventure as planned. Similarly, advancing too quickly means that a character won’t earn as much gold as their peers.

Conversely, remind the players that the amount of gold their characters can earn per level is limited. Characters declining advancement might reach a point where they no longer earn gold.

GOLD

Award each character gold for each hour of the session. Adventures typically feature cues for where this treasure appears, but you can add it wherever you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEMS

The characters can keep the following magic items (described in appendix 15, “Character Rewards”) if they are found during the adventure:

- *Cape of the mountebank*
- *Horn of silent alarm*
- *Potion of superior healing*
- *Potion of vitality* (2)
- *Spell scroll* of *forcecage*
- *Spell scroll* of *mass cure wounds*
- *Spell tile* of *teleport*
- *Staff of frost*

LEGACY EVENTS

The characters can gain the following legacy event in this adventure.

Liberator. You rescued the Thayan political prisoner Trildor Zihial from the dungeons beneath the Citadel, and he survived to tell the tale. He owes you his life and swears to dedicate his freedom to continuing to oppose Szass Tam’s tyrannical rule over Thay.

DUNGEON MASTER REWARDS

For running this adventure, you earn a DM Reward. See the *Adventurers League Dungeon Master’s Guide* for more information

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

ZULKIR DAMOND

(ZOOOL-keer DAH-MOND)

Zulkir Damond is an aging human in excellent health. He projects an image of cunning, and he wears the most fashionable and classy noble attire in charcoals and grays, with a red flower or ascot strategically placed to show his allegiance, rather than traditional full red robes.

What They Want. Damond wants the characters and Zehira to know they're being watched. His divination ability has warned him that the party will create a minor disturbance in the city, but not one that threatens his position. As such, he allows their presence in the hope that their actions might ultimately work to his advantage.

Meticulous Gardener. Damond rose to power by being cautious and thorough in equal measure, planting the seeds of power like a gardener. Even as he now harvests that power, he is constantly tending to the garden he has meticulously grown in his own image. He understands that powerful adventurers with an artifact have the potential to threaten him and his city.

GAEDYNN TELSTAERR

(GAY-den TELL-stare)

Gaedynn is the picture of Thayan nobility—fit, pale, and bald like so many of the mages who rule the city. He speaks eloquently and is an expert at manipulation.

What They Want. Gaedynn wants more power and prestige for his family winery.

Darling of the Wine World. Gaedynn is a prominent voice in the world of wine, entertainment, and high-class social gatherings. He has the interest, if not the full respect, of every noble and zulkir in Thay.

KETHRA AND BOGDAN FARKAS

(KETH-ra and Bog-DAN FAR-KASS)

Kethra and Bogdan are a hard-working married couple who were successful adventurers in their time. Kethra is a slender, blue-skinned tiefling with golden eyes and curving ibex-like horns over her white hair. Bogdan is a bulky, muscle-gutted half-orc of dark complexion and gentle eyes.

What They Want. Kethra and Bogdan want to see their winery succeed, though they've come to realize it's more work than they anticipated.

Picture of a Successful, Loving Couple. Kethra and Bogdan stopped the great evil of an adult dragon years before and lived to tell the tale—and to spend the loot. They carry a heroic reputation, and have created a life for themselves that many adventurers dream of. As such, they aren't willing to give that life up without a fight.

LARRUTHATH

(LAH-RUE-that)

A former thrall, Larruthath is now a free Thayan and a member of the narrow middle class within the magocracy. Broad shouldered and muscular from years toiling under the yoke, he has great empathy for the commoners and servants in his employ.

What They Want. Larruthath wants to be successful without becoming indebted to any lord or zulkir.

Make or Break Time. The celebration that Larruthath is overseeing at Szass Tam's palace has the potential to catapult him into even more lucrative contracts—or to put him out of business. His normally kind and empathic nature is being put to the test this night, as are his organizational skills.

VALAKHOD

(VAH-LAH-kod)

An unprecedented savant of necromancy, Valakhod is only a teenager but already has the immense weight of Szass Tam's expectations on his shoulders. He is short for his age, wears the dark red of a wizard of his station, and is bald with cold blue eyes.

What They Want. Valakhod craves the approval that Szass Tam rarely provides, and it makes the young savant want to show off even more.

The Power Flows Through Me. Valakhod has immense power, but is a long way from possessing the maturity to wield it judiciously.

ARCHANA THE SPIDER

(ARR-CHAN-AH)

Archana is an ancient undead who was one of the first to swear fealty to Szass Tam, and who has brutally enforced and empowered his rule for centuries. Her physical form is of a skeleton with glowing purple eyes, enrobed in ceremonial plate mail.

What They Want. Archana wants Szass Tam to continue to rule over Thay—and eventually the world.

Hatred for the Living. Archana holds living creatures in contempt, and longs to replace all the mortal servants and students of Szass Tam with undead.

GISA AND GERALF

(*GEESE-AH and GHERR-ALF*)

Gisa and GERALF are a pair of genasi Red Wizard students of Szass Tam, who have aided in the creation of many of the zulkir's war efforts. They are both thin, having neglected their bodies in devotion to their minds and the art of necromancy.

What They Want. Gisa and GERALF both want Szass Tam to state his preference for their conflicting styles of necromancy—Gisa's soul trapping, allowing undead to rise directly from the grave, versus GERALF's method of stitching corpses into amalgam abominations.

Heated Debate. Gisa and GERALF's love of debate with each other and with other knowledgeable arcanists is second only to their love of service to Szass Tam.

ELCHORIUS

(*ELL-CHOREE-US*)

Elchorius is a mummy lord stolen from her homeland of Mulhorand centuries ago and brought to Thay. After freeing herself from Thayan servitude, she has become a power player in the shadows as a leader of the Undying Resistance. Many nobles and Red Wizards serve her cause without knowing it.

Elchorius has these changes from the standard **mummy lord** stat block:

- She has the *revivify* spell prepared instead of *animate dead*.
- She has the *danse macabre* spell prepared instead of *contagion*. (For more information, see the "Follow The Leader" section of "Supply Tunnel" in part 1B.)
- She has the *raise dead* spell prepared instead of *insect plague*.

What They Want. Freedom for the undead to govern themselves as citizens of Thay.

Age and Treachery. Elchorius is ancient, and is always playing the long game. She knows that undead won't see freedom under the rule of Szass Tam, but every little bit of defiance and change helps further her eventual goals.

DIRECTOR SHAS'VENATH

(*SHAZ-ven-ATH*)

Shas'venath is a power-hungry, corrupt, and sadistic bureaucrat.

What They Want. Keen to move up the ladder of authority by any means possible, Shas'venath is only a few steps from becoming a zulkir—at least in his own mind.

Chaos is a Ladder. Shas'venath is willing to use any means necessary to advance his power and position. He sees chaos—such as adventurers arriving on his doorstep—as an opportunity.



SHARADE QUILBAX

(SHAR-ade QUIL-backs)

Sharade is an agent of Zulkir Damond in the dungeons beneath the Citadel, using a cover identity as a fortune-teller in the Last Stop trading post to meet and keep tabs on many people. They are a lavender-skinned tiefling with golden eyes and long, antelope-like horns, who dresses in peacock-feather adorned robes and sashes.

What They Want. Sharade wants the will of Zulkir Damond to be done in the dungeons—so that one day, they can leave.

Flamboyant. Sharade is not subtle. They live, speak, and dress in a loud, lively fashion.

EURID EIGHT FINGERS

(EWW-rid)

Eurid once lived a simple life undercover in Mulmaster—before being caught and presumed to be a spy during the events of *The Red War* epic. (It was during that calamitous time that the doppelganger claims they lost their two missing fingers.)

What They Want. Eurid wants out of the dungeons beneath the Citadel, and hopes that a worthy hero comes to aid them in that quest. But they've seen so many heroes turn into feral villains in the dungeons that they're starting to doubt whether heroes are even real anymore.

Everybody's Friend. Eurid and their undead monstrous centipede, Nazrohi, operate as one of the few carriage services not controlled by the gangs of the dungeons. The doppelganger knows the tunnels beneath Thaymount like the back of their hands, and are quick to build rapport with anyone they can.

HEADMASTER SKIVARN YAZAR

(SKEE-varn YAH-ZAR)

The master of Szass Tam's private school of necromancy enjoys maintaining a useful level of terror among the students.

What They Want. Skivarn plans on maintaining his prestigious position as head of Ravensblood Academy at any cost. He does not suffer idiots or aggression lightly.

Lord of My Domain. Skivarn commands respect among all students and faculty of the academy, and they bend to his will. Szass Tam's star pupil, Valakhod, is a notable exception.

SAVAS THE SCARLET

(SAVAHZ)

Savas is a brutal warlord, and the undisputed master of the dungeons beneath the Citadel.

What They Want. Savas wants to reclaim territory that she's lost to other gangs, and to ultimately challenge the Red Wizards for control of the dungeons.

Driven. Savas has always been a bit of an outcast, but her draconic heritage gives her instinctual cunning and wrath.

NAVARRA

(Nah-VARRA)

This charming and bubbly halfling works the front desk at the Word of Recall.

What They Want. Navarra genuinely seeks to provide relief to those who suffer in the dungeons below the Citadel, and sees nothing but good in the services the Word of Recall provides. That said, she is keen to weed out the merely curious from those who have the coin to afford the fantastic journeys on offer.

I've Got a Bridge to Sell You. Navarra's charming ways are all meant to entice guests to pay hundreds or even thousands of gold pieces to experience delights they can only barely conceive of, all while staying perfectly safe.

SKEMP

(Ska-EMP)

Skemp is a practitioner of powerful magic, and a true believer in better living through magical memory modification.

What They Want. Skemp looks for any opportunity to help the characters, seeing that as the means of gaining potent memories that can be marketed as future vacations.

We Can Take You Anywhere. Though he has never left Thay, Skemp has experienced many of the most dangerous and exciting places of Faerûn through others' memories.

TRILDOR ZIHIAL

(TRILL-door Zee-HI-al)

A former noble and Red Wizard, Trildor Zihial has always wanted what is best for Thay to grow and thrive—leading him to frequently clash with other nobles and even zulkirs. Outplayed by Szass Tam, he now finds himself condemned to the dungeons under the Citadel, and given over to the mages of the Word of Recall to have his memory purged.

What they Want. Trildor has always opposed Szass Tam's rule over Thay, preferring that the Red Wizards take a stance that furthers magical study without antagonizing the rest of Faerûn.

Lost and Forgotten. Trildor's Thayan tattoos have been burned away, and the services of the Word of Recall have removed decades of memory from him already. However, he retains fragmented chunks of critical information.

CREATURE STATISTICS

The following creatures appear in this adventure.

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 abjurer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The abjurer 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 slots): *cone of cold*, *wall of force*

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 Resistances Cold, Lightning, Necrotic

Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses truesight 120 ft., passive Perception 17

Languages Deep Speech, telepathy 120 ft., Undercommon

Challenge 10 (5,900 XP)

Magic Resistance. The alhoon has advantage on saving throws against spells and other 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*, *prestidigitiation*, *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 slots): *modify memory*, *wall of force*

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

Turn Resistance. The alhoon has advantage on saving throws against any effect that turns undead.

ACTIONS

Chilling Grasp. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) cold damage.

Mind Blast (Recharge 5–6). 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 turns, ending the effect on itself on a success.

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances Damage from Spells; Nonmagical Bludgeoning, Piercing, and Slashing (from Stoneskin)

Senses passive Perception 12

Languages Any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast disguise self and invisibility at will and has the following wizard spells prepared:

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

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

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

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

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

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

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

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

THAYAN AMBUSER

In the final encounter, the archmage has already cast *mirror image* and *mind blank* on himself, and has taken a *potion of invulnerability* to gain resistance to all damage.

