

Classic Adventure
Module Conversion



The Rod of Seven Parts

conversion guide by Christopher Walzak

for character levels 10 - 12



Classic Modules Today

A D&D 5th Edition Conversion of the Early Edition Adventure Module

The Rod of Seven Parts

CONVERSION GUIDE

Introduction: In 1996, TSR published the module named “**The Rod of Seven Parts**”, First of the Tomes series for high level adventures. It was designed by **Skip Williams**, and illustrated by Glen Michael Angus, Arnie Swekel, Phillip Robb, Jim Roslof, and Erol Otus. It consisted of 3 booklets, a 16 page book of monsters, and 6 full-color maps and 6 two-sided reference cards. “**The Rod of Seven Parts**” was the first of the Tome series released and was followed by “**The Return to the Tomb of Horrors**” by Bruce Cordell and **Axe of the Dwarvish Lords** also by **Skip Williams**. This conversion guide allows DM’s to run the original module with 5th Edition rules and provides a reference sheet for numbered entries detailing the converted encounters and traps.

A 40+ hour adventure for 10^h – 12th level characters

BY CHRISTOPHER WALZAK



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THE ROD OF SEVEN PARTS

Introduction

To use this conversion guide you will need a copy of “**The Rod Of Seven Parts**”, originally available in hard-copy and now for sale in Digital format at www.Dmsguild.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters, traps and a summary of plot and Forgotten Realms placement. Providing a quick in-game reference for use in 5e game. Most creatures refer to stat blocks in the D&D 5e Monster Manual, the climactic monster, has a full stat block in the Special Creatures section at the end of this conversion guide.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original “The Rod of Seven Parts” Tome. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored card stock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

Adventure Summary

The group finds themselves on their way or resting in (**Calimport/The Dalelands**) when they hear or are victim of a road side attack by **Orcs**, **Orges** and **Trolls**. These savage attackers hail from the nearby Marching mountains, mountains which your group are passing through. This will lead them to the Tomb of Siryl, long dead possessor of the first segment of the Rod of Seven Parts. Osakay the **Dark Naga** discovered the tomb and took up residence and with it the first segment. “Osakay” dug in against attack and prepared for an any incursion.

After an unsuccessful raid against the party, the party probably follows fleeing **Orcs**, **Orges** and **Trolls** and come upon the tomb where the vile creatures reside. Local residents know where the raiding probably came from in case the party is unsuccessful in their track or search. Depending of the quality of their track or they degree of stealth they may face a ready band of cutthroats. Facing the whole tomb filled with hostile denizens right up until “Osakay” the **Dark Naga** falls before the party revealing the first segment of the *Rod of Seven Parts*.

Alternatively “The Golden Cockatrice” is the haunt of one “Rance Norve” possessor of the first segment of the *Rod of Seven Parts*. Rance is at the feast hall enjoying his meager luck at the games. The Queen of Chaos has noticed “Rance’s” daily use of the rod (*cure wounds*) to earn money. Stepping out to the privy “Rance” is attacked by **Kakkuu Spyder-Fiends**. Up to (5) **Kakkuu Spyder-Fiends** show up through *Chaos gates* sent by the *Queen of Chaos*. If they are successful in getting the Segment of the Rod they will make another carry it and return to the Steaming Fen. Preparing to return there requires 10 minutes of ritual for an error-less teleport home.

And another way they may get the first segment is saving **Eudora** from the (4) **Kakkuu Spyder-Fiends** at the footbridge. Once saved she behaves irrational but she can be brought back from her madness with a *lesser restoration* temporarily or *greater restoration* permanently. From that point on she is a wealth of knowledge and willing to help.

The next leg leads to the Snowflake Mountains where “Tichthys” the **Aboleth** has prepared for a band of adventures to bring it inadvertently another segment of the *Rod*. Delving into the depths of caves in search of the next segment the party are assailed by **Kuo-toa**, **Drow**, an **Eye of the Deep**, “Istovan” a **Drow Evoker**, a young **Aboleth** and “Tichthys” the **Aboleth** and mastermind of this complex. Delving deep in search of the **Aboleth** will have them assailed by illusions, then the combat with the real “Tichthys” **Aboleth** and victory over it. This will have them remove the second segment of the *Rod* from its slimy belly.

The **Fire Giant** “Siiri Dragosdottur” is the mother of the bride to be and carries the Third part of the *Rod* as a hair pin. Here in the **Cloud Giants** castle “Siiri” is meeting many types of exotic guests including the party who gets in with a few elf pretending to be expected guests. They stay the night and can discover how and who has the *Rod* segment. In “Siiri’s” room is her daughter, a few **Hell Hound**, as well as “Siiri’s” combs with her *hair* upon it for the required Glyph scribing rituals to be cast later. Potentially the party will set off alarms in the whole castle and then the fight will be with Cloud giants and other denizens of the Cloud Castle. The Peak is in the Snowflake Mountains high above where the previous segment was buried with its possessor the **Aboleth**. Scaling to the peak could take 6 days and its not a safe journey due to rock falls and rock slides but that is the lest of the worries once they enter the Castle walls. Trapped by the Cloud giants is a polymorphed form of the **Young Silver Drgaon** “Ariele”. This has caused two Adult Silver dragons (Yavair and Zena) to infiltrate along side the unsuspecting party as stone giants and they are the lit fuse until they have no more option but to act which can give the party a viable chance to obtain some hair and the segment of the *Rod* from “Siiri” the **Fire Giant**. Diplomacy and Attack works but fighting the whole castle then escaping could be near impossible. Alternatively helping the Silver Dragon could bring valuable allies to the fight. Surprise attack by **Spyder-Fiends** are still happening due to the use of the *Rod*’s powers

and The Queen of Chaos opening *Chaos Gates* close to where the *Rod* is.

Hundreds of miles away in the **Calim Desert** lies two joined sections of the *Rod of Seven Parts*. Within the desert is the Vale of Spirits, directed by a Sage to take this route the party should peruse the segments to here. Within the vale on a bluff is the Caravanserai, a compound for rest and refreshment after a long desert journey. They meet Goat herders and if patient can learn about the area and its dangers. Stories of spirits in the Vale are true but they are told the spirits are kind to honest men. In amongst the Goat Herders is a **Efreeti** Agent, a **Jann**. They are warned about sleeping in the open and should find cover for the night. The **Jann** is very helpful and directs the party to the Caravanserai it may have spirits but they should remain quite while the party is present. The **Jann** flies quickly to warn its **Efreeti** masters. At the Caravanserai the party eventually encounters “Ehudi” a “Ghost/**Jann**” Innkeeper who does not realize he is a ghost. He offers Coffee in the Courtyard so his masters can Observe them, and then baths so they can be stripped of their items. Alternately a dance in the middle of the compound by veiled Females/**Medusae** is an attempt to petrify the party. The attack can occur inside or out during these later hours and will occur all at once throwing everything at the group. In the upper floors is a petrified “Human/**Jackalwere**” in possession of the 2 segments of the *Rod of Seven Parts*. If revived the 2 segments can be handed to the PC's with the **Jackalwere** trying to accompany the party and strike at them at a later date. The **Efreeti** and their servants abandon the Caravanserai never to return.

Back to Calimport's Crypt Ward for a way into a forgotten temple to Myrkuil. Inside they eventually encounter a Pit Fiend called “Ulthut”. After observing the party for a while he can appear and approach the group. With a degree of convincing he may hand over the 6th segment of the *Rod*, for plot reasons he will. After exiting they will be attacked a Group of **Spyder-Fiends** resolving this combat **Arquestan** makes himself known to the party.

A trip of 500 miles anywhere with **Arquestan** allows the party to learn more and prepare to enter the out plane of Pandemonium. Madness will assail those who hear too much of the ripping winds where sanity perishes. Before entering Pandemonium **Qadeej** visits the group and heeds **Arquestan** to not enter the Citadel of Chaos where **Miska** resides. **Qadeej** offers the Glyphs to assemble the *Rod*, which may raise some suspicion. **Arquestan** hands a noble fighter type “**Zephros**” a sword that will change into a Simulacrum of **Arquestan** when the time is right. The party should defeat **Miska** and be whisked away by **Arquestan** proper to meet the wind dukes and receive their reward as well as earning the hatred of **The Queen of Chaos**.

Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring “The Rod of Seven Parts” into the Forgotten Realms world of Faerûn. The suggest spots are selected based on access and story linked to the land in the original adventure. Each leg of the adventure places its start

with in 200 to 1000 miles of its previous leg, be sure to plan accordingly.

1. **Calimshan**. With **Calimport** being one of the oldest cities in the realms, it has many sources of information about the Rod of Seven Parts. The party maybe journeying south to Calimport and passing the **Marching Mountains** or whilst in the city the hear rumors from the trade road of ambush and robberies on the route that passes nearest the mountains. There is a desert near by and some deep delves, as under **Calimshan** lies one of the oldest settled parts of the southern Underdark (Deep Shanatar). This can lie far enough away for the later Books of the Rod of Seven Parts to be journeyed too.

2. **The Dalelands**. Whilst on the way to the **Dalelands** via The Black Road and *Dagger Falls* the party is beset or hears rumors of attack drop down from the **Desertmouth Mountains**. Delving deep near these areas will drop the group into The Buried Realms(the Phaerlin) where their mettle will be tested. Traveling off the Black Road in Anauroch to a rocky valley in the Scimitar Spires for the adventures later chapters before going to an outer plane of existence known as Pandemonium.

Notable NPC's

Arquestan A is a vaati an ebony skinned race known for protecting the Rod of Seven Parts. This Vaati should appear as “Arquesta” a bard and full of helpful knowledge early on. Encountered in civilized areas and willing to join if given the chance. **Arquestan** offers valuable information through out the lengthy quest for all the parts of the *Rod of Seven Parts*. Much information is offered for the **Spyder-Fiends** pursuing the *Rod of Seven Parts*. The start of each leg of the journey may begin with a visit from **Arquestan** providing valid information and aid.

Qadeej is a Vaati agent of evil and selfish enough to reveal very little of what he knows, only that he has not seen anyone like the party in an eon. This excited and frightened him so much so that he has to get involved. He makes few visits to the group while keeping tabs on them hoping for the best that they will release **Miska** and **The Queen of Chaos** and that she again will reign supreme after the war with Law.

Eudora is a human female 5th level (divination) mage with a sage background, she is found with few spells remaining and has gone quite mad. She can likely be encountered at the “Incident at a footbridge.” acting aloof and confused to the current situation yet articular enough to know a true threat of the **Spyder-Fiends**. The party will assist **Eudora** survive them and if she is restored by a greater or lesser restoration she becomes a valuable source of information and a friend.

Istovahn a Male Drow Evoker missing a hand, in the caves under mountains tasked in servitude by the **Aboleth** to create potions to protect against the fungi in the compound. Not much of what he says is true, interested in escaping and leaving anyone who saves him behind. He can be won over by utter kindness this many years in servitude has made him sensitive to other creatures caring for him, he will be more open if he gets a good sense off the PC's. He will still escape from them the first chance he gets.

Ehudi "Ghost" **Jann** in disguise, is a robust character of an innkeeper. He always is trying to get the party to relax and to let down their guard and to probe what they are capable of. His **Efreeti** masters observe the party from a stealthy position and when they feel the party is at their least ready attack. Ehudi lies and cajoles the group right up until the last moment and is not above pretending to help even in the face of obvious evidence of the contrary.

Finnek is a **Wererat** and is a sneak but for his own reasons and gains. The party is an opportunity to drive out the **Efreeti** from the Caravanserai and Finnek listens with all ears to any plot the party have to offer. Especially one that puts Finnek at an advantage and rid him of the **Efreeti**. He does not want to engage in combat but he has observed the outsiders for a while and see this as his best chance to be rid of them.

Asaph abdul Anat Is a **Jackalwere** posing as a human that was turned to stone by the **Medusae** present in the Caravanserai. If he is returned to the flesh he is initially forth coming and asks to join the party, if refused he sulks and goes away but if accepted, he waits the right moment and strikes at one weak unsuspecting member in seclusion.