The archmage also has a unique *contingency* spell cast upon him by Szass Tam, which works differently than the normal version of that spell. The first time the *counterspell* spell is cast against the archmage, his unique *contingency* spell is triggered, and the caster of *counterspell* is immediately targeted by a *banishment* spell (save DC 20).

HOME FIELD ADVANTAGE

If the professor in area N6 of the “Ravensblood Academy” section in part 2 is an archmage, he has access to the following lair actions:

LAIR ACTIONS

- The tubes that hang from the ceiling of the lab begin to spew out clouds of toxic necromantic gas. Characters in a 20-foot-square area of this creature's choice who are not immune to necrotic damage must make a DC 18 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.
- The fourteen 5-foot-by-15-foot tables in the lab have the legs of undead creatures, and move up to 30 feet per round at the mental command of the masters of the room (no action required). Tables can shift to block characters, forcing them to succeed on a DC 16 Strength (Athletics) check to climb over, or can move to provide full cover to the characters' enemies. They can also climb on top of each other to reach the ceiling. Each table has AC 16, 20 hit points, and immunity to poison and psychic damage. A table that moves into another creature's space pushes that creature to one side of the table (your choice).
- One pair of arms along the walls come to life, and can either attempt to grab and immobilize intruders, or attack them with nearby tools. A pair of arms has a 20-foot reach and can make a single attack at +14 to hit. If wielding tools, the arms deal 23 (4d6 + 9) slashing damage and 7 (2d6) necrotic damage. If the arms are not wielding tools, the target of a successful attack is grappled (escape DC 24).

ASSASSIN

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

Armor Class 15 (Studded leather)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +4
Damage Resistance Poison
Condition Immunities Poisoned
Senses passive Perception 13
Languages Thieves' cant plus any two languages
Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack. Once per turn, the assassin 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

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

Saving Throws Dex +4, Wis +3
Skills Acrobatics +4, Perception +5, Performance +6
Senses passive Perception 15
Languages Any two languages
Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): *friends, mage hand, vicious mockery*
1st level (4 slots): *charm person, healing word, heroism, sleep, thunderwave*

2nd level (3 slots): *invisibility, shatter*

Song of Rest. The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/Day). The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

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

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

BODAK

Medium undead, chaotic evil

Armor Class 15 (Natural Armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	15 (+2)	7 (-2)	12 (+1)	12 (+1)

Saving Throws Dex +6, Int +4
Skills Perception +4, Stealth +9
Damage Resistances Cold, Fire, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Lightning, Poison
Condition Immunities Charmed, Frightened, Poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, the languages it knew in life
Challenge 6 (2,300 XP)

Aura of Annihilation. The bodak can activate or deactivate this feature as a bonus action. While active, the aura deals 5 necrotic damage to any creature that ends its turn within 30 feet of the bodak. Undead and fiends ignore this effect.

Death Gaze. When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the bodak until the start of its next turn. If the creature looks at the bodak in the meantime, it must immediately make the saving throw.

Sunlight Hypersensitivity. The bodak takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage plus 9 (2d8) necrotic damage.

Withering Gaze. One creature that the bodak can see within 60 feet of it must make a DC 13 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

BONECLAW

Large undead, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 127 (17d10 + 34)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

Saving Throws Dex +7, Con +6, Wis +6
Skills Perception +6, Stealth +7
Damage Resistances Cold, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common plus the main language of its master (Thayan)
Challenge 12 (8,400 XP)

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the boneclaw's master.

Shadow Stealth. While in dim light or darkness, the boneclaw can take the Hide action as a bonus action.

ACTIONS

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 20 (3d10 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Shadow Jump. If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

REACTIONS

Deadly Reach. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. If the attack hits, the boneclaw can make a second claw attack against the target.

THAYAN AMBUSER

The boneclaw in the final encounter is under the effect of a *haste* spell. Its speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

BRAIN IN A JAR

Medium undead, any alignment

Armor Class 11 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	15 (+2)	19 (+4)	10 (+0)	15 (+2)

Saving Throws Int +7, Cha +5

Damage Immunities Necrotic, Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened

Senses darkvision 60 ft., passive Perception 10

Languages any language it knew in life

Challenge 6 (2,300 XP)

Detect Sentience. The brain in a jar 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.

Magic Resistance. The brain in a jar has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The brain in a jar's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*, *mage hand*, *zone of truth*

3/day each: *charm person*, *command*, *hold person*

1/day each: *compulsion*, *hold monster*, *sleep* (cast at 3rd level), *Tasha's hideous laughter*

ACTIONS

Mind Blast (Recharge 5–6). The brain in a jar magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 13 (2d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

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

Saving throws Con +7, Wis +4, Cha +5

Damage Resistance Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +9, Con +6
Skills Athletics +9, Intimidation +5, Perception +6
Senses passive Perception 16
Languages Common
Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

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

Senses passive Perception 10
Languages Any one language (usually Common)
Challenge 0 (0 XP)

ACTIONS

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

DEATH GIANT

Huge undead, chaotic evil

Armor Class 20 (natural armor)
Hit Points 247 (19d8 + 95)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	23 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Frightened, Poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common, Giant
Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death giant is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death giant is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command, compelled duel, searing smite*

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

3rd level (3 slots): *dispel magic, elemental weapon*

4th level (3 slots): *banishment, staggering smite*

5th level (2 slots): *destructive wave (necrotic)*

ACTIONS

Multiattack. The death giant makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 8) slashing damage, or 23 (3d10 + 8) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Hellfire Orb (1/Day). The death giant hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The death giant adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

DEATH KNIGHT

Medium undead, chaotic evil

Armor Class 20 (natural armor)
Hit Points 180 (19d8 + 95)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10
Damage Immunities Necrotic, Poison
Condition Immunities Exhaustion, Frightened, Poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common
Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death knight is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*
2nd level (3 slots): *hold person*, *magic weapon*
3rd level (3 slots): *dispel magic*, *elemental weapon*
4th level (3 slots): *banishment*, *staggering smite*
5th level (2 slots): *destructive wave (necrotic)*

ACTIONS

Multiattack. The death knight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

DEMILICH

Tiny undead, neutral evil

Armor Class 20 (natural armor)
Hit Points 80 (32d4)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +11, Wis +9, Cha +11
Damage Resistances Bludgeoning, Piercing, and Slashing from Magic Weapons
Damage Immunities Necrotic, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Prone, Stunned
Senses truesight 120 ft., passive Perception 13
Languages –
Challenge 18 (20,000 XP)

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

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

Turn Immunity. The demilich is immune to effects that turn undead.

ACTIONS

Howl (Recharge 5–6). The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Life Drain. The demilich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

LEGENDARY ACTIONS

The demilich 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 demilich regains spent legendary actions at the start of its turn.

Flight. The demilich flies up to half its flying speed.

Cloud of Dust. The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the greater restoration spell or similar magic.

Vile Curse (Costs 3 Actions). The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

DEVOURER

Large fiend, chaotic evil

Armor Class 16 (Natural Armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	13 (+1)	10 (+0)	16 (+3)

Saving Throws Str +9, Con +6
Damage Resistances Cold, Fire, Lightning
Damage Immunities Poison
Condition Immunities Poisoned
Skills Athletics +9, Intimidation +5, Perception +6
Senses darkvision 120 ft., passive Perception 10
Languages Abyssal, telepathy 120 ft.
Challenge 13 (10,000 XP)

ACTIONS

Multiattack. The devourer makes two claw attacks and can use either Imprison Soul or Soul Rend.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 21 (6d6) necrotic damage.

Imprison Soul. The devourer chooses a living humanoid with 0 hit points that it can see within 30 feet of it. That creature is teleported inside the devourer's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. If it dies while imprisoned, the devourer regains 25 hit points, immediately recharges Soul Rend, and gains an additional action on its next turn. Additionally, at the start of its next turn, the devourer regurgitates the slain creature as a bonus action, and the creature becomes an undead. If the victim had 2 or fewer Hit Dice, it becomes a zombie. If it had 3 to 5 Hit Dice, it becomes a ghoul. Otherwise, it becomes a wight. A devourer can imprison only one creature at a time.

Soul Rend (Recharge 6). The devourer creates a vortex of life-draining energy in a 20-foot radius centered on itself. Each humanoid in that area must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Increase the damage by 10 for each living humanoid with 0 hit points in that area.

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 diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The diviner 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 slots): *Rary's telepathic bond,* scrying**
6th level (1 slot): *mass suggestion, true seeing**
7th level (1 slot): *delayed blast fireball, teleport*
8th level (1 slot): *maze*
*Divination spell of 1st level or higher

Portent (Recharges 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, a 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.

ELCHORIUS (MUMMY LORD)

Medium undead, neutral good

Armor Class 17 (Natural Armor)

Hit Points 97 (13d8 + 39)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Con +8, Int +5, Wis +9, Cha +8

Skills History +5, Religion +5

Damage Vulnerabilities Fire

Damage Immunities Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thayan, Mulhurandi

Challenge 15 (13,000 XP)

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

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

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

1st level (4 slots): *command*, *guiding bolt*, *shield of faith*

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

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

4th level (3 slots): *divination*, *guardian of faith*

5th level (2 slots): *danse macabre*,* *raise dead*

6th level (1 slot): *harm*

* From *Xanathar's Guide to Everything*

ACTIONS

Multiattack. The mummy lord can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy lord targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

LEGENDARY ACTIONS

The mummy lord 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 mummy lord regains spent legendary actions at the start of its turn.

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

QUEEN OF THE DAMNED

In addition to her normal statistics, Elchorius is permanently under the effect of a *mind blank* spell, and she is hidden even from divination magic that is not a spell. She cannot be targeted by such magic or perceived through magical scrying sensors—even by Szass Tam.

ENCHANTER

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 5 (1,800 XP)

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

Cantrips (at will): *friends*, *mage hand*, *mending*, *message*
1st level (4 slots): *charm person*,* *mage armor*, *magic missile*
2nd level (3 slots): *hold person*,* *invisibility*, *suggestion**
3rd level (3 slots): *counterspell*, *fireball*, *haste*, *tongues*
4th level (3 slots): *dominate beast*,* *stoneskin*
5th level (2 slots): *hold monster**
*Enchantment spell of 1st level or higher

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.

REACTIONS

Instinctive Charm (Recharges after the Enchanter Casts an Enchantment Spell of 1st Level or Higher). The enchanter tries to magically divert an attack made against it, provided that the attacker is within 30 feet of it and visible to it. The enchanter must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than the enchanter or itself. If multiple creatures are closest, the attacker chooses which one to target.

ENCHANTERS OF THE WORD OF RECALL

The enchanters who work at the Word of Recall are especially slick and personable. Each has a Charisma of 16 (+3) and is proficient in the Deception (+6), Insight (+4), and Persuasion (+6) skills.

EURID (DOPPELGANGER)

Medium monstrosity (shapechanger), neutral

Armor Class 18 (plate)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

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

Skills Deception +6, Insight +3
Condition Immunities Charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 3 (700 XP)

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

EURID'S TALENTS

In addition to his normal statistics, Eurid has proficiency with ground vehicles and proficiency in the Animal Handling skill (+6).

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Saving throws Int +7, Wis +5
Skills Arcana +7, History +7
Senses passive Perception 11
Languages Any four languages
Challenge 9 (5,000 XP)

Spellcasting. The evoker is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The evoker has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, **light*, **prestidigitation*, *ray of frost**
1st level (4 slots): *burning hands*, **mage armor*, *magic missile**
2nd level (3 slots): *mirror image*, *misty step*, *shatter**
3rd level (3 slots): *counterspell*, *fireball*, **lightning bolt**
4th level (3 slots): *ice storm*, **stoneskin*
5th level (2 slots): *Bigby's hand*, **cone of cold**
6th level (1 slot): *chain lightning*, **wall of ice**
*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

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.

EXPERT

Medium humanoid, any alignment

Armor Class 14 (Studded Leather)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +6
Skills Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4
Senses passive Perception 10
Languages Thayan, native tongue (usually Common, Orc, Goblin, or Giant)
Challenge 1 (200 XP)

Helpful. The expert can take the Help action as a bonus action.

Tools. The expert has thieves' tools and a musical instrument.

ACTIONS

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

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

FIRE ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (Plate)
Hit Points 123 (19d8 + 38)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire, Poison

Condition Immunities Paralyzed, Petrified, Poisoned, Prone
Senses darkvision 60 ft., passive Perception 10

Languages Ignan and one language of its creator's choice
Challenge 7 (2,900 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

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

Water Susceptibility. For every 5 feet the myrmidon moves in 1 foot or more of water, it takes 2 (1d4) cold damage.

ACTIONS

Multiattack. The myrmidon makes three scimitar attacks.

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

Fiery Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

FLUMPH

Small aberration, lawful good

Armor Class 12

Hit Points 7 (2d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities Psychic

Senses darkvision 60 ft., passive Perception 12

Challenge 1/8 (25 XP)

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Telepathic Shroud. The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

ACTIONS

Tendrils. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

GIANT SKELETON

Huge undead, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	4 (-3)	6 (-2)	6 (-2)

Damage Vulnerabilities Bludgeoning

Damage Immunities Poison

Condition Immunities Exhaustion, Poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Giant (understands but can't speak)

Challenge 7 (2,900 XP)

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

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

Turn Immunity. The skeleton is immune to effects that turn undead.

ACTIONS

Multiattack. The skeleton makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (Studded Leather, Shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

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

IRON GOLEM

Large construct, unaligned

Armor Class 20 (Natural Armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities Fire, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

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 (Thayan)

Challenge 16 (15,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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 melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

KNIGHT

Medium humanoid (any race), any alignment

Armor Class 18 (Plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

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

Heavy Crossbow. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. Hit: 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

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

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 Thieves' Cant plus any one language (usually Common)

Challenge 5 (1,800 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 Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only 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.

MUMMY

Medium undead, lawful evil

Armor Class 11 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses darkvision 60 ft., passive Perception 10

Languages The languages it knew in life

Challenge 3 (700 XP)

ACTIONS

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages Any four languages

Challenge 6 (2,300 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life*, **mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness*, **ray of enfeeblement*, **web*

3rd level (3 slots): *animate dead*, **bestow curse*, **vampiric touch**

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

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. Hit: 5 (2d4) necrotic damage.

HOME FIELD ADVANTAGE

In area N6 of the "Ravensblood Academy" section of part 2, the necromancer professor, Gisa, Geraff, and Valakhod have access to the following lair actions:

LAIR ACTIONS

- The tubes that hang from the ceiling of the lab begin to spew out clouds of toxic necromantic gas. Characters in a 20-foot-square area of this creature's choice who are not immune to necrotic damage must make a DC 18 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful save.
- The fourteen 5-foot-by-15-foot tables in the lab have the legs of undead creatures, and move up to 30 feet per round at the mental command of the masters of the room (no action required). Tables can shift to block characters, forcing them to succeed on a DC 16 Strength (Athletics) check to climb over, or can move to provide full cover to the characters' enemies. They can also climb on top of each other to reach the ceiling. Each table has AC 16, 20 hit points, and immunity to poison and psychic damage. A table that moves into another creature's space pushes that creature to one side of the table (your choice).
- One pair of arms along the walls come to life, and can either attempt to grab and immobilize intruders, or attack them with nearby tools. A pair of arms has a 20-foot reach and can make a single attack at +14 to hit. If wielding tools, the arms deal 23 (4d6 + 9) slashing damage and 7 (2d6) necrotic damage. If the arms are not wielding tools, the target of their attack is grappled (escape DC 24).

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (Breastplate)

Hit Points 9 (2d8)

Speed 20 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages Any two languages

Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

REACTIONS

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

POLTERGEIST

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

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

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

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses darkvision 60 ft., passive Perception 10

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

Challenge 2 (450 XP)

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

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

Invisibility. The poltergeist is invisible.

ACTIONS

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (Chain Shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Medicine +7, Persuasion +3, Religion +5

Senses passive Perception 13

Languages Any two languages

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, sanctuary*
2nd level (3 slots): *lesser restoration, spiritual weapon*
3rd level (2 slots): *dispel magic, spirit guardians**

ACTIONS

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

RED ABISHAI

Medium fiend (devil), lawful evil

Armor Class 22 (Natural Armor)
Hit Points 255 (30d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	14 (+2)	15 (+2)	19 (+4)

Saving Throws Str +12, Con +10, Wis +8
Skills Intimidation +10, Perception +8
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Damage Immunities Fire, Poison
Condition Immunities Poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Draconic, Infernal telepathy 120 ft.
Challenge 19 (22,000 XP)

Devil's Sight. Magical darkness doesn't impede the abishai's darkvision.

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

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

ACTIONS

Multiattack. The abishai can use its Frightful Presence. It also makes three attacks: one with its morningstar, one with its claw, and one with its bite.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage plus 38 (7d10) fire damage.

Frightful Presence. Each creature of the abishai's choice that is within 120 feet and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened of it for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the abishai's Frightful Presence for the next 24 hours.

Incite Fanaticism. The abishai chooses up to four of its allies within 60 feet of it that can see it. For 1 minute, each of those allies makes attack rolls with advantage and can't be frightened.

Power of the Dragon Queen. The abishai targets one dragon it can see within 120 feet of it. The dragon must make a DC 18 Charisma saving throw. A chromatic dragon makes this save with disadvantage. On a successful save, the target is immune to the abishai's Power of the Dragon Queen for 1 hour. On a failed save, the target is charmed by the abishai for 1 hour. While charmed in this way, the target regards the abishai as a trusted friend to be heeded and protected. This effect ends if the abishai or its companions deal damage to the target.

REVENANT

Medium undead, neutral

Armor Class 13 (Leather Armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7
Damage Resistances Necrotic, Psychic
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

SHADOW DANCER

Medium humanoid (elf), neutral

Armor Class 15 (studded leather)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws DEX +6, CHA +4
Skills Stealth +6
Damage Resistances Necrotic
Condition Immunities Charmed, Exhaustion
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 7 (2,900 XP)

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

Shadow Jump. As a bonus action, the shadow dancer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow dancer can use this ability between the weapon attacks of another action it takes.

ACTIONS

Multiattack. The shadow dancer makes three spiked chain attacks.

Spiked Chain. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 14 Dexterity saving throw or suffer one additional effect of the shadow dancer's choice:

- The target is grappled (escape DC 14) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and the shadow dancer can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) necrotic damage.

SKELETON

Medium undead, lawful evil

Armor Class 13 (Armor Scraps)
Hit Points 13 (2d8 + 4)
Speed 30 ft.

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

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses darkvision 60 ft., passive Perception 9
Languages Understands all languages it knew in life but can't speak
Challenge 1/4 (50 XP)

ACTIONS

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

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

SKULL LORD

Medium undead, lawful evil

Armor Class 18 (Plate)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	16 (+3)	15 (+2)	21 (+5)

Skills Athletics +7, History +8, Perception +12, Stealth +8
Damage Resistances Cold, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Stunned, Unconscious
Senses darkvision 60 ft., passive Perception 22
Languages all the languages it knew in life
Challenge 15 (13,000 XP)

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

Master of the Grave. While within 30 feet of the skull lord, any undead ally of the skull lord makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

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

Spellcasting. The skull lord is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC18, +10 to hit with spell attacks). The skull lord knows the following sorcerer spells:

Cantrips (at will): *chill touch, fire bolt, mage hand, poison spray, ray of frost, shocking grasp*
1st level (4 slots): *magic missile, expeditious retreat, thunderwave*
2nd level (3 slots): *mirror image, scorching ray*
3rd level (3 slots): *fear, haste*
4th level (3 slots): *dimension door, ice storm*
5th level (2 slots): *cloudkill, cone of cold*
6th level (1 slot): *eyebite*
7th level (1 slot): *finger of death*

ACTIONS

Multiattack. The skull lord makes three bone staff attacks.

Bone Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 14 (4d6) necrotic damage.

LEGENDARY ACTIONS

The skull lord 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 skull lord regains spent legendary actions at the start of its turn.

Bone Staff (Costs 2 Actions). The skull lord makes a bone staff attack.

Cantrip. The skull lord casts a cantrip.

Move. The skull lord moves up to its speed without provoking opportunity attacks.

Summon Undead (Costs 3 Actions). Up to five skeletons or zombies appear in unoccupied spaces within 30 feet of the skull lord and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. The skull lord can have up to five undead summoned by this ability at a time.

SPRING ELADRIN

Medium fey (elf), chaotic neutral

Armor Class 19 (Natural Armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	18 (+4)	11 (+0)	18 (+4)

Skills Deception +8, Persuasion +8
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses darkvision 60 ft., passive Perception 10
Languages Common, Elvish, Sylvan
Challenge 10 (5,900 XP)

Fey Step (Recharge 4 – 6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

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

At will: *charm person*, *Tasha's hideous laughter*
3/day each: *confusion*, *enthrall*, *suggestion*
1/day each: *hallucinatory terrain*, *Otto's irresistible dance*

Joyful Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes charmed by the eladrin for 1 minute. On a successful save, the creature becomes immune to any eladrin's Joyful Presence for 24 hours.

Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw, ending the effect on itself on a success.

ACTIONS

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

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

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) psychic damage.

SUMMER ELADRIN

Medium fey (elf), chaotic neutral

Armor Class 19 (Natural Armor)
Hit Points 127 (17d8 + 51)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Skills Athletics +8, Intimidation +8
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses darkvision 60 ft., passive Perception 9
Languages Common, Elvish, Sylvan
Challenge 10 (5,900 XP)

Fearsome Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened of the eladrin for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to any eladrin's Fearsome Presence for the next 24 hours.

Fey Step (Recharge 4–6). As a bonus action, the eladrin can teleport up to 30 feet to an unoccupied space it can see.

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

ACTIONS

Multiattack. The eladrin makes two weapon attacks. The eladrin can cast one spell in place of one of these attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands, plus 4 (1d8) fire damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 4 (1d8) fire damage.

REACTIONS

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

SUMMER'S CHOSEN

As a chosen of summer, Landranai, the summer Eladrin in the "Levelers" section of part 3 of the adventure, is immune to fire damage.

SWORD WRAITH COMMANDER

Medium undead, lawful evil

Armor Class 18 (Breastplate, Shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Perception +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.

SWORD WRAITH WARRIOR

Medium undead, lawful evil

Armor Class 16 (Chain Shirt, Shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses darkvision 60 ft., passive Perception 9

Languages The languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

SZASS TAM'S SIMULACRUM (LICH)

Medium undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances 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 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

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

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

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

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

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

5th level (3 slots): *cloudkill*, *scrying*

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

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The lich 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 lich regains spent legendary actions at the start of its turn.