Jory Staable is a *polymorphed* **Lycosidilth Sypder-Fiend** that waits out side the Temple in a town looking for a way to get into the Forgotten Temple and get a segment of the rod for his Mistress, The Queen of Chaos. Jory later returns with reinforcements and assaults the party as they leave the Forgotten Temple.

Deitrich the **Mummy Lord** is a very patient undead priest that is without wraps but looks like a cadaver and is quite practical in his approach to strangers. He first converses before unleashing his full wrath upon them hoping that their good sense prevails.

Ulthut the **Pit Fiend** and possessor of the 6th segment of the Rod of Seven Parts. He observes the party and waiting till approaching them is not going to start a deadly combat for the party. His end goal is to hand off the segment and to see it drain the Queen of Chaos's resources in the blood war.

K'ian'cha the **Succubi** the seductive pawn of powers greater than her, she tries in vain to give the party place in history and to get time to bend **Miska's** ear to turncoat on **The Queen of Chaos**. She will give up some mostly true and current information to gain trust. She will also use every amount of convincing to get **Miska** to betray his Queen, and in the end she will be left short and unable to convince **Miska** to do as she wishes.

Miska the Wolf Spider is an Egomaniacal Demon bent on causing Chaos. First he must grasp the **Rod** then he can be made whole and able to run rampant across the planes. He is beguiling as much as a huge demonoid can be to get what he wants. He is bent on escaping this prison here in Pandemonium, and the sword "*Zephrus*" will not allow that.

The Queen of Chaos is the hidden maelstrom outside the prime material plane, residing in the steaming fens part of Limbo waiting for **Miska** to be released and the war against Law to resume as if it never halted. She sends her **Spyder-Fiends** to every corner of existence where she detects the *Rod of Seven Parts* or its segments being used due to her bond with it. She will hound the party for an eternity as long as they possess the *Rod*.

DM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction table (DMG 245)** for NPC reactions.
- Know that in the **1st edition** Combat Round was 1 minute, and a Turn was 10 minutes
- Know how to use **Perception** rules for numerous **traps and secret doors**, as well as the use of **Investigation** for **detecting illusions**.
- Determine **spell tactics** for spellcasters.
- Know rules if throwing a lit **Flask of Oil**.
- Use of **Scrying** spell and effects.
- Know the **poison** rules.

Visuals

Suggested visuals to create or obtain:

- Sketch/map **Calimshan** and city of **Calimport**
- Sketch/map **Dalelands** and area of **Desertmouth Mts.**
- Sketch/Image of The Inn's(if needed).
- "The Golden Cockatrice" Feshall Map.

Planned Encounters

Book I: Initiation to Power

1. **The Tomb, Searching for the lair:** (pg. 8) The tomb can be found by following the raiders tracks back, requiring a DC 15 Wisdom (Survival) check to spot the trail to their lair in the tomb. If any of the raiders escape the fight a DC 20 Wisdom (Survival) is required due to the remaining members covering their trail back to the lair. A typical Raiding party consists of **Ogres(4), Orcs(10)**, and a **Troll**.
2. **Approaching the Lair:** (pg. 9) The cliff to the north rises 200 feet requiring a successful DC 15 Strength (Athletics) check to ascend/descend to the entrance of the lair. A similar impedance is encountered to the west climbing 60' down the sheer rock face with many hand holds also requires a successful DC 15 Strength (Athletics) check. If the Lair is approached whilst it's unalerted and the party may hear at 150 feet sounds of denizens out in front of the entrance to the Tomb. Creatures with a passive perception of 13 or higher will hear Giant or Orc language and the party maybe detected at 120 feet if they don't pass a DC 13 Dexterity (Stealth) check. If alerted the guards get reinforced and upon approach are not seen unless a successful DC 17 Wisdom (Perception) is made. Those ready for the approaching party can take up to **three-quarters cover** and be able to see a party member at a range of 60 feet. Past 60 feet the party has at least **three-quarters cover** from any ranged attacks due to trees and full cover past 120 feet. Nighttime will allot the denizens a DC 20 Wisdom (Perception) check to be successfully detected if the denizens are alerted. **Rubble:** When moving across the rubble Dexterity (Stealth)

checks are made at a disadvantage and movement is halved. **Pits:** Are discovered whilst moving with in 5 feet of them with a Passive Wisdom (Perception) equal to 15 or higher or whilst actively looking, succeeding on a DC 13 Wisdom (Perception) check. The pit is triggered by 50 lbs or more stepping on its cover and dropping 20 feet onto disease ridden spikes below. Those failing to notice the pits must make a DC 15 Dexterity (Acrobatics) check or fall 20 feet suffering 8 (2d6) of bludgeoning damage and 14 (4d6) piercing damage. The creature falling into the pit and taking piercing damage from the stakes at the bottom must make a successful DC 15 Constitution saving throw or suffer a debilitation disease that reduces the creature's Dexterity to 3 and half movement until magically cured. If the creature takes part in fighting, climbing or other stressful activity, a successful DC 15 Constitution saving throw must be made or the creature falls unconscious for 1 minute and loses 1d4 Constitution from the stress of the disease on them. **Boulders:** provide **three-quarters cover** to guards in those positions, players trying to climb the boulders sides suffer disadvantage DC 15 Strength (Athletics) to climb to engage the guards in position atop the 15' tall rocks.

1. **Trails:** (pg. 11) The trails are spotted on a DC 13 Wisdom (Passive Perception) or a DC 10 Wisdom (Perception) if actively searching. Moving anywhere off the trail is difficult terrain.
2. **Midden:** (pg. 11) The trash here hampers movement like difficult terrain and is highly likely to slide. Creatures must make a successful DC 15 Dexterity (Acrobatics) check or slide down the hill bring the rubbish with them. Potentially alerting the guards on a DC 15 Wisdom (Perception) when the noise, if loud enough for them to figure its not the **3 carrion crawlers** usually exploring for food in their trash pile, the orcs investigate.
3. **Sentry Posts:** (pg. 11) At night the orcs atop the boulders either have **full cover** if hidden or **three-quarter cover** if attacking the party at night. Else during the day they are actively hidden DC 11 Dexterity (Stealth) at the base of the tree with potential for surprise. If 2 or more orcs are slain they pull back to area **4** and regroup for attack. **(6) Orcs** with Greataxe and Longbows with (broad head) sheaf arrows in place of a Javelin. Doing **5 (1d8+1)** piercing damage and an extra **3 (1d6)** fire damage.

Inside the Tomb

Searching outside for alternate entries creatures can stumble upon hidden gratings discovered on a successful DC 17 Wisdom (Passive Perception) or DC 15 Wisdom (Perception) checks if actively looking. These 18 inch wide 100foot long passages accommodate tiny creatures, small creatures taking the **squeeze** action through what is effectively difficult terrain. Combat within these shafts is from the **prone** position for anyone squeezing. Tiny creatures should also suffer disadvantage as they may slip and fall during combat without making a successful DC 13 Strength (Athletics) when combat begins within the shaft. Doors of the Tomb are difficult to open requiring a successful DC 15

Strength (Athletics) check. Knock and Bashing the door down works as the old doors have 25 hp with an AC 11. The residents know the Tomb's doors and suffer no such opening and closing penalty. The denizens of the Tomb may use tactics to best harm the party and they themselves suffer little loss, retreat from the whole tomb is defiantly and option for them.

4. Entrance: (pg. 13) The **Ettin** here is hampered by a 500 pound ball and chain which it can only drag. The **Ettin** is open to negotiating if someone sees its anger at its captivity through the manacle and ball. If one were to begin negotiations they would need a successful DC 17 Charisma (Persuasion) check and the **Ettin** will cease attacking and want to be freed and not fight on behalf of the orcs, leaving the battlefield after being released from the manacle attached to the 500 pound ball. This Ettin Uses a shield as a buckler giving it's a +4 to AC due to the fact it is a medium sized shield +2, and hurls Large Spears for 7 (2D6).

5. Ettin Den: (pg. 14) The **Ettin** here starts out asleep and with out any extra armor, just a hide garment. If nearby combat is 2 rounds or less it is undisturbed else it will be awakened when found. To get close to the **Ettin** the party must make a successful DC 15 Dexterity (Group Stealth) check. If negotiation for freedom is offered then a successful DC 15 Charisma (Persuasion) check must be made. If any other offer is tendered to the **Ettin** the check is made at disadvantage. A secret door in the north wall can be discovered with a successful DC 17 Wisdom (Perception) check and a successful DC 15 Intelligence (Investigation) check to find the stud to unlock the secret door and allow it to be opened.

6. Fountain Chamber: (pg. 15) **Orge** here works with **Trolls** if the complex is Alerted, else the **Orge** ignores anything short of a shout directed at it.

7. Burial Chambers: (pg. 15) A successful DC 15 Intelligence (Investigate) check will find that there is a trap linked to anyone to attempt to pick the locks of the treasure empty rooms. The trap drops a 5-ton granite block to the lock picker below doing 55 (10d10) bludgeoning damage. a successful DC 17 Intelligence (Investigate) can be used to jam the release of the 5-ton trap. The release of one of the traps puts the whole crypt on alert.

8. Smithy: (pg. 16) The orcs are visible through a crack in the wall, anyone observing is detected by the orcs making a successful DC 15 Wisdom (Perception) at any noise made. Any length of time spent gleans some orc mutterings about what is happening or general complaints.

9. West Orc Barracks: (pg. 17) Half of the **10 Orcs** are asleep if unalerted. If alerted the group of orcs tries to form a long spear hedge and fight with best efficiency like this.

10. Ups and Downs: (pg. 18) The pits here (**10a**) are spotted as mere outlines with a DC 20 Wisdom (Passive Perception) or a DC 17 Wisdom (Perception) check if actively searching. The pits can be jammed or disabled with a DC

15 Intelligence (Investigation) check. Those upon the pits when the lever is pulled fall and suffer 7 (2d6) bludgeoning damage, 17 (5d6) piercing damage and 30 (8d8) poison damage on a failed DC 17 Constitution saving throw or half as much on a success. **The slide trap** is detected as micro scrapes on the wall near the upper stair with a successful DC 20 Wisdom (Passive Perception) or a DC 17 Wisdom (Perception) check if actively searching. Those who slide down into the pits below the stair suffer 10 (3d6) bludgeoning damage, 17 (5d6) piercing damage and 30 (8d8) poison damage on a failed DC 17 Constitution saving throw or half as much on a success.

11. East Orc Barracks: (pg. 18) Half of the **18 Orcs** are asleep if unalerted. If alerted the group of orcs tries to form a long spear hedge and fight with best efficiency like this. A secret door in the northeast corner can be discovered with a successful DC 17 Wisdom (Perception) check and a successful DC 15 Intelligence (Investigation) check to find the panel to open the secret door when pressed. Noise here gives the orcs in area 9 and 12 a DC 15 Wisdom (Perception) chance of successfully detecting the disturbance here.

12. South Orc Barracks: (pg. 19) Half of the **8 Orcs** are asleep if unalerted. If alerted the group of orcs tries to form a long spear hedge and fight with best efficiency like this. Noise here gives the orcs in area 11 have a DC 15 Wisdom (Perception) chance of successfully detecting the disturbance here.

13. Carrion Crawler Lair: (pg. 20) The stairs require a successful DC 13 Dexterity (Acrobatics) check or fall taking 3 (1d6) of bludgeoning damage, causing the (**3**) **Carrion Crawlers** to investigate the noise.

14. Common Chamber: (pg. 20) (**2**) **Trolls** and (**4**) **Ogres** are in this room able to pull the levers (2 cressets lit with *light* spell) for **10b** slide trap. The movable cressets are spotted as movable with a DC 17 Wisdom (Passive Perception) or a DC 13 Wisdom (Perception) check if actively searching. Any loud disturbances allow for a successful DC 15 Wisdom (Perception) check by the **Trolls** in area 15 and **Ogres** in area 17, joining their brethren after 2 and 3 rounds respectfully.