- **Cantrip.** The lich casts a cantrip.
- **Paralyzing Touch (Costs 2 Actions).** The lich uses its Paralyzing Touch.
- **Frightening Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.
- **Disrupt Life (Costs 3 Actions).** Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

NOT YOUR DADDY'S SZASS TAM

Szass Tam as presented here is not the actual lich, but merely one of his many simulacra. The master of Thay is angered that the characters have been so bold as to enter his domain, but he does not have time to meet them in person. This powerful substitute represents a significant investment of time, energy, and magic, but is not nearly as powerful as the real Szass Tam, who has the these changes from the standard lich stat block:

Ancient Secrets. Szass Tam has an intelligence score of 24 (+7). Additionally, he is equivalent to a 20th-level spellcaster. These elements combine to raise the DC of his spells from 20 to 22.

Grim Harvest. Once per turn when Szass Tam kills a creature that is neither undead nor a creature using a spell of 1st level or higher, he gains hit points equal to twice the spell's level, or three times if the spell was of the necromancy school.

Immunity through Undeath. Szass Tam is immune to necrotic damage and cannot have his hit point maximum reduced.

Necrotic Simulacrum. Szass Tam can regain hit points via his Grim Harvest ability in addition to alchemical restoration. If he drops to 0 hit points, he becomes a foul-smelling pile of meat scraps and coagulated blood.

Zulkir's Contingency. The first time that Szass Tam would be reduced to 0 hit points, it triggers a latent magical ward that prevents all damage dealt by the attack or effect that reduced him to 0 hit points. Szass Tam is also immediately affected by the *invulnerability* spell (as seen in *Xanathar's Guide to Everything*). That spell is in effect for 10 minutes or until Szass Tam's concentration ends, during which time he is immune to all damage.

THAYAN AMBUSER

In the final encounter, Szass Tam's simulacrum has already cast *mirror image* and *mind blank* on himself, and has taken a *potion of invulnerability* to gain resistance to all damage.

Szass Tam's simulacrum also has a unique *contingency* spell cast upon him by Szass Tam, which works differently than the normal version of that spell. The first time the *counterspell* spell is cast against the archmage, his unique *contingency* spell is triggered, and the caster of *counterspell* is immediately targeted by a *banishment* spell (save DC 20).

THAYAN APPRENTICE

Medium humanoid, any non-good alignment

Armor Class 12 (15 with mage armor)
Hit Points 27 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

Skills Arcana +4
Senses passive Perception 11
Languages Common, Thayan
Challenge 2 (450 XP)

Thayan Devotion. Within Thay, the apprentice has advantage on saving throws against being charmed or frightened.

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

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *shocking grasp*
1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*
2nd level (3 slots): *blur*, *scorching ray*

ACTIONS

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

THAYAN GUARDIAN

Large undead, lawful evil

Armor Class 18 (plate)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Con +8, Wis +7
Skills Insight +7, Perception +7
Damage Vulnerabilities Radiant
Damage Immunities Necrotic, Poison
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned
Senses truesight 120 ft., passive Perception 17
Languages all
Challenge 9 (5,000 XP)

Gatekeeper's Aura. The Thayan guardian can activate or deactivate this feature as a bonus action. While active, any creature that starts its turn within 10 feet of the thayan guardian must make a DC 15 Wisdom saving throw. On a successful save, the creature is immune to this aura for the next 24 hours. On a failed save, the creature has disadvantage on saving throws and its speed is halved until the start of its next turn.

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

Vigilant. The Thayan guardian can't be surprised.

ACTIONS

Multiattack. The Thayan guardian makes two longsword attacks and uses its Strength Drain once.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands, plus 11 (2d10) necrotic damage.

Strength Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) necrotic damage. Unless the target is immune to necrotic damage, its Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

THIEF OF SANITY

Medium undead, chaotic evil

Armor Class 12 (studded leather)
Hit Points 16 (3d8 + 3)
Speed 40 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4
Damage Vulnerabilities Radiant
Damage Resistances Acid, Cold, Fire, Lightning, Thunder
Damage Immunities Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained
Senses darkvision 60 ft., passive Perception 11
Languages --
Challenge 1/2 (100 XP)

Amorphous. The thief of sanity can move through a space as narrow as 1 inch wide without squeezing.

Detect Sentience. The thief of sanity 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.

Shadow Stealth. While in dim light or darkness, the thief of sanity can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the thief of sanity has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Memory Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the target's Intelligence score is reduced by 1d4. If the target's Intelligence is reduced by half or more, it gains the amnesia long term madness. The target dies if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new thief of sanity rises from the corpse 1d4 hours later.

TIEFLING FIRECALLER

Medium humanoid (tiefling), neutral evil

Armor Class 15 (studded leather)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	12 (+1)	13 (+1)	19 (+4)

Skills Arcana +5, Deception +8, Performance +8

Damage Immunities Fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Ignan, Infernal

Challenge 9 (5,000 XP)

Funeral Pyre. When the tiefling firecaller drops to 0 hit points, their body is consumed in a flash of fire and smoke. Anything they were wearing or carrying is left behind among ashes.

Legendary Resistance (2/Day). If the Tiefling Firecaller fails a saving throw, they can choose to succeed instead.

Spellcasting. The Tiefling Firecaller is a 10th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The Tiefling Firecaller knows the following sorcerer spells:

Cantrips (at will): *chill touch, fire bolt, friends, mage hand, message, produce flame, thaumaturgy*

1st level (4 slots): *burning hands, chromatic orb, hellish rebuke, shield*

2nd level (3 slots): *darkness, detect thoughts, misty step, scorching ray*

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

4th level (3 slots): *wall of fire*

5th level (2 slots): *dominate person*

ACTIONS

Multiattack. The Tiefling Firecaller makes two melee attacks.

Bloodflame Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or 20/60 ft., one target. Hit: 7 (1d4 + 7) piercing damage plus 7 (2d6) fire damage. The Bloodflame Dagger returns to the Tiefling Firecaller's hand after each throw.

TRESSYM

Tiny beast, chaotic neutral

Armor Class 12

Hit Points 5 (2d4)

Speed 40 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common understands but can't speak

Challenge 0 (10 XP)

Detect Invisibility. Within 60 feet of the tressym, magical invisibility fails to conceal anything from the tressym's sight.

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

Poison Sense. A tressym can detect whether a substance is poisonous by taste, touch, or smell.

ACTIONS

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

TYRANNOSAURUS ZOMBIE

Huge undead, unaligned

Armor Class 11 Natural Armor

Hit Points 136 (13d12 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	19 (+4)	1 (-5)	3 (-4)	5 (-3)

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 60 ft., passive Perception 6

Languages –

Challenge 8 (3,900 XP)

Disgorge Zombie. As a bonus action, the tyrannosaurus zombie can disgorge a normal zombie, which appears in an unoccupied space within 10 feet of it. The disgorged zombie acts on its own initiative count. After a zombie is disgorged, roll a d6. On a roll of 1, the tyrannosaurus zombie runs out of zombies to disgorge and loses this trait. If the tyrannosaurus zombie still has this trait when it dies, 1d4 normal zombies erupt from its corpse at the start of its next turn. These zombies act on their own initiative count.

Undead Fortitude. If damage reduces the tyrannosaurus 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 tyrannosaurus zombie makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the tyrannosaurus zombie can't bite another target or disgorge zombies.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (plate)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6 Wis +7
Skills Intimidation +5, Religion +4
Senses passive Perception 13
Languages any two languages
Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*
1st level (4 slots): *divine favor, guiding bolt, healing word, shield of faith*
2nd level (3 slots): *lesser restoration, magic weapon, prayer of healing, silence, spiritual weapon*
3rd level (3 slots): *beacon of hope, crusader's mantle, dispel magic, revivify, spirit guardians, water walk*
4th level (3 slots): *banishment, freedom of movement, guardian of faith, stoneskin*
5th level (1 slot): *flame strike, mass cure wounds, hold monster.*

ACTIONS

Multiattack. The priest makes two melee attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by itself or another creature within 30 feet of it. The priest can make this choice after the roll is made but before it hits or misses.

WARHORSE SKELETON

Large undead, lawful evil

Armor Class 13 (Barding Scraps)
Hit Points 22 (3d10 + 6)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities Bludgeoning
Damage Immunities Poison
Condition Immunities Exhaustion, Poisoned
Senses darkvision 60 ft., passive Perception 9
Languages –
Challenge 1/2 (100 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

WARLOCK OF THE FIEND

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws WIS +4, CHA +7
Skills Arcana +4, Deception +7, Perception +7, Religion +4
Damage Resistance Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Senses darkvision 60 ft., passive Perception 11
Languages any two languages (usually Abyssal or Infernal)
Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self, false life, levitate (self only), mage armor (self only), silent image*
1/day each: *feeblemind, finger of death, plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*
1st–5th level (4 5th-level slots): *banishment, burning hands, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest). When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

WARLOCK OF THE GREAT OLD ONE

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, History +4

Damage Resistance Psychic

Senses darkvision 60 ft., passive Perception 11

Languages telepathy 30 ft. any two languages

Challenge 6 (2,300 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic*, *jump*, *levitate*, *mage armor* (self only),
speak with dead

1/day each: *arcane gate*, *true seeing*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*,
minor illusion, *prestidigitation*, *shocking grasp*

1st–5th level (3 5th-level slots): *armor of Agathys*, *arms of Hadar*,
crown of madness, *clairvoyance*, *contact other plane*, *detect thoughts*,
dimension door, *dissonant whispers*, *dominate beast*,
telekinesis, *vampiric touch*

Whispering Aura. At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.

ACTIONS

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

WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

The warlord 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 warlord regains spent legendary actions at the start of its turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

THAYAN AMBUSER

The warlord in "The Things We Leave Behind" in part 3 of the adventure is under the effect of *foresight*. They can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the warlord for the duration.

WRAITH (TIER 3)

Medium undead, neutral evil

Armor Class 13

Hit Points 113 (14d8 + 53)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances Acid, Cold, Fire, Lightning, Thunder

Damage Immunities Necrotic, Poison, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses darkvision 60 ft., passive Perception 12

Languages The languages it knew in life

Challenge 5 (1,800 XP)

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

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

Weave Resistance. Once per day the wraith has advantage on saving throws versus magic and magic effects.

ACTIONS

Life Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. Hit: 26 (5d8 + 4) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

YOUNG RED DRACOLICH

Large undead, chaotic evil

Armor Class 18

Hit Points 178 (17d10 + 84)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Perception +8, Stealth +4

Damage Resistances Necrotic

Damage Immunities Fire, Poison

Condition Immunities The dracolich can't be charmed, frightened, paralyzed, or poisoned. It also doesn't suffer from exhaustion.

Senses Blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

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

ACTIONS

Multiattack. The dracolich makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5–6). The dracolich exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 2 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

ACTIONS

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

KEY NPC STATISTICS

The following NPC appears in this adventure.

ZEHIRA DERYAN

Medium humanoid (human), neutral good

Armor Class 19 (mariner's studded leather, shield +1)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +9, Int +5

Skills Acrobatics +9, Athletics +12, Insight +8, Perception +8, Persuasion +12, Stealth +9, Survival +8

Senses passive Perception 18

Languages Common, Elvish, Infernal, Primordial, Sahuagin, thieves' cant

Challenge 13 (10,000 XP)

Cunning Action. Zehira can take a bonus action on each of her turns to take the Dash, Disengage, or Hide action.

Fancy Footwork. During her turn, if Zehira makes a melee attack against a creature, that creature can't make opportunity attacks against her for the rest of her turn.

Rakish Audacity. Zehira adds her Charisma modifier (+2) to her initiative rolls. She doesn't need advantage on the attack roll to use Sneak Attack against a creature if she is within 5 ft. of it, no other creatures are within 5 ft. of her, and she doesn't have disadvantage on the attack roll.

Sneak Attack (1/Turn). Zehira deals an extra 7 (2d6) damage when she 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 that isn't incapacitated and Zehira doesn't have disadvantage on the attack roll. Also see **Rakish Audacity**.

Spellcasting. Zehira is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Zehira has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *goodberry*, *zephyr strike*

2nd level (3 slots): *darkvision*, *lesser restoration*

3rd level (2 slots): *water breathing*

ACTIONS

Multiattack. Zehira makes two attacks with either her club, dagger, or rapier.

Club +3. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d4 + 7) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

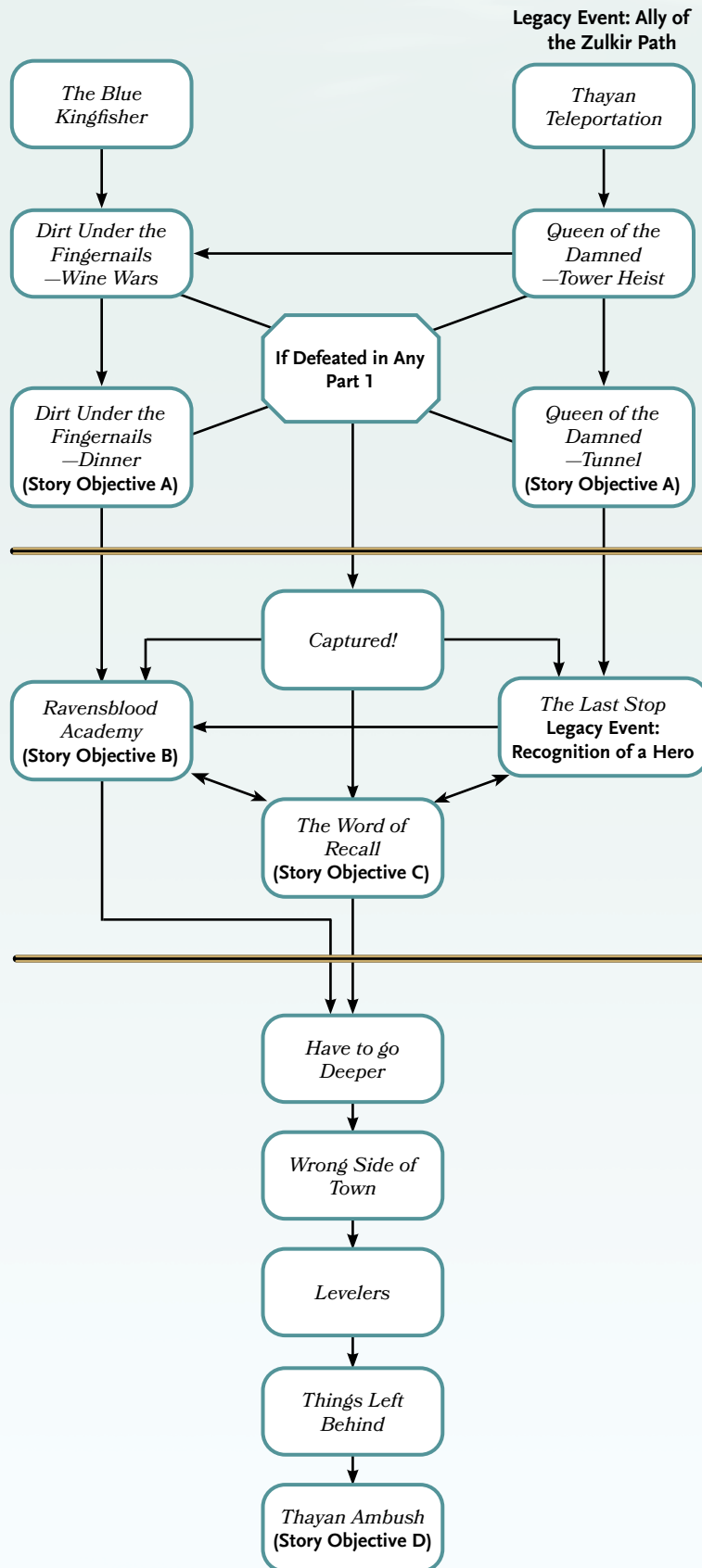
Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

MARINER'S STUDED LEATHER

While wearing this armor, Zehira has a swimming speed equal to her walking speed. In addition, whenever she starts her turn underwater with 0 hit points, the armor causes her to rise 60 feet toward the surface. The armor is decorated with fish and shell motifs.



APPENDIX 1: ADVENTURE FLOWCHART



**PART 1:
PARALLEL
PATHS**

**PART 2:
SITE BASED**

**PART 3:
LINEAR**

APPENDIX 2: DM'S SETTING INFORMATION

When playing this adventure, think of the setting as something like an additional NPC. Just as you would make use of an NPC's traits to help bring them to life for the players, you can keep the following traits of the setting in mind while you play.

PART 1: ELTABBAR

The city of Eltabbar is a unique locale that presents a number of interesting challenges for players and characters accustomed to life along the Sword Coast.

Clean. Eltabbar is one of the cleanest settlements in all Faerûn. Low-caste and undead servitors cleaning the streets and buildings, along with an advanced sewer and waste system, make the city feel decidedly alien to many visitors. For those used to the grime of Waterdeep, Baldur's Gate, and other cities, Eltabbar might simply feel too unsoiled to be real.

Future Facing. A city built on magic, Eltabbar has an advanced level of public works. This includes public transport, clean water, waste management, green spaces, and an infrastructure that keeps all parts of the city in good condition.

Rigid Caste System. The difference between the haves and the have-nots in Eltabbar can be startling to outside folk. Normal people in the city live a menial existence lorded over by priests—who are in turn lorded over by the arcanists who control all. Sentient and thrall undead roam in the open, often marked with the crests and tabards of their masters. The lowest caste among the living are unremarkable humans who are forbidden to cut their hair (marking anyone with long hair as a thrall), in addition to most non-humans, including significant populations of orcs, gnolls, goblins, halflings, and gnomes.

No Maps. All those in the city know of the great prison beneath it, which keeps the demon Eltab interred. Residents of Eltabbar also know that the magic of Eltab's prison requires that no maps be made of the city, as each one diminishes the potency of the binding. There are plenty of signs giving directions, as well as ready guides on most streets (both low-caste living humanoids and undead). As well, the people of the city use directions based on sites rather than streets. Potent divination magic is set to detect if anyone draws a map of the city, and deadly force is authorized to destroy any maps of Eltabbar—and the people that created them.

Religion at a Distance. All the temples in Eltabbar are located on an island just off the lakeshore. Many bridges connect the island to the city, and the worship of evil gods such as Shar, Kossuth, and Bane mostly takes place there. It's rare to see anyone pray in public or thank the gods as they might elsewhere in Faerûn.

High Magic. Eltabbar is one of the most potent magical bastions in the world. It's not uncommon to see Red Wizards or servant aarakocra flying through the air. *Dancing lights*, *continual flame*, and other illusion spells are commonly used in advertisements. Most buildings have magical protection in addition to martial protection, including the *glyph of warding* and *alarm* spells. Using *detect magic* in Eltabbar can often give non-locals a headache, at least until they become accustomed to how common the weave is worked into everyday life.

Magical Wards. A number of magical effects are prohibited in Eltabbar—not just by law but by potent wards. Layers of ancient abjuration and divination magic track all people in the city, and any spell that makes use of teleportation or planar travel automatically fails unless previously approved by Zulkir Damond or the high council, or cast through approved magical tattoos or magic items. This includes spells such as *misty step*, *dimension door*, *teleport*, *banish*, *far step*, *plane shift*, and the like—up to and including a *wish* spell used in an attempt to bypass the wards.

PARTS 2 AND 3: THE DUNGEONS BENEATH THE CITADEL

The dungeons beneath the Citadel are a sprawling expanse of tunnels, caverns, and makeshift subterranean structures that will challenge even the hardest Underdark veterans.

Squalid. The dungeons are uniformly filthy. Trash litters the streets, dead bodies draw flies in alleyways, and excrement is left wherever people feel like leaving it.

Desperate. All folk in the dungeons except for the Red Wizards live with an edge of desperation. Everyone needs something—food, water, pipeweed, faith, hope—that they can't get down here. Many of those condemned to the dungeons fall into a deep depression from this desperation, while others use it to fuel a spark of hope that they will once again be free, or will rise to greatness in their exile.

Rule through Strength. Many of the people cast down into the dungeons are remarkable individuals. Powerful heroes, wily nobles, cunning politicians, and deadly rogues are sent here to suffer, and end up constantly warring for supremacy against other figures or factions. Many of the residents are the equivalent of tier 3 and higher adventurers who have been robbed of their opportunity to ever see daylight again. Less experienced individuals often don't survive in the dungeons for long.

Show Your Power. Those who have power in the dungeons make it clear they aren't to be trifled with. They often make grand gestures such as throwing coin to their followers—but might next race down crowded tunnels in carriages created from giant undead creatures, just to see folk flee from them in fear.

Collapsing. The dungeons are in terrible repair. Tunnels constantly collapse into each other, and many buildings teeter just on the edge of falling. All the while, colossal constructs called levelers rip the existing levels apart to force entrenched gangs out to fight for survival and new territory, ensuring that no one can consolidate power to threaten the Red Wizards.

Magical Wards. As in Eltabbar, magic is restricted within the dungeons beneath the Citadel. Ancient enchantments built upon the sarrukh ruins at the base of the dungeons means that any spell that makes use of teleportation or planar travel automatically fails unless previously approved by the high council, or cast through approved magical tattoos or magic items. This includes spells such as *misty step*, *dimension door*, *teleport*, *banish*, *far step*, *plane shift*, and the like—up to and including a *wish* spell used in an attempt to bypass the wards.

APPENDIX 3: DM'S SUPPLY TUNNEL ANSWERS

Gate 1: "What year did the glorious nation of Thay rise to freedom after breaking the yoke of the kings of Mulhorand?"

Answer: 0922

Gate 2: "Who is the god that blesses the zulkirs, and whose light is a beacon for all of Thay?"

Answer: KOSSUTH

Gate 3: "What magic did I weave to end the zulkir rebellion and unify Thay into the power it is today?"

Answer: SPELLPLAGUE

Gate 4: "What is the newest jewel in the crown of almighty Thay?"