15. Troll Lairs: (pg. 21) **Trolls** (**3**)

16. False Tomb: (pg. 22) **Glass Golem** (**2**) the inscription is in common and can be easily read, The **Glass Golems** have an effective DC 20 Dexterity (Stealth) as they are the stained glass panels.

17. Ogre Lair: (pg. 22) **Ogres** (**5**) Players can climb into and out of the hole with a successful DC 17 Dexterity (Acrobatics) or a DC 17 Strength (Athletics), with advantage if using an anchored rope.

18. West Lower Guardpost: (pg. 23) **Troll** w/Daggers Due to the Troll's guard position it has a +6 on Perception checks and a Passive Perception of 16.

19. Naga Lair (pg. 23) **Osakay** (**Dark Naga: see below**) If the Pit trap below the levers is triggered the players must make

a successful DC 17 Dexterity (Acrobatics) to falling the pit. A DC 20 Wisdom (Passive Perception) or a DC 17 Wisdom (Perception) check if actively searching will reveal the pits and can be jammed or disabled with a DC 15 Intelligence (Investigation) check. Those that fall into the pit when the lever is pulled suffer 7 (2d6) bludgeoning damage, 17 (5d6) piercing damage and 30 (8d8) poison damage on a failed DC 17 Constitution saving throw or half as much poison damage on a success. The first segment of the *Rod of Seven Parts* is in Osakay's belly.

- 20. East Lower Guardpost** (pg. 24) **Troll** in a guard position it has a +6 on Perception checks and a Passive Perception of 16. The shutters can be lifted with a successful DC 18 Strength (Athletics) or batter down by doing 25 points of damage to the shutter which has an AC of 19.
- 21. Antechamber** See shutters in East Lower Guardpost Above.
- 22. Treasure Room:** (pg. 25) The pressure plate here is spotted on a DC 19 Wisdom (Passive Perception) or a DC 15 Wisdom (Perception) if actively searching. The pressure plate can be jammed or disabled with a DC 15 Intelligence (Investigation) check.

At The Sign of The Golden Cockatrice

The important gambling establishment is where the players meet **Rance Norve**.

- 1. Entrance** (pg. 26) **Hound Of Law** Imparts its information and assists the party with a successful DC 15 Charisma (Persuasion) check.
- 2. Main Door** (pg. 27) "Traven" (**Demon, Spyder-Fiend, Lycosidilith**: see below) 2 +1 short swords and other attendant a **Veteran** (with short sword and studded leather armor AC 13)
- 3. Bars** (pg. 27) (Vaja and Frane) Human **Veteran** with *Gem of brightness* (Frane) and *wand of size alteration* (Enlarge/Reduce).
- 4. Courtyard** (pg. 28) **(4) Cockatrices**.
- 5. Gambling Pit** (pg. 29) **Events** of being hired as watch with folk playing Dragonfire described in **Book III**.
- 6. Kitchen** (pg. 29) Kitchen staff human **(8) Commoner** hurling improvised weapons if provoked.
- 7. Privies** (pg. 29) Attendant **Veteran** (with short sword and studded leather armor AC 13).

Events

These events occur while visiting The Golden Cockatrice

- 1. Event 1: Arrival:** Entering the room and meeting "Lynnya" (**Elven Ranger 5/ Wizard 5**: see below)

- 2. Event 2: This is your Lucky Day, Honest:** "Tailleur" **Thief** (see below) with a +5 Slight of Hand ability and a +4 deception/persuasion.

- 3. Talking Cockatrice:** "Cicer" Gnome **Illusionist** (ring of protection) with Gnome **(4) Apprentice Illusionist**.

- 4. Gambling:** Here the character may have to make three checks: Wisdom (Insight), Charisma (Deception), and Charisma (Intimidation) outlined in Xanathar's Guide to Everything (pg. 130). "Lowel" **Bard** with a +2 *Sentient Long Sword*.

- 5. Cheaters:** "Cheal" A **Master Thief** and **(6) Thugs** work the room with slight of hand and deception. Cheal preys on unsuspecting patrons at the dragonfire table.

- 6. Can you spare a copper.** "Rance" **Acolyte** (No Armor, No spells and 12 charisma) uses deception and persuasion to make some money on the *Rod's cure wounds* ability. Rance is proficient a longsword.

- 7. Riot** A Mob forms consisting of 3d6 **Commoners** with 13 Strength blocking the way of the PC's. 1D4 groups of 6 patrons (**Bandits** with 14 strength and work together give advantage on grapple checks to each other) "Traven" (see below) uses alter self to reveal his fangs and bite during a grapple.

- 8. Spyder-fiend Attack:** "Traven" (**Demon, Spyder-Fiend, Lycosidilith**: see below) **(5) Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu** (see below).

- 9. Afterward** Stray Dogs (4) Hounds of Law, City **Guards**, and "Arquestan" is a mysterious stranger that helps the PC's find the next segment.

Indecent at a Footbridge

- 1. Along Came a Spyder** (pg. 38) Marching order determined, a fight with **Kakkuu (Tanar'ri, Spyder-Fiend, Kakkuu)** and "Eudora" (Diviner) as an ally. Eudora has the First segment of the *Rod of Seven Parts*.

Spelunking

Whilst searching for the lair the party will encounter "Mazzel" a gnome **7th level Fighter/ 8th level Thief** (see below). With his **(4) Gnome Apprentice Wizard** (w/ Illusionist spells from the level 1 wizard list) and a **Giant Badger**. With a successful DC 10 Charisma (Persuasion) Mazzel eagerly tells the party what he has learned and answers back with questions of his own.

The walls in the cavern are difficult to climb requiring a DC 17 Strength (Athletics) to scale their slick surfaces.

Level 1

- 1. Shrieker Chamber** (pg. 44) **(5) Shrieker** Any bright light from the crystal chamber rouses the Shriekers here and they shriek alerting all within 300ft of them for 1d4 turns after the light is extinguished.
- 2. The Umber Hulk Chamber** (pg. 44) The **Umber Hulk** here awaits any party it detects or is put on alert by the Shriekers. Its perception for detecting the party is made with advantage and it takes the Hide action to ambush the group when ready. The party may be drawn into

pursuit through the Maze of tunnels here and get lost on a failed DC 15 Wisdom (Survival) check. The party will need a successful DC 15 Wisdom (Survival) check to escape the maze like warrens of the Umber Hulk. Within the tunnels there are cracks in the walls which are (secret door) discovered on a DC 15 Wisdom (Passive Perception) or a DC 13 Wisdom (Perception) if actively looking. The walls can then be breached to enter a new tunnel and shorten the route out, following the first part of the *Rod of Seven Parts* to the other. There is a 50% chance that breaching the wall causes the equivalent of a 'collapsing roof' trap (*DMG*, Pg 122). A "cave in will also be caused if the **Umber Hulk** is lowered below half hit points.

3. **Mushroom Caverns** (pg. 46) (8) **Skum** (see below) take the Hide action after hearing anything that would put them on alert and await to ambush the party and attack timidly in pairs to try to defeat the party. A successful DC 13 Charisma (Persuasion/Intimidation) gains allot of information from this rce of servants to the **Aboleth**.
4. **Passage to the Underdark** (pg. 47) (7) **Phase Spiders** one distant phase spider is Naltecatl the **Couatl**. Naltecatl is a friend of Arquestan and potentially knows of the PC mission.
5. **Raiders** (pg. 48) (3) **Driders Clerics** (see below) wait any intruders and bring their (4) **Giant Spiders** from area 6 and 7.
6. **The Hunter Awaits** (pg. 49) **Dridr Mage** carries a +2 *long sword* and a *ring of spell storing* found here with (2) **Giant Spiders**.
7. **Sinkhole** (pg. 49) If the **Dridr Mage** retreats to 6a. **Sinkhole** the **Dridr Mage** has *half cover* and all of its benefits bestowed upon it whilst in the hole. The (2) **Giant Spiders** here help defend the **Dridr Mage** retreating.
8. **Sentries** (pg. 50) (2) **Giant Spiders** hang and wait for creatures to pounce upon and can be detected with a successful DC 17 Wisdom (passive perception) or a DC 13 Wisdom (perception).
9. **More Shriekers** (pg. 50) The (5) **Shriekers** act as an alarm for this level.
10. **Lower Mushroom Caverns** (pg. 51) (8) **Skum** lie in wait for a party to attack only detectable with a successful DC 15 Wisdom (Perception). If combat lasts 2 rounds, one more **Skum** arrives from area 11.
11. **Skum Nursery** (pg. 51) In here are female (2) **Skum** with +2 to hit and damage and a better degree of deception +2 on an rolls if interacted with. The lie and go bezerk if the eggs are uncovered here then telepathically call to the (20) **Skum** in area 10a.
12. **Skum Baracks** (pg. 52) (20) **Skum** one Female stands guard whilst the rest reside below the surface of the water 6 males and 14 females with an addition +2 to hit and damage. They use careful guile and cunning in and out of combat to make the most of their numbers.
13. **Storage Chamber** (pg. 53) (2) **Skum** guards watch over this room and if combat goes for more than 2 rounds backup comes from the guards in room 9. Beneath the trash heap is three jars (3) *ointment of protection from fungi* (see below), (5) +3 *darts*, and 3 jars of contact poison is identical jars to the fungi ointment. If the poison comes

in contacts with bare skin the creature must make a successful DC 15 Constitution saving throw or Suffer 50 points of poison damage half as much on a successful save.

14. **Mud hole** (pg. 53) (16) **Giant Leeches** (see below) The leeches here have stealth and potential for surprise. They can only be detected with a Successful DC 18 Wisdom (perception) if actively looking. Anyone bitten has a chance of developing a *Disease* that is fatal within roughly a week. Reducing Strength, Dexterity by 2 points each day at dawn until one ability reaches zero at that point the creature is dead. Potential for attack from the slot in the wall gives the **Skum** doing so ¾ cover from attacks whilst reaching the 4 Squares in from of the hole with a Full sized Pike, whilst another **Skum** hurls darts from the south entrance.
15. **Sinkholes** (pg. 54) the slipperiness of the stair requires a successful DC 14 Dexterity to traverse or fall and drop 100 feet into the river below for 20d6 bludgeoning damage. If the creature survives the fall then they have to make DC 14 Strength (Athletics) swim to get to "safety" hanging on to part of the cave wall or else begin to drown.
16. **Cave Fisher** (pg. 54) The **Cave Fisher** has Stealth when creatures enter this area. As well the **Cave Fisher** has half cover from attacks.
17. **Little Guardians** (pg. 55) if the (5) **Shriekers** detect the party then the (4) **Violet fungi** close on the group. The noise sets off a chain of events detailed in the encounter.
18. **Quarry** (pg. 56) 2 dozen slaves (13) **Commoners** and (11) **Bugbears** are Forced to work by (4) **Skum Overseeres** and (10) **Skum**.
19. **Delivery Chute** (pg. 57) the **Eye of the Deep Beholder** is here and creates an illusion of an Umberhulk and a Cave in to waylay the party.
20. **Laboratory** (pg. 58) Istovahn a **Drow Mage** has been waiting for a long time to escape and will use deception to escape he first chance he gets. He has Few spells left and its suggested you limit him in this way. He does still have (3) *ointment of protection from fungi* and (4) jars of *contact poison*. Istovahn suffers from 2 levels of exhaustion.
21. **Leech Breeding Area** (pg. 61) A **Kuo-Toa Thief** and a **Kuo-Toa Monitor** wielding a *net of entrapment*, (3) *Javelins of lighting* and *potion of invisibility*. The **Kuo-Toa Monitor** is wearing a jacket that has Mimic slime and any weapon hitting the Kuo-toa Monitor has to make a successful DC 15 Strength (Athletics) or the weapon is stuck to the jacket and can no longer be used unless freed with a similar check. The **Kuo-Toa Thief** is able to Sneak Attack (1/Turn). The **Kuo-Toa Thief** deals an extra 11 (3d6) 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 **Kuo-Toa Thief** that isn't incapacitated and the **Kuo-Toa Thief** doesn't have disadvantage on the attack roll. In the pools are (60) **Giant Leeches** hungry for blood.
22. **Kuo-Toa Barracks** (pg. 62) **Kuo-Toa Thief** and a **Kuo-Toa Monitor** near a statue of their God.
23. **The Little Master** (pg. 62) the **Young Aboleth** with **Giant Crayfish** here creates an illusion from phantasmal force

and the players can attempt disbelieve it. If it realizes the battle will go against it the **Young Aboleth** begins negotiations. Due to its alien nature its concepts on things are limited, It is careful on what it reveals. Its mucus can grant *water breathing* for 1d3 hours.