Answer: MULMASTER

Gate 5:

Statue 1

Zulkir Damond

Statue 2

Zulkir M'Weru

Statue 3

Szass Tam

Statue 4

Zulkir Dar'lon Ma

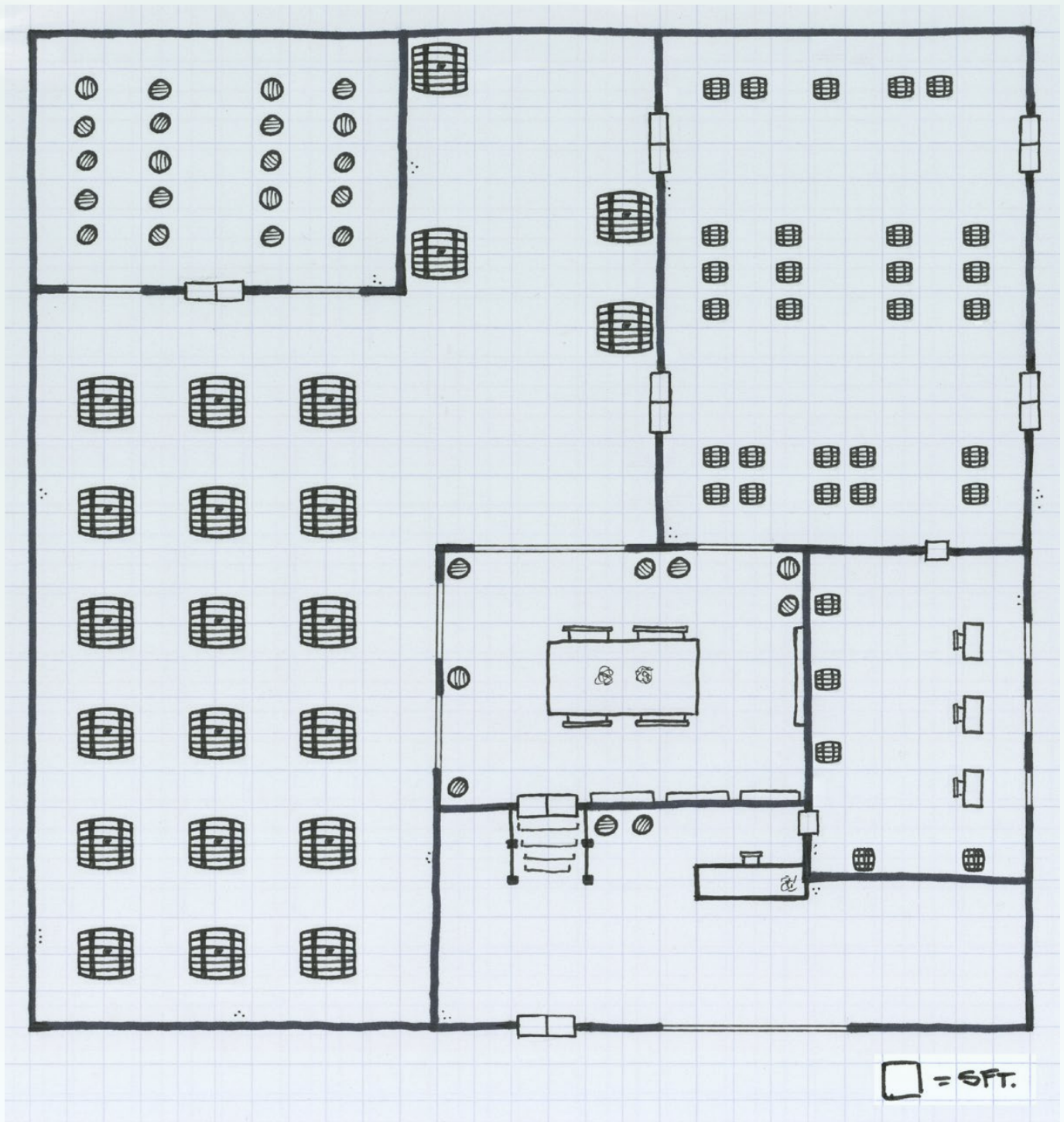
Statue 5

Zulkir Sirikhan

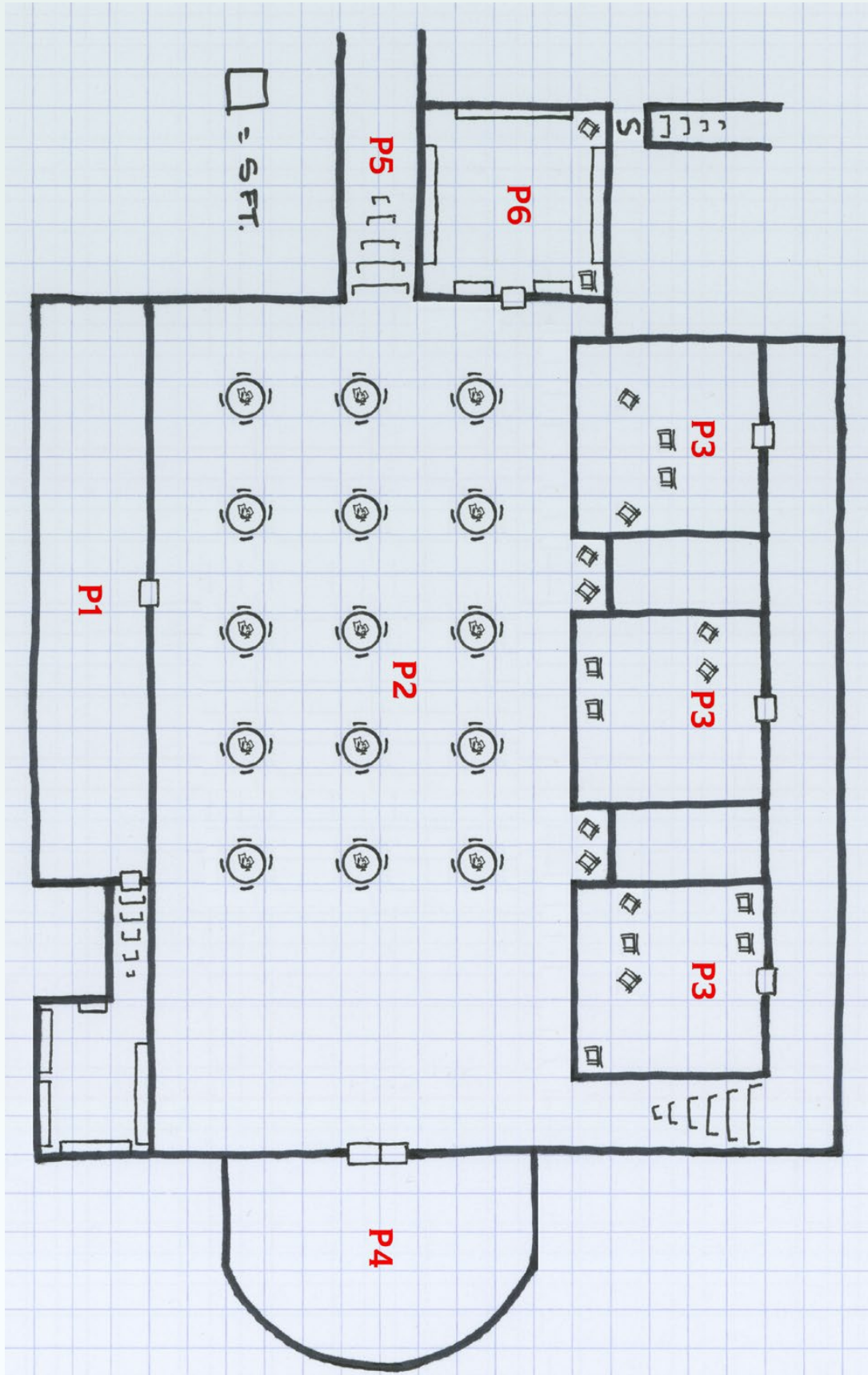
APPENDIX 4: DM'S SARRUKH RUINS ANSWERS

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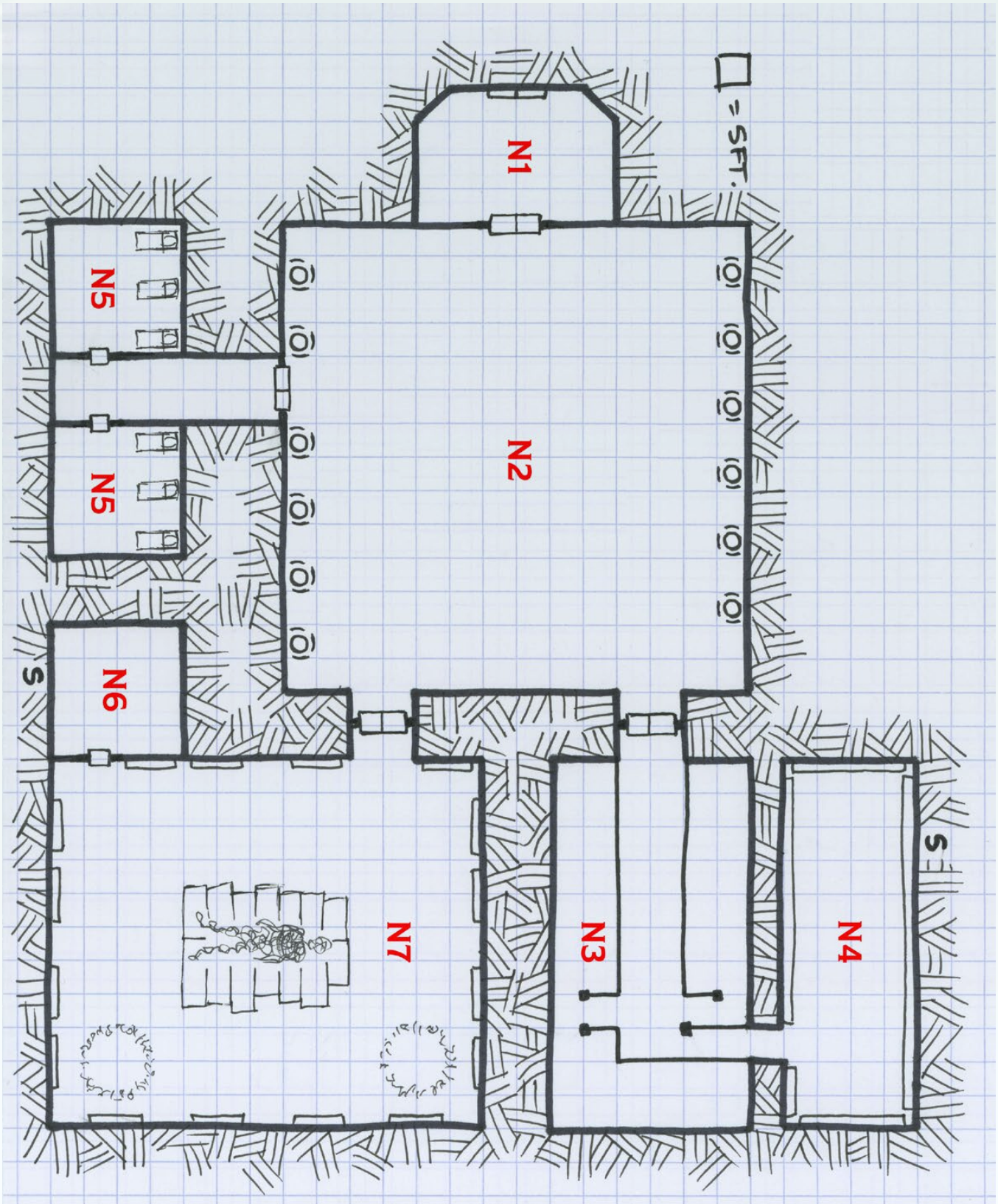
APPENDIX 5: FARKAS WINERY MAP