24. **Guardian** (pg. 65) (underwater) **Gargantuan Crayfish** (see below) here attack anyone whole is not smeared with the rancid Slime from the **Young Aboleth's** body.
25. **Murder Holes** (pg. 66) (underwater) **(5) Skum** armed with tridents and having $\frac{3}{4}$ cover. Anyone hit with a trident can be Skewered. Once per turn, when the **Skum** makes a melee attack with its trident and hits, the target takes an extra 10 (3d6) damage.
26. **Guardpost** (pg. 66) (underwater) The walls here are illusion only Detected and removed with active disbelief and successful DC 15 Wisdom (perception) check. Behind the wall is **(10) Skum** ready for combat with the potential for the **Skum** gaining surprise on the party.
27. **The Masters Pet** (pg. 67) (underwater) **Gargantuan Crayfish** and a portcullis that has to be muscled with a combined strength of 35 to lift or to bend the old submerged iron bars.
28. **Crayfish Breeding Cavern** (pg. 67) (underwater) Home to **Gargantuan Crayfish** (see below) and **(6) Giant Crayfish**.
29. **False Treasure Room** (pg. 69) (underwater) Part of the room has hidden sinkhole. The sinkhole can be avoided with a DC 17 Wisdom (Passive Perception) or a DC 13 Wisdom (Perception) if actively looking and probing the floor. Anyone who falls in is subject to be hit by the sharp rocks on the walls of the sink hole for 5 (2d4) slashing damage. The have the option to exit into area 26. The **Aboleth** has a chance of attacking the party here with an illusory **Purple Worm**.
30. **The Masters Chamber** (pg. 69) (underwater) Illusory **Purple Worm** and the **Aboleth** Tichthys. The Aboleths tactics are many and it does not wish to die. It can create illusions at a whim with the SPELL. The second segment of the *Rod of Seven Parts* is stuck to its underbelly with slime.
31. **Treasury** (pg. 70) (underwater) The **Aboleth** may retreat here and fight as an illusion or as itself, if discovered. *cloak of the manta ray, a philter of love, and a full set of Nolzur's marvelous pigments.*

Uninvited Guests

The **fire giant** Siiri Dragosdottur has the 3 segment of the *Rod of Seven Parts* in use as a hair pin and to cast the *haste* spell. The party has traveled 1100 miles at this point or any distance you deem necessary to put them at an isolated mountain top near the Cloud Giants Castle. Getting up the mountain and avoiding falls and rock slides, finding ones way and potentially foraging for food all can be found on pg. 110 of the DMG and suggested damage and occurrences are in the text. For the sake of flow a DC 15 on most checks will allow for quick progression through the climb and entry of the castle. Entry through the chimneys is suggested and non natural climbers with low dexterity may have to make the check with disadvantage due to the lengthy soot covered

surfaces. The guards have the area well within and approaching the castle will likely get the PC's spotted.

Events

These events occur in or around the Castle at appropriate times.

Where There's Smoke There's Fire (pg. 73) **(5) Orcs** and **(4) Human Commoners** are feeling mellow and just want to leave if any harsh words are hurled at them they are survivors after all. They still have a hint of a surly demeanor if over questioned but various information can be learned with standard Role playing and if needed skill checks.

Who Goes There? (pg. 74) A **Young Silver Dragon** surprises the party and is quite open about how good he is at what he does, that is scouting the area and being inquisitive as any youth can be, play him as such.

Meeting the Exterminators (pg. 75) Two Elves **Ciellan** (see below) and **Ruusa** (see below) are Multiclassed NPCs with deception on their mind in regards to the party. The Have a flying carpet and carry +3 *longsword "Spider Slayer"*, DC 17 will power. +2 *leather armor, cloak of arachnida, boots of striding and springing, carpet of flying, wand of vapors (41 charges)* (see below), *bracers of defense*.

Dinner is Served (pg. 76) The spider sword is key along with the invite as well as some explanation if the elves are not with the group. Most of the giants present at dinner, but is a role play moment feel free to avoid rolls and weight heavily on the cast of characters actions and subterfuge.

Dragon Attack (pg. 77) **(2) Adult Silver Dragons** that can *polymorph* into pixies as needed once the fighting is done and confusion has been sewn about the castle.

Escape (pg. 77) Up to **(7) Lions** run rampant 2 days after Dinner is served event.

Inside the castle a permanent *light* spell occupies sconces and is covered in the evening and doors are not easily opened requiring 25 strength and giant size to get through normally. The grille of iron on the windows can be made passable with a successful DC 25 strength (Athletics) check.

The Cloud has some rather unique characteristics in addition to the ones described a character casting *Earthquake* causes anyone standing upon the bridge to make a successful DC 16 Dexterity Saving throw or be tossed from the chaotic surface of the bridge to drop the ground for 20d6 bludgeoning damage. Anyone casting *Dispel* magic at the bridge removes the solid surface of the bridge for 30 feet. Anyone standing o that section must make a successful DC

16 Dexterity saving throw or fall though the insubstantial section.

Cast of Characters

Yurik and Nalani (2) **Cloud Giants**

Siiri Dragosdottur **Fire Giant**

Flint and Cherta (2) **Stone Giants (in disguise)**

Yavair and Zena (2) **Adult Silver Dragons**

Upper Levels

Cloud Giant sentries and groups of **Trolls** are common here the right kind of persuasion or even intimidation to the **Trolls** could reveal some useful information.

1.Lookout Turret (pg. 80) (4) Trolls here have $\frac{3}{4}$ cover and can hide. The Trolls have a chance of smelling humanoid flesh if sneaking through the barrier here. Using a Ballista once every 4 rounds with only a +6 to hit and doing 16 (3d10) piercing damage. Using the trap door here requires a successful DC 18 Strength (Athletics) check.

2.Sentry (pg. 81) A Cloud Giant is on guard here. The secret door here can be found with a DC 15 Wisdom (Passive Perception) or a DC 13 Wisdom (Perception) if actively looking.

3.Upper Turrets (pg. 81) (10) Trolls here have $\frac{3}{4}$ cover and can hide. The Trolls have a chance of smelling humanoid flesh if sneaking through the barrier here. Using a Ballista once every 4 rounds with only a +6 to hit and doing 16 (3d10) piercing damage.

4.Murder Holes (pg. 82) A Cloud Giant here operates the murder holes and a heavy trap door requiring a successful DC 18 Strength (Athletics) to pass.

5.Lower Turrets (pg. 82) (4) Trolls here are similar to previous area trolls and have a 40% of sounding the Alarm if under attack. The Cloud giant from area 4 may get involved if the PC's get trapped in area 6.

6.Upper Entrance (pg. 82) A laid trap is here when the Trolls of area 5 pull the lever dropping a portcullis behind the group. The portcullis can be lifted with a successful DC 25 Strength (Athletics) check. Firing up through the murder holes at 4. gives the **Cloud Giant** there $\frac{3}{4}$ cover.

7.Mews (pg. 83) there are (8) **Griffons** here with a 50% chance of their **Cloud Giant** Keeper grooming them.

8.Griffon Keepers Quarters (pg. 83) the Cloud Giant here is potentially sleeping and makes his first attack with disadvantage if surprise awakened, after that things are as normal. His main weapon is a Huge +3 *Morning star*. When hearing their masters voice the griffons are very loud and alerting others with a 25% chance of success.

9.Central Guardpost (pg. 84) the Troll here knows it is out numbered and rings the alarm bell first then attacks. Main Staircase is considered Difficult terrain to traverse due to size.

10.Cistern (pg. 84) The water here runs to the Kitchen 17. in a series of pipes

11.Troll Barracks (pg. 84) here sleeps (10) **Trolls** roused only by loud fighting or the alarm bell.

12.West Guard Post (pg. 85) Troll here is potentially surprised when the PC's arrive. It gets Half cover behind the ladder until engaged in melee.

13.Front Gates (pg. 85) The cloud bridge is 40 feet wide and falling off of it drops the layers 200 or more feet to rock below for 20d6 bludgeoning damage. (2) **Cloud Giants** guard the great gates. These can be valve opened with a successful DC 20 Strength (Athletics). *Knock* spells should still be effective.

14.Main Guardposts (pg. 85) (2) Cloud Giants that have the ability to summon others in defense of the castle.

15.Entry hall (pg. 86) Up to (10) Ogres with morningstar and long bows with 10 arrows each. A unicorn horn and a +3 *Shield*, -1 vs missiles is preset here. (2) **Hell Hounds** assist the Ogres

16.Great Hall (pg. 87) Set for a wedding this vast chamber is filled with expensive materials that can be if hauled out intact sold for gold. Daytime: Somewhat cooperative (2)

Ogres with (2) **Fire Giants** and (2) **Hell Hounds**. Mealtimes: (11) **Cloud Giants** (4) **Fire Giants** (2) **Stone Giants** (**Adult Silver Dragons**) (5) **Ogres** (3) **Hell Hounds** Negotiation is possible if the party is smart. After an Alarm: (4) **Fire Giants** Nalani (**Cloud Giant**) and (3) **Cloud Giants** (3) **Hell Hounds** (10) **ogres**-----

17.Kitchen (pg. 88) Cloud Giant Cook and (6) **Ogres**.

18.Storeroom (pg. 90) 20 pounds of rare spice worth 500gp

19.Servants' Quarters (pg. 90) Cloud Giant Cook (night time)

20.Postern (pg. 90) Cloud Giant and **Lion**

21.Privy (pg. 91) Through the "Hatch in Cloud" **F** in area 23 characters would have to make a successful DC 15 constitution saving throw or vomit from the cesspits stench. To make the climb the character must make a successful DC 16 Strength (Athletics) to ascend up the chute and through the privy holes.

22.Postern Turret (pg. 91) Cloud Giant armed mainly with throwing boulders

23.Cloud Meadow (pg. 91) Diomed the **Cloud Giant** and (2) **Fire Giants**.

24.Guest Room (pg. 92) The chamber where the fire giants Siiri and Jytte are staying, In their possessions there is a locked Jewelry box. Jytte has the key. This jewelry box has a lock with a poison needle trap. If actively looking the needle can be seen deep in the slot for the key with a successful DC 20 Wisdom (Perception) check. Thieves' tools are required along with a successful DC 21 Dexterity check disables the needle and a check with a total of 11 or lower triggers the trap. The triggering creature must make a DC 20 constitution saving throw. On a failed save, the creature suffers 76 (20d6) poison damage and is **poisoned** for 1 hour. On a successful save, the creature takes half as damage and is not **poisoned**. Interacting with the Giantesses will allow the PC's a chance to procure some hair. A successful DC 18 Charisma (Persuasion) check allows the PC to approach and begin cutting hair. Another successful DC 16 Charisma (Performance) will be a good distraction and the chance to lift the *Rod*(hair pin). A character much make a successful DC 18 Dexterity Sleight of Hand) check to pocket the unnoticed. To successfully treat with Jytte the PC must make a DC 16 Charisma (Persuasion) with a 'gift' else the check is made with disadvantage. (4) or (3) **Fire Giants** and a **Hell Hound**.