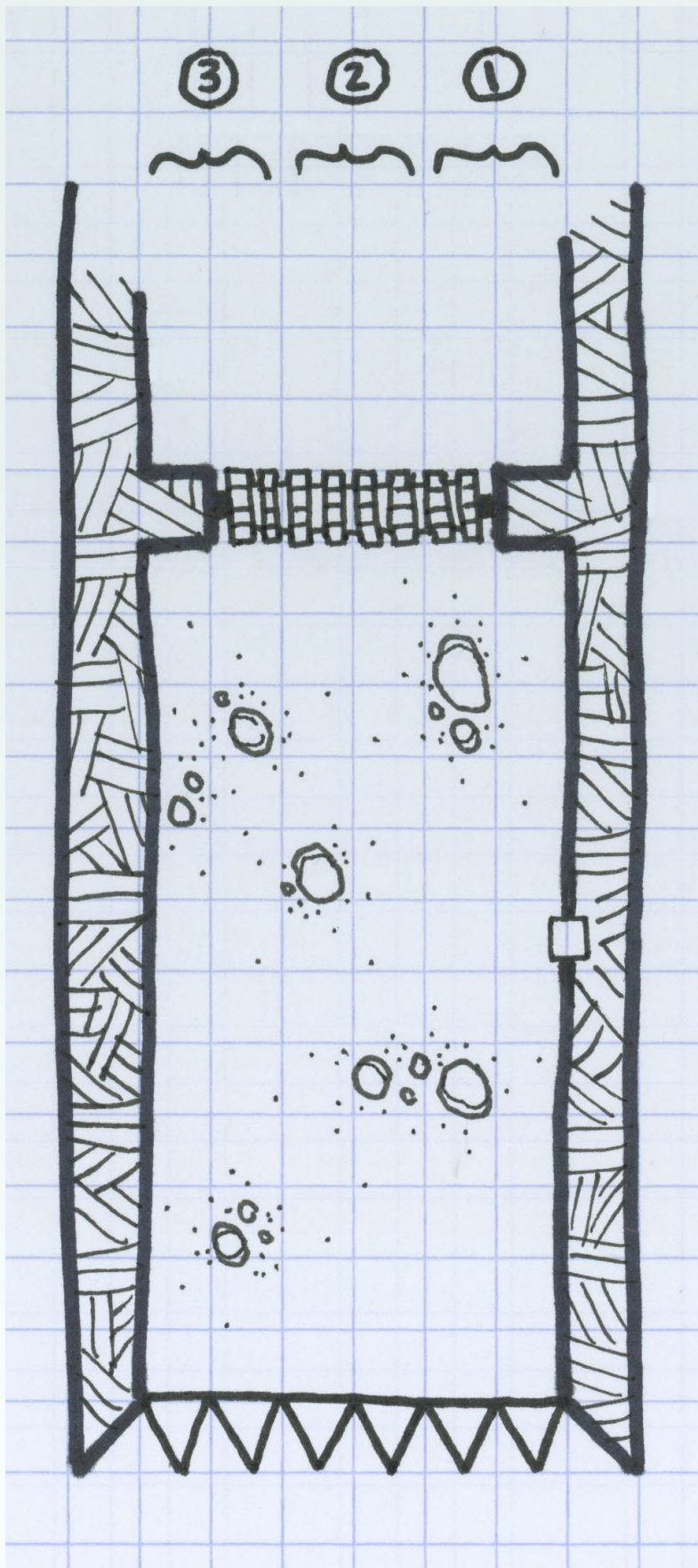
APPENDIX 6: SZASS TAM'S PALACE MAP



APPENDIX 7: RAVENSBLOOD ACADEMY MAP



APPENDIX 8: LEVELER MOUTH MAP



APPENDIX 9: PLAYER HANDOUT

—FARKAS WINERY JOB

You've been hired by Gaedynn Telstaerr to ruin the shipping area of the Farkas Winery. He has additionally stipulated the following:

- Only the shipping area is to be destroyed.
- No one is to be killed if you can help it.
- Don't get caught.

You have **six hours** to do the job. Though you can simply kick the door down, you can also prepare for the job by undertaking the following activities:

- Gather rumors and information with Intelligence (Investigation) or Charisma (Persuasion)
- Scout the area with Wisdom (Perception)
- Create disguises with a Charisma check and proficiency with a disguise kit
- Forge documents and identification with a Dexterity check and proficiency with a forgery kit
- Use a background feature

Each preparation activity takes 1 hour of game time. For activities that require an ability check, characters can use the Help action to work together and grant advantage on the check, but that cooperation doesn't reduce the amount of time necessary.

APPENDIX 10: PLAYER HANDOUT

—SO YOU'RE A FLUMPH

A character who has been turned into a flumph in Szass Tam's palace uses the following stat block for 1 hour:

FLUMPH

Small aberration, lawful good

Armor Class 12

Hit Points 7 (2d6)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	10 (+0)	14 (+2)	14 (+2)	11 (+0)

Skills Arcana +4, History +4, Religion +4

Damage Vulnerabilities Psychic

Senses Darkvision 60 ft., Passive Perception 12

Challenge 1/8 (25 XP)

Advanced Telepathy. The flumph can perceive the content of any telepathic communication used within 60 feet of it, and it can't be surprised by creatures with any form of telepathy.

Prone Deficiency. If the flumph is knocked prone, roll a die. On an odd result, the flumph lands upside-down and is incapacitated. At the end of each of its turns, the flumph can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Telepathic Shroud. The flumph is immune to any effect that would sense its emotions or read its thoughts, as well as all divination spells.

ACTIONS

Tendrils. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage plus 2 (1d4) acid damage. At the end of each of its turns, the target must make a DC 10 Constitution saving throw, taking 2 (1d4) acid damage on a failure or ending the recurring acid damage on a success. A lesser restoration spell cast on the target also ends the recurring acid damage.

Stench Spray (1/Day). Each creature in a 15-foot cone originating from the flumph must succeed on a DC 10 Dexterity saving throw or be coated in a foul-smelling liquid. A coated creature exudes a horrible stench for 1d4 hours. The coated creature is poisoned as long as the stench lasts, and other creatures are poisoned while within 5 feet of the coated creature. A creature can remove the stench on itself by using a short rest to bathe in water, alcohol, or vinegar.

APPENDIX 11: PLAYER HANDOUT

—THE TOWER HEIST

You've agreed to work with Elchorius, a mummy lord and ally of Dar'lon Ma, to steal a scroll from the registry office in the Tower of Reverence. Elchorius has additionally stipulated:

- You must replace the scroll with a forgery, and bring the original to her.
- No one is to be killed if you can help it.
- Don't get caught.

You've been given a *horn of silent alarm* to cause a distraction to draw guards away from the tower. You can also prepare for the job by undertaking the following activities:

- Gather rumors and information with Intelligence (Investigation) or Charisma (Persuasion)
- Scout the area with Wisdom (Perception)
- Create disguises with a Charisma check and proficiency with a disguise kit
- Forge documents and identification with a Dexterity check and proficiency with a forgery kit
- Use a background feature

Each preparation activity takes 1 hour of game time. For activities that require an ability check, characters can use the Help action to work together and grant advantage on the check, but that cooperation doesn't reduce the amount of time necessary.

APPENDIX 12B: PLAYER HANDOUT

—SUPPLY TUNNEL

At four hundred feet along the tunnel, an adamantine door is set with nine dials, each marked with letters. The fifth dial is currently stuck on the letter A.

— — — — — A — — — — —

APPENDIX 12C: PLAYER HANDOUT

—SUPPLY TUNNEL

At the final door five hundred feet along the tunnel, five headless statues of humanoids stand. Each of the five statues is clad in magnificent robes, and all appear identical. Each neck has a pressure plate where a head should be.

Examining the stone heads you have collected, you note the following:

- Zulkir Sirikhan's head weighs more than Zulkir Dar'lon Ma's head.
- The head of Szass Tam weighs less than the heads of Zulkir Sirikhan and Zulkir Dar'lon Ma.
- Zulkir Damond's head weighs the least of the five heads.

Statue 1	Statue 2	Statue 3	Statue 4	Statue 5

APPENDIX 13: PLAYER HANDOUT —THE HEADMASTER’S FILES

Kept on file in the Ravensblood Academy headmaster’s office is the following:

RAVENSBLOOD ACADEMY PROCEDURE 87691

Attendees: Student First Class Valakhod, assisted by Zulkir Szass Tam and Elder Trildor Zihial

Results: With able assistance from Zulkir and Elder, Student Valakhod completed the necromantic transformation to rebirth subject #92081 (commonly known as King Hekaton) to the status of a Death Giant in direct service of Zulkir Tam.

Following, Zulkir Tam and Elder Zihial had another confrontation (records notice – this is the fourth such act of disobedience from Elder Zihial) about the best use of Death Giant Hekaton.

Follow Up #01: Zulkir Tam has decreed that for his disobedience, Elder Zihial will have his tattoos removed and status lowered from Elder to Professor. He will continue to lead explorations into the Sarrukh ruins.

Follow Up #02: Zulkir Tam has decreed that Professor Zihial is a strategic threat for high probability of continued treason against the elder circle. Professor Zihial will be sent to the Word of Recall for reconditioning and removal of state secrets.