- 25. Cloud Giant Barracks** (pg. 93) **(3)** or **(6) Cloud Giants**
26. Diomed's Chamber (pg. 95) Potentially Siiri **Fire Giant** is here fully armed and armored.
27. Master Suite (pg. 95) **(2) Cloud Giants** or **(2) Lions**
28. Lions Dens (pg. 95) **(7)** or **(5) Lions**
29. Lions Keeper's Quarters (pg. 96) **Cloud Giant**
30. Oubliette (pg. 96) **Silver Dragon Wyrmling** polymorph 3 times per day currently a **Lion** when found.
31. Troubleshooting. Spyder-Fiends

Hospitality

The caravanserai is located in a rocky valley about 900 miles from the cloud giants' castle. A *legend lore* spell can reveal the provided verse. Dehydration is a real barrier to desert travel. At the end of each day, any character who hasn't drunk at least 2 gallons of fresh water must succeed on a DC 15 Constitution saving throw or suffer 1 level of exhaustion. The saving throw is made with disadvantage if the character is wearing medium armor, heavy armor, or heavy clothing. Characters traveling at a fast pace, instead of a normal or slow pace, take a -5 penalty on their saving throws against dehydration. Beasts will need twice as much water as well in this arid climate, more details in chapter 5 of the DMG under Food and Water.

The Goatherds

This area has **(3) commoners** and 1 disguised **Jann**, all appearing as goatherders of the desert. The heard itself has 40 goats and they have pack tactics if they feel threatened. During an attack they rush the party and if get in range those subjected to the herd must make a Successful DC 13 Dexterity saving throw or be knocked prone and trampled for 5 (2d4) bludgeoning damage. Hopefully cooler heads prevail and the minimal damage can be forgot in the wake of better intentions of the herders. The Goatherders impart their information. The imposter picks the right moment of the night to slip off and warn the **Efreeti**.

The Caravanserai

This area overall has **(4) Jann** (see below) with keen senses and good understanding that magic maybe in use when it is.

- 1. Main Gate/Back gate** (pg. 5) one **Jann**(see below) at each gate that observe the party and report to the **Efreeti**.
- 2. Date Palms** (pg. 6) **Smoke Mephit** here sets up a farce to drop a jug of concord wine upon a PC (yes the Paladin dressed in white). The player must make a successful DC 15 Dexterity saving throw or be drenched in purple wine, one successful saving throw the spatter is much less but still visible to all.
- 3. Inner Gate** (pg. 7) the creaking gate can be heard at a distance and a successful DC 13 Dexterity (Stealth) will be needed to pass unheard.

- 4. Stables** (pg. 7) Here are **(6) Mules** in captivity and with a distaste for the Mephits who treat them poorly. The mules can be calmed by a successful DC 14 Wisdom (Animal Handling). They will not act favorably to the one splattered with wine.
- 5. Granaries** (pg. 7) An informative negotiation occurs with Finnek the **Wererat** and his **(20) Giant Rat** pets. Fennek has a +2 *Longsword*
- 6. Garden** (pg. 8) Empty unless the party is unexpected **Medusae** may be present and they can in turn be spotted unless they take careful steps to avoid detection by the **Jann**.
- 7. Smithy** (pg. 8) **(3) Smoke Mephits** and a **Salamander**.
- 8. Kitchen** (pg. 9) **(2) Smoke Mephits**
- 9. Dining Hall** (pg. 10) **(7) Giant Rats**
- 10. Sleeping Rooms** (pg. 10) The **Jann**(see below) may approach the party during the alerted time. 10a. Prisoners **(6)human commoners** convey their experience.
- 11. Well and Garden** (pg. 10) A chest is buried in the well groomed garden and during alert. The **Jann**(see below) comes out from area **13** to greet the party as they approach this area.
- 12. Baths** (pg. 11) **(4) Jann**(see below) frolic here and invite the party to join. The **Jann**(see below) comes out from area **13** to greet the party as they approach this area.
- 13. Courtyard** (pg. 12) **(3) Jann**(see below) respond to the PC's entering the courtyard. They may enlarge themselves to enter combat with an advantage.
- 14. Guard** (pg. 12) The **Jann**(see below) guard here will not fully engage before the big attack.
- 15. Entry Hall** (pg. 12) The exquisite carpet here is a great prize if it survives the coming combat.
- 16. Harem** (pg. 12) a feminine **Efreeti** blocks the way here and calls up to **(6) Medusae** if combat erupts.
- 17. Jann Quarters** (pg. 13) The **(4) Jann**(see below) rest here waiting orders from the **Efreeti**.
- 18. Foyer** (pg. 14) Creatures trying to avoid a falling or tumbling stature must make a successful DC 15 Dexterity saving throw take 9 (2d8) bludgeoning on the stair or 26 (6d8) bludgeoning under a window, none if the save is successful, add 2d8 if the statue is *enlarged*.
- 19. Sitting Room** (pg. 14) **Imp** with the ability to cast suggestion 1/d, and to *polymorph* into a goat if needed.
- 20. Bedchamber** (pg. 14) **(2)Efreeti** with a *Ring of telekinesis*(Ibbitsaad),and a *potion of diminution*(Naala). Turned to stone is Asaph abdul Anat a **Jackalwere** who has hidden on his stone form the 2 conjoined parts 4 and 5 of the *Rod of Seven Parts*.

Events

When the **Efreeti** become aware of the party, they stage an elaborate ruse to make them drop their guard, then they attack.

Come Into my Parlor Ehundi has the ability to cast *Etherealness* 3/day and uses it effectively. His charisma and ability in persuasion and deception give him a +10 when dealing with the party. Good role playing here will sell his lies and hopefully get the party to let their guard down.

Coffee in the Courtyard Here the party retires and interacts over Arabic beans, all the while above the true enemy studies the group. Later whilst assigning rooms Ehundi goes into a fit of frustration of the group will not take the rooms for rest, feel free to make long laments until they concede.

All Washed Up The purpose of the baths is to disarm the PC's. Then beset them with petrification from their **Medusae** bath attendants. During this the impish **Smoke Mephits** haul off one set of gear per round and succeed in dropping it down the hole at **11**. The movement can be heard and its up to the PC's to react sooner than later as once its done the **Medusae** Unveil and then the **Efreeti** and **Jann** attack.

Dancing the Night Away At their rooms after not bathing the PC's are fed lavishly with the best meal they have had in a long time. If the PC's refuse the food the **Efreeti** and **Jann** attack. You can have the party sleep if the ones on guard are still up or if they all hear the music in the Garden. The PC's see 6 women in filmy cloths and veils. The dancers are the veiled **Medusae** they revels themselves when the group is within 30 feet which is nearly at their own room doors. Once the characters react to this the **Efreeti** and **Jann** attack.

The Attack The attack happens in area **11** or **13** and with all enemies engaging the party and assisted by **(40) Illusory Horsemen**, **(2) Efreeti**, up to **(10) Jann**, **(6) Medusae**, **(6) Smoke Mephits**. The horsemen are presented are a huge distraction to draw attention away from the **Efreeti** preparing for an onslaught. The Illusion can be dismissed by the DM's preference.

Troubleshooting After the battle the **Efreeti** and **Jann** abandon the compound along with those who serve them. Asaph Abdul Anat a **Jackalwere**, is content to give up the Rod and to join the party, biding his time to strike.

The Forgotten Temple

The **Pit Fiend** "Ulthut" has created a pocket dimension in which it stores his part of the *Rod of Seven Parts*. Gateway to the Dimension is in the same city where the *Golden Cockatrice* lies. The original temple was dedicated to Orcus or Myrkul both gods have a waning following and at the time were ripe for the plucking. The **Mummy Lord** Deitrich and Ulthut have a chance of encountering the party whilst on patrol. Carrying part of the *Rod of Seven Parts* allows entry through the gate. Jory the Spider-fiend is watching the party. Night time on the prime material brings (13) Ghouls (2)

Ghosts if the party starts digging. Jory Staable **Demon**, **Spyder-Fiend**, **Lycosidilith** with a +1 *Shortsword* is watching and brings reinforcements after shadowing the group.

The First Floor

The dark environment here only allows for sight out to 50'. The teleporters here as brass plats either lead to **19a** or **19b** below. **On the prime:** There is little left, when anyone get within a fifteen feet of the sinkholes starts a collapse. They must make a successful DC 15 Dexterity saving throw or fall and be battered by rocks for 15 (4d6) bludgeoning damage. The teleporters are still visible but broken.

1.Main Entrance (pg. 24) The main doors are so heavy they require a successful DC 18 Strength (Athletics) to open, not making a sound when swung inward.

2.Unholy Water Font (pg. 24) a **Water Weird** made of unholy water damaging any good aligned paladin or good extra-planar creatures. The creature suffers an additional 7 (2d6) radiant damage or 14 (4d6) radiant damage, if grappled or submerged respectfully by the **Water Weird**. **(5) Black Abishai** show up if the combat is long or noisy.

3.Side Chapel (pg. 25) The defacement of this area requires successful DC 21 Wisdom saving throw or be the subject of a *bestow curse* spell. Those contributing at least 300gp worth of are the subject of a magical blessing. For the next 24 hours the creature gains +1 to all dice rolls involving attacks, skills and saving throws whilst enemies of the creature suffer a -1 for attacks, Skill checks and saving throws from the subject of this magical effect. The effect becomes a *bestow curse* if this creature attacks Deitrich the **Mummy Lord**.

4.Nave (pg. 25) **(5) Black Abishai** and potentially "Ulthut" the **Pit Fiend** observing the party.

5.High Altar (pg. 26) Upon this altar is a secret trap door. A DC 18 Wisdom (Passive Perception) or a DC 13 Wisdom (Perception) check if actively searching will reveal the secret trap door. It remains closed unless the "stud" is pressed or a *knock* spell is cast making loud noise in this area. Creatures standing north of the trap door when stud is pressed must make a successful DC 15 Dexterity Saving throw or fall 50ft and come into contact with the Green Slime Hazard (DMG pg. 195). The **(5) Black Abishai** from area **4** may also attack here. **5a. Altar Screen** this area has unconnected locks the can be picked to no result with a DC 17 Dexterity (Slight of Hand), a DC 15 Intelligence (Investigate) will reveal the locks are not connected to and of the door mechanisms for opening or holding the door in place, just that this is a time waster.

6.Low Altar (pg. 27) A successful DC 15 Intelligence (Religion) identifies the fiends on their hellish duties during the even present Blood War.

7.Cloister Yard (pg. 27) The **(7)Wights** in their cloisters are drawn to any disturbance in this area. **7a. Cloisters (7) Wights**.

8. West Chapel (pg. 28) The doors here require a combined strength of 30 or a successful DC 25 Strength (Athletics) check to open. Inside the and inquisitive PC can make a DC 18 Intelligence (Religion) identifying important moments in the evil deity's histories.

9. High Priest's Quarters (pg. 28) Deitrich the **Mummy Lord**(see below). Complete with his Lair Actions and Regional Effects.

10. Master's Quarters (pg. 30) The Poison vapors of a coal fire fills this chamber, creatures spending 3 rounds here must then make a successful DC 18 Constitution saving throw or begin coughing and choking until they spend 1 minute outside the room. This should limit verbal spells and other endeavors based on breathing and talking. The Master is "Ulthut" the **Pit Fiend**. If Ulthut attacks the party he has command of a few extra spells like *see invisibility*, *produce flame*, *commune*, *suggestion*, *polymorph*, *programmed illusion*. and *Mirage Arcane*. After negotiation with "Ulthut" the Pit Fiend to determine if he will trust them with the Sixth segment of the *Rod of Seven Parts*. The **Pit Fiend** wields *a+3 Club*.

11. Library (pg. 31) Searching the shelves with a successful DC 17 Intelligence (Investigate) check reveals 6 books detailing the Rod of Seven Parts.

12. Vestry (pg. 31) **(4) Cloakers** here gain surprise on the party unless drastic measures are taken to detect the hidden. The silver basin may contain unholy water, damaging any good aligned paladin or good extra-planar creatures for 7 (2d6) radiant damage. The elemental plane of water flows through the small magical *gates*.