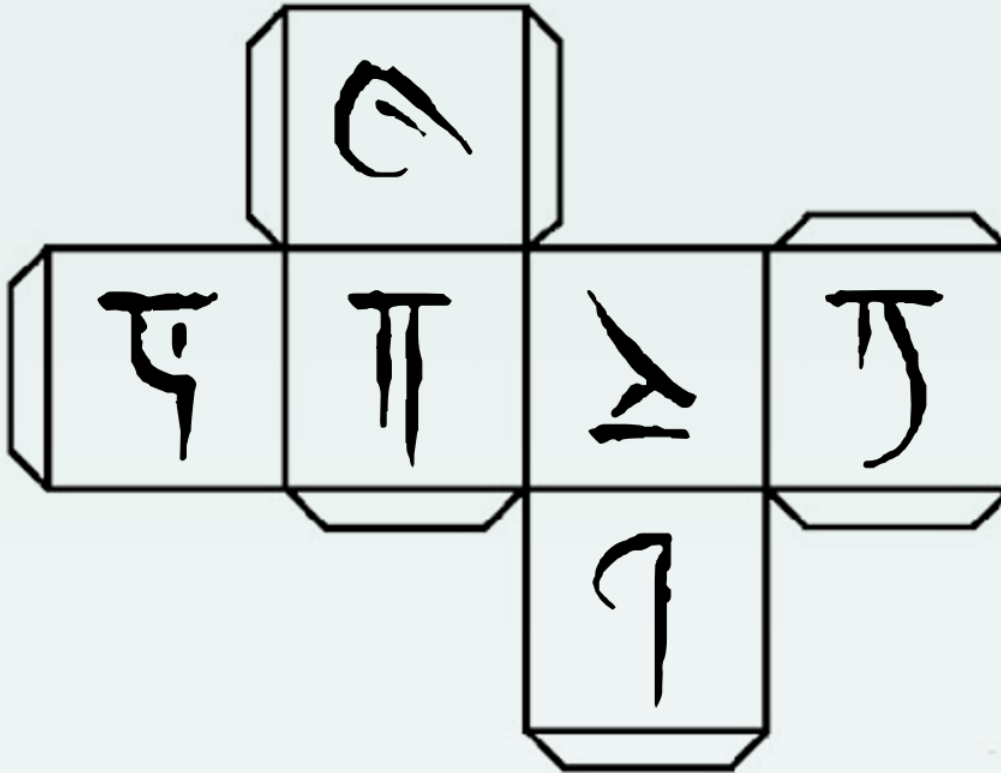
APPENDIX 14A: PLAYER HANDOUT

—SARRUKH RUINS FRESCO

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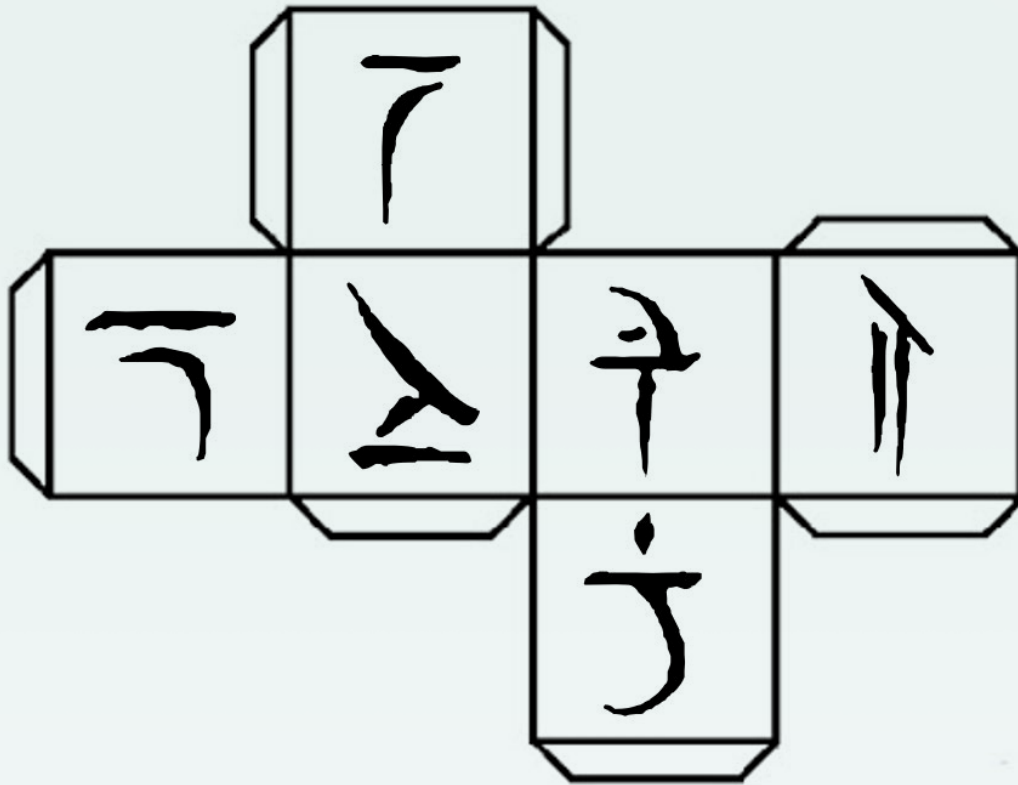
APPENDIX 14B: PLAYER HANDOUT

—SARRUKH RUINS CUBE 1

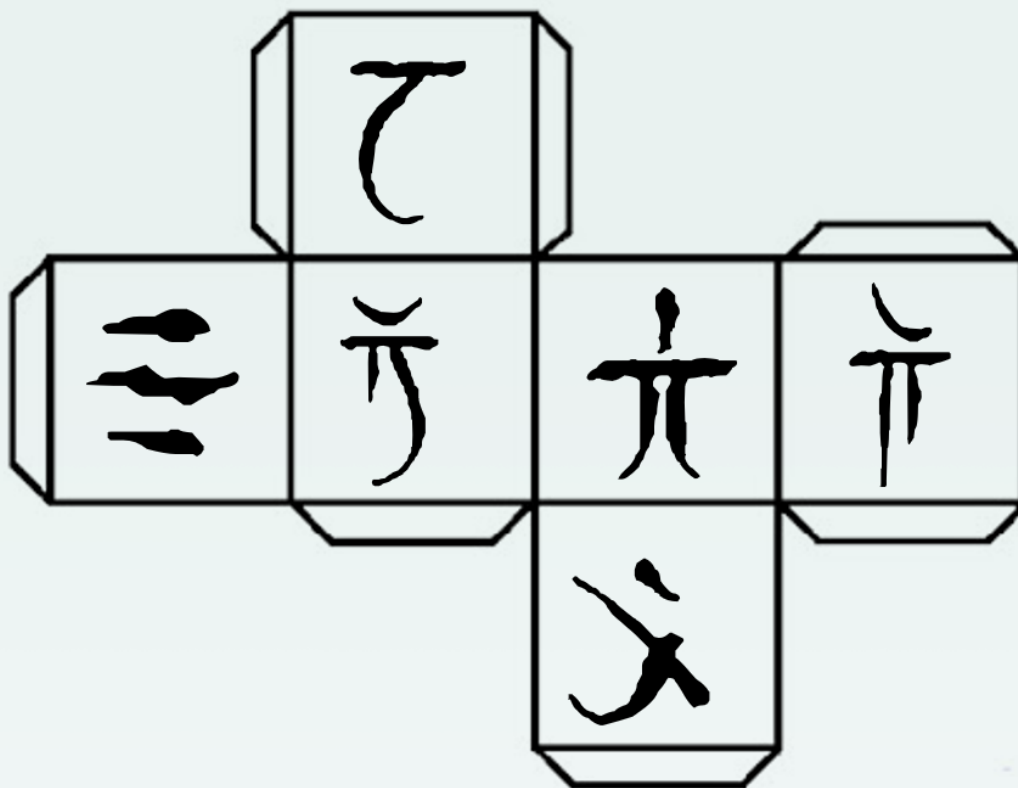


APPENDIX 14C: PLAYER HANDOUT

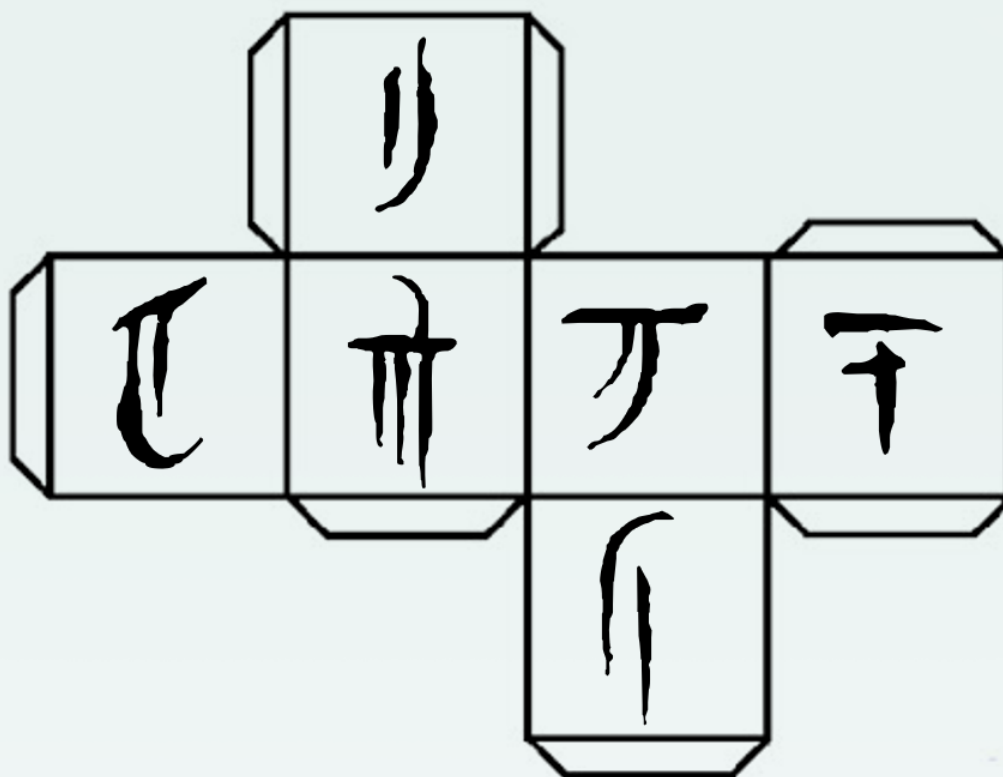
—SARRUKH RUINS CUBE 2



APPENDIX 14D: PLAYER HANDOUT —SARRUKH RUINS CUBE 3



APPENDIX 14E: PLAYER HANDOUT
—SARRUKH RUINS CUBE 4



APPENDIX 14F: PLAYER HANDOUT —SARRUKH DRAGONS



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APPENDIX 15: CHARACTER REWARDS

The characters can keep the following magic items if they are found during the adventure. It is suggested that you print off enough copies of this page to be able to give one to each of your players, crossing out rewards they didn't receive during the session.

CAPE OF THE MOUNTBANK

Wondrous item, rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the *dimension door* spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Flames lick all around the edges of this cloak. Both the back and front are emblazoned with the crest of Tiamat.

HORN OF SILENT ALARM

Wondrous item, common

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn.

IOUN STONE OF CELEBRATION

Wondrous Item, Common (requires attunement)

An Ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of Ioun stone exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

While this pale red sphere orbits your head, you can use a bonus action to cause it to display one of the following effects:

- The ioun stone pulses with green, violet, or amber light for 1 minute, filling the area around you with dim light to a distance of 10 feet.
- The ioun stone emits harmless sensory effects such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor for 1 minute.
- The stone pauses in its orbit in the direction of the most powerful spellcaster or magical effect within 30 feet of you. If there are no spellcasters or magical effects in range, it pauses in the direction of Szass Tam's palace.

An *ioun stone of celebration* also has the harmonious minor property, so that attuning to it requires only 1 minute. The item must be attuned to function, and stops working outside the borders of Thay.

POTION OF SUPERIOR HEALING

Potion, rare

You regain 8d4 + 8 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

SPELL SCROLL OF FORCECAGE

Scroll, very rare

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. It lasts for 1 hour.

A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the spell or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by *dispel magic*.

SPELL SCROLL OF MASS CURE WOUNDS

Scroll, rare

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains $3d8 + 5$ hit points. This spell has no effect on undead or constructs.

SPELL TILE OF TELEPORT

Spell tile, very rare

This spell instantly transports you and up to eight willing creatures of your choice that you can see within 10 feet of you, or a single object that you can see within 10 feet of you, to a preset destination. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature.

A *spell tile* of *teleport* provides no innate sense of its programmed destination unless that destination is marked on the tile by mundane means.

SPELL TILES

This adventure uses a unique Thayan magic item called a *spell tile*. These items function like *spell scrolls*, except they are usable by any creature, and any choices the caster would normally make are set by the *spell tile's* maker when it is created. For example, a *spell tile* of *sending* can send a message only to a specific person determined when the tile is made, and a *spell tile* of *teleport* is created keyed to a specific destination.

As an action, a creature holding a *spell tile* can break it to cast its spell. Spells on *spell tiles* cannot be copied to a wizard's spellbook.

STAFF OF FROST

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

You have resistance to cold damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (4 charges).

The staff regains $1d6 + 4$ expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

This staff is made of ice as hard as steel with a frozen skull perched at the head of it.

STORY AWARDS

The characters might earn the following story award in this adventure.

LEGACY EVENT: LIBERATOR

You rescued the Thayan political prisoner Trildor Zihial from the dungeons beneath the Citadel, and he survived to tell the tale. He owes you his life and swears to dedicate his freedom to continuing to oppose Szass Tam's tyrannical rule over Thay.

APPENDIX 16. DUNGEON MASTER TIPS

To run an adventure as a DM, you must have three to seven players, each with their own character within the adventure's level range (see the "Adventure Primer" section at the start of the adventure).

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE ANNUAL STORYLINE?

You can find out more about the Dreams of the Red Wizards storyline here:

<http://dndadventurersleague.org/storyline-seasons/dreamsof-the-red-wizards/>

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 it, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running the adventure, such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) score; and anything the adventure specifies as notable (such as backgrounds, traits, and flaws).

Players can play an adventure they previously played as a player or Dungeon Master, but can do so only once with a specific character. Ensure that each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold, and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the character completed the adventure or not.

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 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 immediately, 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

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