13. Roof (pg. 34) Character with untrained climbing skill suffers a disadvantage and must make a successful DC 16 Dexterity (Acrobatics) or fall 20 feet to the rubble on the ground for 13 (4d6) bludgeoning damage. The character does not suffer disadvantage if they already have a climbing Skill value.

14. High Altar Loft (pg. 34) Characters can hear conversation from areas 2 to 6 from below with a successful DC 13 Wisdom (Perception) check and areas 8 to 12 with a successful DC 15 Wisdom (Perception) check.

15. Low Altar Loft (pg. 34) Chance of encountering Deitrich the **Mummy Lord**(see below).

16. Bell Towers (pg. 34) **(28) Stirges**

17. Dungeon (pg. 34) in this dingy room there is a 50% chance of **(6) Giant Rats** **Holding area** has a **Roper** hiding in plain sight.

18. Charnel Pit (pg. 35) a **Mimic** and a killer **Giant Mimic** (WDH pg. 122) and a Green Slime Hazard (DMG pg. 195)

19. Transport Area (pg. 37) **(2)** or **(5) Green Abishai** depending on level of party. **19a-b.** The **Green Abishai** have half cover and are positioned behind the teleporting PC's. **19c.** A DC 18 Wisdom (Passive Perception) or a DC 13 Wisdom (Perception) check if actively searching will reveal the secret door.

20. Burial Crypts (pg. 38) Deitrich the **Mummy Lord** has a chance of visiting while the PC's are here.

21. Rat Warrens (pg. 38) The PC's are required to go prone to navigate the tunnels and suffer disadvantage attacking from the prone position. **(20) Giant Rats** make their home here.

22. Afterward (pg. 38) Jory Staable **Lycosidilith Spyder-fiend**(see below), **(4) Kakkuu Spyder-fiends** (see below) and **(2) Spithiku Spyder-fiends**(see below)

The Citadel of Chaos

The Winds of Pandemonium howl on this plane and have detrimental effects on the party. After the first 10 minutes the PC's must make a successful DC 14 Wisdom saving throw or become irritable and prone to snapping at other members. Then every 10 minutes after the initial failure the next failed save results in -1 in Intelligence, Wisdom, and Dexterity points and acquiring a short term madness. This will begin to stack until 3 short term madness types are acquired. The madness's and point loss can be removed with a Greater Restoration restoring 1 point to each ability and helping characters return to normal. The madness does not increase if no wind is present or the character is under shelter or in a protective magical field. Casting spells can be dangerous in the winds of Pandemonium. The PC must make a successful a DC 15 Proficiency check or have the spell fail and fizzle out. Spells for Clerics is limited to one spell level lower than they can regularly cast, i.e. A 9th level cleric can only cast their 4th level spells and below here in Pandemonium. A character who is the bearer of at least one segment of the rod is immune to this effect. Wild made surge is enhanced.

Arrival

The "tear" is the gate in and out and can be a choke point for the Spyder-Fiends to block a retreating group.

Outer Works

Arquestan on his *wind chariot* can be seen flying near area

1. Outer Towers (pg. 47)

2. The Winds of Pandemonium (pg. 47) See the effects of the Winds of Pandemonium above.

3. Courtyards (pg. 47) 3 groups of **(6) Kakkuu Spyder-Fiends** (see below) the Air around the courtyard is riddled with web strands making its difficult terrain for flying creatures up to 400 feet.

4. Battlements (pg. 48) The party has a 100% of being detected when staying on the wall for more than 20 minutes (2 turns AD&D). Normally The patrol of **(5) Kakkuu** and a **Phisarazu** detects the party 20% of the time (DC 16) while on patrol.

5. Gates (pg. 49) The small squares in the Portcullises are lined with gear-like teeth. Tiny creatures can move through

easily, Small will need to take the squeeze action and Medium creatures with need to squeeze and make a successful DC 16 Strength (Athletics) check or be torn by a few gears for 4 (2d4) slashing damage. Once damage is taken on the gears the creature will need to make a successful DC 18 Constitution saving throw or be paralyzed for 1 hour unless a *lesser restoration* is cast upon them. Walking the bridged gap requires a successful DC 16 Dexterity check. Failing the check causes the creature to fall 200 feet to the courtyard suffering 65 (20d6) bludgeoning damage.

The Keep

The lengthy height and width on this place means travel can be extensive. Eliminate anything that can make the exploration a bother or needlessly mundane and boring (i.e. random encounters) even during Alert periods.

- 1. Entry tower** (pg. 49) **A.** no significant encounter.
- 2. Main Tower** (pg. 50) **B.** The window bars can be bent open with a successful DC 18 Strength (Athletics) check.
- 3. Bridge Towers** (pg. 50) **C1-2.** The towers rise at least 400 feet above the court and would be a long fall for a non flying character.
- 4. Guard Towers** (pg. 50) **D.** Lifting the grates requires a successful DC 17 Strength (Athletics) check. Coming into contact with the Grates requires special hand covering or the needle sharp points damage the character for 2(1d4) points of piercing damage. Further more the character must make a DC 20 constitution saving throw, taking 54 (16d6) poison damage on a failed save, or half as much damage on a successful one. The hidden **Spithriku Spyder-Fiend** (see below) lays out its planned attack for the party.
- 5. Miska's Tower** (pg. 50) **E.** Here the party can encounter all the patrol Spyder-Fiends from around the Citadel. The **(5) Kakkuu** and a **Phisarazu**, then every 2 rounds afterward one of the courtyard **(6) Kakkuu Spyder-Fiends** patrols shows up.

Miska's Apartments

- E1. Phisarazu Chambers** (pg. 51) Here **(2) Invisible Phisarazu Spyder-Fiends** set up for a pincer attack on the party trying to disable as many characters as quickly as they can.
- E2. Rod Chamber** (pg. 51) The **(2) Phisarazu Spyder-Fiend** (see below) and "Laak-Ral" a **Raklupis Spyder-Fiend** (see below) along with **Miska** if the party touches the Rod's 7th part before defeating the Spyder-Fiend's. Miska attempts to Grapple the *Rod* and if that happens he is returned to full hit points. Once **Miska** get his hands on the rod he is fully restored and the energy transferred to him causes a shock-wave. The Rod bearer and anyone within 10 feet of the rod are blasted 90 feet away from **Miska**. After being hurled away creatures must make a successful DC 17 Dexterity (Acrobatics) or be knocked prone upon landing. Fighting and

defeating **Miska the Wolf Spider** (see below) will require the *Rod of Seven Parts* fully assembled. The tactics are outlined in this encounter. The sentient sword Zephrus becomes Arquestan and fights with abandon against Miska.

E3. Laak-Ral's Chamber (pg. 54) "Laak-Ral" a **Raklupis Spyder-Fiend** (see below) first uses *mass suggestion* to suppress the party while **(2) Phisarazu Spyder-Fiends** (see below) join the fight 2 rounds later.

E4. Miska's Chamber (pg. 56) Hidden in the sacks are dormant but deadly **(3) Bodaks**.

E5. Kakkuu Barracks (pg. 56) **(4) Kakkuu Spyder-Fiends**
F1-3. Lookout Towers (pg. 56) A Fall from the towers caused 65 (20d6) bludgeoning damage.

G. Flanking Tower (pg. 56)

Additional Encounters

A Bridge to Cross (pg. 57) The demons here hide in the deep cracks in the bridge waiting to pounce with potential for surprise upon the party. **(6) Kakkuu Spyder-Fiends** (see below) pour out and attack potentially knocking PC's off the 400 foot high bridge.

Lookout Below! (pg. 57) Rocks hurtle down the stair can be avoided with a successful DC 16 Dexterity saving throw or take 17 (5d6) bludgeoning damage from falling rocks. The **Goristro** at the top, gleeful hurls rocks at the PC's for 29 (4d10+7) bludgeoning damage as they ascend for 6 or so rounds. "K'ian'cha" the **Succubus** interrupts any combat that starts with the **Goristro**.

A Proposal (pg. 58) "K'ian'cha" the **Succubus** tries to convince the party of her plan and that it is mutually beneficial.

AFTERWARD

Success for the PC's and gifts from **Arquestan**. Enmity between the PC's the **Queen of Chaos** and **Miska the Wolf Spider** at her right hand if freed.

Side Treks

Chaos Gates (pg. 14) Attack by various **Spyder-Fiends** (see below), use of the spell *Chaos Gate* and **The Queen of Chaos** (see below) attempting to grapple the *Rod* bearer through the gate she created. PC's going through the gate have a 25% chance of aging 1d10 years. Objects and magical effects cannot travel through the gate unless carried or affecting a creature.

Chaos Reigns (pg. 19) Here resides the **Queen of Chaos** (see below).

1. Lake of Flame (pg. 19) Only if a character is immune to poison or does not breathe can they avoid the loss of 2 points of both Dexterity and Constitution for just breathing in the noxious fumes, requiring a *greater restoration* to heal them. Entering or being thrown or entering into the 1000 foot deep depths of flaming water around the throne requires a DC 16

Dexterity saving throw or suffer 7 (2d6) or half as much on a successful save.

2. Throne (pg. 19) PC's showing up here are of immediate interest to the **Queen of Chaos** if the bear any of the Rod's parts. *dominate person* is used for that character to give up the parts of the Rod in their possession. Or *modify memory* is use t to send them back and get the part of the Rod and bring it back here inside the coming weeks.

3. Audience Area (pg. 20) Silver floor.

4. Wall of Gold (pg. 20)untypical *crystal ball*.

5. Ramps (pg. 20) Random **Spyder-Fiend** encounters.

6. Balcony (pg. 20) 100 feet above the silvered floor.

7. Treasure Room (pg. 20) About a million coins heaped to an eight foot pile and a choice magic item or 2. **The Queen of Chaos** (see below) can appear here .

Good Samaritan (pg. 21) An important encounter with Chodei-rin Ake the **Ki-rin**. This is the source of the 7 hairs needed from a lawful good heavenly creature the other being a lawful evil fire giant.

Waves of Chaos (pg. 24) The change of the environment is inevitable, the Rod can change it back. A base of 5 if the PC has one part of the rod and an extra for each bonus to their wisdom score as well as each part of the rod that is added to the first piece. If a character has a 14 wisdom and has 2 parts of the rod joined the result is 9. Changing things back the character has but to think and roll their D20 any result for this PC on 9 or under is successful things go back as they were. There is a 2 in 20 chance the players will be attacked by **Chaos Beasts** (see below). The **Chaos Beasts** spawn from creatures near by get transformed in to chaos beast and can be changed back with the same magic available in the parts of the rod to change the environment back.

Into the Vastest Bog (pg. 24) The whole encounter hinges on can the party negotiate the Rod part away from "Acydikeen" the **Ancient Black Dragon**. The dragon has significant treasure and 2 magic items as well as the part of the Rod.

Mysterious Stranger (pg. 27) **Arquestan**(see below) can appear as Arquesta (*hat of disguise*) the singer and actress who has rats as part of her troupe which are the **Hounds of Law** (see below) disguised. **Arquestan** carries +3 *short sword vaati blade*, +3 *dagger vaati blade*, *long bow* and 20 +2 arrows, *portable hole*, *ring of shooting stars*, *oil of slipperiness*, *potion of (fire)giant strength*, *iron bands of bilarro*, *hat of disguise*, and a *wind chariot*(see below). **Qadeej** (see below) is gruff and terse with the group but does help in his own way. **Qadeej** carries *staff of the magi*, *ring of mind shielding*, *cloak of displacement*, and his *spellbook*.

Magic Items

1.Large Shield +2 (4. Entrance, p.14)

2.Warhammer +1 (8. Smithy, p.16)

3.(24) Flight Arrows +1 (8.Smithy, p.16)

4.(2) Extra Healing (Potions of Superior Healing,19. Naga Lair p.23)

5.(3) Potions of Fire Breath (Potions of Fire, 19. Naga Lair p.23)

6.Beads of force (19. Naga Lair p.23)

7.Rod of Seven Parts (first segment) (special item, 19. Naga Lair p.23)

8.Ring of Sustenance (special 22. Treasure Room p.25)

9.(2) Short Swords +1 (2. Main Doors p.27)

10.Gem of Brightness (special item, 4. Bars, p.27)

11.Wand of Size Alteration (special item, 4. Bars, p.27)

12.Ring of protection +2 (event 3: Talking Cockatrice, worm by Cicer, p.32)

13.Bracers of defense (event 4: Gambling, worm by Lowel, p.33)

14.Sentient Long sword +2 (event 4: Gambling, used by Lowel, p.33)

15.Medallion of ESP (Medallion of Thoughts, event 5: Cheaters, used by Cheal, p.33)

16.Potion of Invisibility (event 5: Cheaters, used by Cheal, p.33)

17.Oil of fiery burning (special item, event 5: Cheaters, used by Cheal, p.33)

18.Long sword +1 (event 5: Cheaters, used by Cheal, p.33)

19.Leaner armor +2 (event 5: Cheaters, used by Cheal, p.33)

20.Rod of Seven Parts (first segment) (special item, event 6: Can you spare a Copper, used by Rance, p.35)

21.Rod of Seven Parts (first segment) (special item, Incident at Footbridge, used by Eudora, p.37)

22.Ring of invisibility (Spelunking, used by Mazzel p.43)

23.(6) Darts +1 (Spelunking, used by Mazzel p.43)

24.Short sword +1 (Spelunking, used by Mazzel p.43)

25.(3) Dust of Sneezing and choking (Spelunking, used by Mazzel p.43)

26.Medallion of thought projection (special item, Spelunking, used by Mazzel p.43)

27.(2) Potions of water breathing (Level 1, 2. Umber Hulk Chamber, p.44)

28.Scroll w/airy water (Level 1, 2. Umber Hulk Chamber, p.44)

29.Wand of polymorph (Level 1, 2. Umber Hulk Chamber, p.44)

30.Gauntlets of fumbling (special item, Level 1, 2. Umber Hulk Chamber, p.44)

31.Long sword +2 (drow made) (6. The hunter awaits, used by Drider mage, p.49)

32.Ring of spell storing w/ alter self, darkness, gaze reflection*, floating disk(6. The hunter awaits, used by Drider mage, p.49)

33. Ointment of protection from fungi (special item, 11. The storage chamber, p.53)

34.Ointment of protection from fungi (special item, 15. Quarry, used by Skum Overseers p.57)

35.(4) Jars of Type N contact poison (special item, 17. Laboratory used by Istovahn p.57)

36.Ointment of protection from fungi (special item, 15. Quarry, used by Istovahn p.61)

37.Net of entrapment (special item, 18. Leech Breeding Area, used by Kuo-Toan Monitor p.61)

38. **Potion of invisibility** (special item, 18. Leech Breeding Area, used by Kuo-Toan Monitor p.61)
39. (3) **Javelins of lightning** (18. Leech Breeding Area, used by Kuo-Toan Monitor p.61)
40. **Potion of invisibility** (18. Leech Breeding Area, used by Kuo-Toan Thief p.61)
41. **Rod of Seven Parts (second segment)** (special item, 26. The Masters Chamber, p.70)
42. **Cloak of the manta ray** (27. Treasury, p.70)
43. **Philter of love** (27. Treasury, p.70)
44. **Nolzur's marvelous pigments** (27. Treasury, p.70)
45. **Leather armor +2** (Meeting the exterminators, used by Ciellan, p.76)
46. **Long sword +3 spider slayer** (Meeting the exterminators, used by Ciellan, p.76)
47. **Cloak of arachnida** (Meeting the exterminators, used by Ciellan, p.76)
48. **Boots of striding and springing** (Meeting the exterminators, used by Ciellan, p.76)
49. **Carpet of flying** (Meeting the exterminators, used by Ruusa, p.76)
50. **Wand of vapors** (Meeting the exterminators, used by Ruusa, p.76)
51. **Bracers of Defense** (Meeting the exterminators, used by Ruusa, p.76)
52. **Ring of protection** (used by Yurik, p.78)
53. **Rod of Seven Parts (third segment)** (special item, used by Siiri Dragosdottur p.79)
54. **Mace +3** (8. Griffon's Keepers Quarters, used by Cloud Giant, p.83)
55. **Shield +3, -1 vs missiles** (15. Entry hall, p.86)
56. **Light (spell) batons** (Lower levels, p.92)

Book II: The War Against Chaos

57. **Long sword +2** (5. Granaries, wielded by Finnek, p.8)
58. **Ring of telekinesis** (20. Bedchamber, used by Ibbitsaad, p.15)
59. **Potion of Diminution** (20. Bedchamber, used by Naala, p.15)
60. **Efreiti hair lock** (20. Bedchamber, w/Naala, Ibbitstaad p.15)
61. **The Rod of Seven Parts (Segments 4 and 5)** (20. Bedchamber, used by Asaph Abdul Anat, p.15)
62. **Short sword +1** (On the grounds, used by Jory Staable p.23)
63. **Ring of Protection** (High priests quarters, used by Deitrich p.30)
64. **Mace +2** (High priests quarters, used by Deitrich p.30)
65. **Spell scroll (true seeing)** (High priests quarters, on Deitrich p.30)
66. **Potion of levitation** (High priests quarters, on Deitrich p.30)
67. **Potion of speed** (High priests quarters, on Deitrich p.30)
68. **Ring of truth telling** (High priests quarters, worn by Deitrich p.30) Waterdeep Dragon Heist Adv. **Insight.**
69. **The Rod of Seven Parts (Segment 6)** (10. Masters Quarters, used by Ulthut, p.31)
70. **Club +3** (10. Masters Quarters, used by Ulthut, p.31)
71. **Sentient Long Sword +3 "Zephirus"** (special item, Arquestan's gift, p.44)
72. **The Rod of Seven Parts (Segment 7)** (Rod Chamber, p.51)
73. (2) **moringstar +3** (Rod Chamber, used by Miska the Wolf Spider, p.54)

74. **Scimitar of speed +3** (Rod Chamber, used by Miska the Wolf Spider, p.54)
75. **Scimitar of chaos +3** (formerly +5 sword) special item, Rod Chamber, used by Miska the Wolf Spider, p.54)

Book III: Side Treks Chaos Gates

76. **Giant Trident +3** ((formerly +5 Trident), Treasure room, used by The Queen of Chaos, p.21)
77. **Short sword +3 vaati blade** ((formerly +4 short sword), Mysterious Stranger, used by Arquestan, p.30)
78. **Dagger +3 vaati blade** ((formerly +4 dagger), Mysterious Stranger, used by Arquestan, p.30)
79. (20) **(sheaf) arrows +2** (Mysterious Stranger, used by Arquestan, p.30)
80. **Portable hole** (Mysterious Stranger, used by Arquestan, p.30)
81. **Ring of shooting stars** (Mysterious Stranger, used by Arquestan, p.30)
82. **Oil of slipperiness stars** (Mysterious Stranger, used by Arquestan, p.30)
83. **Potion of fire giant strength** (Mysterious Stranger, used by Arquestan, p.30)
84. **Iron bands of Bilarro** (Mysterious Stranger, used by Arquestan, p.30)
85. **Hat of disguise** (Mysterious Stranger, used by Arquestan, p.30)
86. **Wind chariot** (special item, Mysterious Stranger, used by Arquestan, p.30)
87. **Staff of the magi (13 charges)** (Mysterious Stranger, used by Qadeej, p.30)
88. **Ring of mind shielding** (Mysterious Stranger, used by Qadeej, p.30)
89. **Cloak of displacement** (Mysterious Stranger, used by Qadeej, p.30)

Monsters

1. **Ogre (4)** (pg. 9, MM 237, CR 2 (450 XP))
2. **Orcs (10)** (pg. 9, MM 246, CR 1/2 (100 XP))
3. **Troll (10)** (pg. 9, MM 291, CR 5 (1800 XP))
4. **Orcs (6)** (pg. 12, MM 246, CR 1/2 (100 XP))
5. **Ettin** (pg. 14, MM 132, CR 4 (1100 XP))
6. **Ettin** (pg. 15, MM 132, CR 4 (1100 XP))
7. **Ogre (4)** (pg. 15, MM 237, CR 2 (450 XP))
8. **Orcs (10)** (pg. 17, MM 246, CR 1/2 (100 XP))
9. **Orcs (2)** (pg. 18, MM 246, CR 1/2 (100 XP))
10. **Orcs (18)** (pg. 19, MM 246, CR 1/2 (100 XP))
11. **Orcs (8)** (pg. 20, MM 246, CR 1/2 (100 XP))
12. **Carrion Crawler (3)** (pg. 20, MM 37, CR 2 (100 XP))
13. **Troll (2)** (pg. 21, MM 291, CR 5 (1800 XP))
14. **Ogre (4)** (pg. 21, MM 237, CR 2 (450 XP))
15. **Troll (3)** (pg. 22, MM 291, CR 5 (1800 XP))
16. **Glass Golem (2)** (pg. 22, see below, CR 9 (5000 XP))
17. **Ogre (5)** (pg. 23, MM 237, CR 2 (450 XP))
18. **Troll** (pg. 23, MM 291, CR 5 (1800 XP))
19. **Dark Naga "Osakay"** (pg. 24, (see below), CR 13 (10000 XP))
20. **Troll** (pg. 25, MM 291, CR 5 (1800 XP))

At the Sign of the Golden Cockatrice

1. **Hound of Law** (pg. 26, (see below), CR 2 (450 XP)
2. **Lycosidilith Spyder-Fiend** (pg. 27, (see below), CR 8 (3900 XP)
3. **Attendant** as **Veteran** (pg. 27, MM 350, CR 3 (XP 700)
4. **Fane and Vaja** as **Thugs** (pg. 28, MM 350, CR ½ (100 XP)
5. **Cockatrices (4)** (pg. 28, MM 42, CR ½ (100 XP)
6. **Kitchen Staff** as **Commoners** (pg. 29, MM 345, CR 0 (10 XP)
7. **Attendant** as **Veteran** (pg. 29, MM 350, CR 3 (XP 700)
8. **Lynnya Ranger 5/Wiz 5** (pg. 30, (see below), CR 13 (XP 10000)
9. **Tailleur** as **Scout** With Half Elf abilities and 21 hit points (pg. 31, MM 349, CR ½ (100 XP)
10. **Cicer** as **Illusionist 3/Fighter 3 Gnome** (pg. 32, (see below), CR 2 (450 XP)
11. **Gnomes** as **Illusionist 1/ Fighter 1 Gnomes** (pg. 33, (see below), CR 1 (200 XP)
12. **Lowel** as **Bard** (pg. 33, VGTm 211, CR 2 (450 XP)
13. **Cheal** as **Guild Rouge** (pg. 34, (see below), CR 3 (700 XP)
14. **Cheal's Thugs** as **Thugs** (pg. 34, MM 350, CR ½ (100 XP)
15. **Rance Norve** as **Scout** (pg. 35, MM 345, CR ½ (100 XP)
16. **Kakkuu Spyder-Fiend (5)** (pg. 35, (see below), CR 1 (200 XP)

Incident At The Footbridge

1. **Eudora** as **Mage** with 10 hp and only up to 3rd level spells save DC 12 and +4 to hit will spell attacks (pg. 39, MM 347, CR 4 (1100 XP)
2. **Kakkuu Spyder-Fiend (4)** (pg. 39, (see below), CR 1 (200 XP)

Spelunking

1. **Mazzel** as **Fighter 7/Rogue 8 Gnome** (pg. 43, (see below), CR 9 (5000 XP)
2. **Gnomes** as **Fighter 2/Illusionist 2 Gnomes (4)** (pg. 43, (see below), CR 2 (450 XP)
3. **"Thisbe"** **Giant Badger** (pg. 43, MM 323, CR ¼ (50 XP)
4. **Shriekers (5)** (pg. 44, MM 138, CR 0 (10 XP)
5. **Umber Hulk** (pg. 46, MM 292, CR 5 (1800 XP)
6. **Skum (8)** as **Kuo-Toa** (pg. 47, (see below), CR ½ (100 XP)
7. **Phase Spider (7)** (pg. 48, MM 334, CR 3 (700 XP)
8. **"Naltecatl"** **Couatl** (pg. 48, MM 43, CR 4 (1100 XP)
9. **Drider Cleric: spell casting variant (3)** (pg. 49, MM 120, CR 6 (2300 XP)
10. **Drider Mage: spell casting variant** (pg. 49, MM 120, CR 6 (2300 XP)
11. **Watch Spider** as **Giant Spider (2)** (pg. 49, MM 328, CR 1 (200 XP)
12. **Watch Spider** as **Giant Spider (2)** (pg. 50, MM 328, CR 1 (200 XP)
13. **Watch Spider** as **Giant Spider (4)** (pg. 50, MM 328, CR 1 (200 XP)
14. **Shriekers (5)** (pg. 50, MM 138, CR 0 (10 XP)
15. **Skum (8)** as **Kuo-Toa** (pg. 51, MM 199 CR 1 (200 XP)
16. **Skum (2)** as **Kuo-Toa** (pg. 51, MM 199 CR 1 (200 XP)
17. **Skum (20)** as **Kuo-Toa** (pg. 52, MM 199 CR 1 (200 XP)
18. **Skum (2)** as **Kuo-Toa** (pg. 53, MM 199 CR 1 (200 XP)
19. **Giant Leeches** as **Insect Swarm** (pg. 54, MM 338, CR ½ (100 XP)
20. **Cave Fisher** (pg. 55, VGTm 130, CR 3 (700 XP)
21. **Shriekers (5)** (pg. 56, MM 138, CR 0 (10 XP)
22. **Violet Fungi (4)** (pg. 56, MM 138, CR ¼ (50 XP)
23. **Skum Overseers (4)** as **Kuo-Toa Monitor** (pg. 57, MM 198, CR 3 (700 XP)

24. **Skum Workers (10)** as **Kuo-Toa** (pg. 57, MM 199, CR 1 (200 XP)
 25. **Eye of the Deep** (pg. 57, (see below), CR 13 (10000 XP)
 26. **"Istovahn"** as **Evoker** (pg. 61, VGTm 214, CR 9 (5000 XP)
 27. **Kuo-Toa Monitor** (pg. 61, MM 198, CR 3 (700 XP)
 28. **Kuo-Toa** with uncanny dodge and sneak attack (2d6) (pg. 62, MM 199, CR 1 (200 XP)
 29. **Giant leeches** as **Insect swarm (3)** (pg. 62, MM 338, CR ½ (100 XP)
 30. **Young Aboleth** as **Reduced-threat Aboleth** or an **Aboleth** with half hit points and -2 on ability check and saving throws. (pg. 65, MM 14, CR 7 (2900 XP)
 31. **Giant Crayfish** (pg. 65, TftYP 235, CR 2 (450 XP)
 32. **Illusory Aboleth** as **Aboleth 5E illusion** (pg. 65, MM 14, CR 10 (5900 XP)
 33. **Skum (5)** as **Kuo-Toa** (pg. 66, MM 199 CR 1 (200 XP)
 34. **Skum (10)** as **Kuo-Toa** (pg. 67, MM 199 CR 1 (200 XP)
 35. **Gargantuan Crayfish** as a (Huge) Giant Crayfish with double hitpoints and +7 to hit 3x damage dice (pg. 67, TftYP 235, CR 5 (1800 XP)
 36. **Gargantuan Crayfish** as a (Huge) Giant Crayfish with double hitpoints and +7 to hit 3x damage dice (pg. 67, TftYP 235, CR 5 (1800 XP)
 37. **Giant Crayfish** (pg. 65, TftYP 235, CR 2 (450 XP)
 38. **Illusory Purple Worm** as **Purple Worm 5E Illusion** (pg. 69, MM 255, CR 15 (13000 XP)
 39. **Aboleth** (pg. 69, MM 14, CR 10 (5900 XP)
- ### Uninvited Guests
1. **Orcs (5)** (pg. 74, MM 246, CR ½ (100 XP)
 2. **Men** as **Commoner (4)** (pg. 74, MM 345, CR 0 (10 XP)
 3. **"Kieran"** **Young Silver Dragon** (pg. 75, MM 118, CR 9 (5000 XP)
 4. **"Ciellan"** **Fighter 10/ Rouge 11 Elf** (pg. 76, (see below), CR 13 (10000 XP) +3 *Longsword*, +2 *leather armor*, *cloak of arachnida*, *boots of striding and springing*
 5. **"Ruusa"** **Cleric 9/Wiz 10** (pg. 76, (see below), CR 13 (10000 XP)
 6. **"Yurik"** and **"Nalani"** **Cloud Giants (2)** (pg. 78, MM 154. CR 9 (5000 XP) Nalani wears a *ring of protection*.
 7. **"Siiri Dragosdottur"** **Fire Giant** (pg. 78, MM 154, CR 9 (5000 XP)
 8. **"Yavair"** and **"Zena"** **Adult Silver Dragons (2)** (pg. 79, MM 116, CR 16 (15000 XP) Can *polymorph* in to anything needed to infiltrate the castle.
 9. **Troll (4)** (pg. 81, MM 291, CR 5 (1800 XP)
 10. **Cloud Giant** (pg. 81, MM 154. CR 9 (5000 XP)
 11. **Troll (10)** (pg. 81, MM 291, CR 5 (1800 XP)
 12. **Cloud Giant** (pg. 82, MM 154. CR 9 (5000 XP)
 13. **Troll (4)** (pg. 82, MM 291, CR 5 (1800 XP)
 14. **Griffons (8)** (pg. 83, MM 174, CR 2 (450 XP)
 15. **Cloud Giant** (pg. 83, MM 154. CR 9 (5000 XP)
 16. **Troll** (pg. 84, MM 291, CR 5 (1800 XP)
 17. **Troll (10)** (pg. 84, MM 291, CR 5 (1800 XP)
 18. **Cloud Giants (2)** (pg. 86, MM 154. CR 9 (5000 XP)
 19. **Ogre (2 or 10)** (pg. 86, MM 237, CR 2 (450 XP)
 20. **Hell Hounds (2)** (pg. 86, MM 182, CR 3 (700 XP)
 21. **Ogres (2)** (pg. 87, MM 237, CR 2 (450 XP)
 22. **Hell Hounds (2)** (pg. 87, MM 182, CR 3 (700 XP)
 23. **Fire Giants (2)** (pg. 88, MM 154, CR 9 (5000 XP)
 24. **"Cook"** **Cloud Giant** (pg. 89, MM 154. CR 9 (5000 XP)
 25. **Ogres (6)** (pg. 90, MM 237, CR 2 (450 XP)

- 26. **Cloud Giant** (pg. 90, MM 154, CR 9 (5000 XP)
- 27. **Spotted Lion** as **Lion** (pg. 91, MM 331, CR 1 (200 XP)
- 28. **Cloud Giant** (pg. 91, MM 154, CR 9 (5000 XP)
- 29. **“Diomed” Cloud Giant** (pg. 91, MM 154, CR 9 (5000 XP)
- 30. **Fire Giants (2)** (pg. 92, MM 154, CR 9 (5000 XP)
- 31. **Fire Giants (3)** (pg. 93, MM 154, CR 9 (5000 XP)
- 32. **Hell Hound** (pg. 93, MM 182, CR 3 (700 XP)
- 33. **Cloud Giant s (3 or 6)** (pg. 95, MM 154, CR 9 (5000 XP)
- 34. **Spotted Lion** as **Lion (2)** (pg. 95, MM 331, CR 1 (200 XP)
- 35. **Spotted Lion** as **Lion (5 or 7)** (pg. 95, MM 331, CR 1 (200 XP)
- 36. **Cloud Giant** (pg. 96, MM 154, CR 9 (5000 XP)
- 37. **“Ariele” Young Silver Dragon** (pg. 96, MM 118, CR 9 (5000 XP)

Hospitality: Book II

- 1. **Jann** (pg. 5, (see below), CR 7 (2900 XP)
- 2. **Smoke Mephit** (pg. 7, MM 217, CR ¼ (50 XP)
- 3. **Mule (6)** (pg. 7, MM 333, CR 1/8 (25 XP)
- 4. **Giant Rats (20)** (pg. 8, MM 327, CR 1/8 (25 XP)
- 5. **“Fennek” Wererat** (pg. 8, MM 209, CR 2 (450)
- 6. **Smoke Mephit (3)** (pg. 9, MM 217, CR ¼ (50 XP)
- 7. **Smoke Mephit (2)** (pg. 9, MM 217, CR ¼ (50 XP)
- 8. **Giant Rats (7)** (pg. 10, MM 327, CR 1/8 (25 XP)
- 9. **Jann (3)** (pg. 12, (see below), CR 7 (2900 XP)
- 10. **Jann** (pg. 12, (see below), CR 7 (2900 XP)
- 11. **Medusae (6)** (pg. 13, MM 214, CR 6 (2300 XP)
- 12. **Jann (4)** (pg. 13, (see below), CR 7 (2900 XP)
- 13. **Imp** (pg. 14, MM 76, CR 1 (200 XP)
- 14. **Efreeti (2)** (pg. 15, MM 145, CR 11 (7200 XP)
- 15. **“Asaph Abdul Anat” Jakalwere** (pg. 15, MM 193, CR ½ (100 XP)
- 16. **Illusory Horsemen (40)** (pg. 19, (see below), CR 2 (450 XP)

The Forgotten Temple: Book II

- 1. **Ghouls (13)** (pg. 22, MM 148, CR 1 (200 XP)
- 2. **Ghast (2)** (pg. 23, MM 148, CR 2 (450 XP)
- 3. **“Jory Staable” Lycosidilith Spyder-Fiend** (pg. 23, (see below), CR 13 (10000 XP) in human form +1 *short sword*
- 4. **“Unholy” Water Weird** (pg. 25, MM 299, CR 3 (700 XP). A creature suffers an additional 7 (2d6) radiant damage or 14 (4d6) radiant damage, if grappled or submerged respectfully.
- 5. **Black Abishai (5)** (pg. 26, MtoF 160, CR 7 (2900 XP)
- 6. **Wights (9)** (pg. 27, MM 300, CR 3 (700 XP)
- 7. **“Deitrich” Mummy Lord** (pg. 28, MM 229, CR 15 (13000 XP) with *ring of protection*, *ring of truth telling*, *potion of speed*, *scroll of true seeing*.
- 8. **“Ulthut” Pit Fiend: summoner variant** (pg. 31, MM 77, CR 20 (25000 XP) +3 *Club*, Sixth segment of the *Rod of Seven Parts*
- 9. **Cloakers (4)** (pg. 33, MM 41, CR 8 (3900 XP)
- 10. **Stirges (28)** (pg. 34, MM 284, CR 1/8 (25 XP)
- 11. **Roper** (pg. 35, MM 261, CR 5 (1800 XP)
- 12. **Mimic** (pg. 36, MM 220, CR 2 (450 XP)
- 13. **“Killer” Giant Mimic** (pg. 37, WDH 122, CR 3 (700 XP) 3 attacks 2 pseudo pod and a bite, 75 hp (10d10 +20)
- 14. **Green Slime Hazard** (pg. 37, DMG pg. 195)
- 15. **Green Abishai (5)** (pg. 37, MtoF 162, CR 15 (13000 XP) feel free to reduce the number to 2 and both at half hit points.
- 16. **Giant Rat (20)** (pg. 38, MM 327, CR 1/8 (25 XP)
- 17. **Kakkuu Spyder-Fiend (4)** (pg. 39, (see below), CR 2 (450 XP)

- 18. **Spitthriku Spyder-Fiend (2)** (pg. 39, (see below), CR 5 (1800 XP)

The Citadel of Chaos: Book II

- 1. **Kakkuu Spyder-Fiend (6)** (pg. 47, (see below), CR 2 (450 XP)
- 2. **Phisarazu Spyder-Fiend** (pg. 48, (see below), CR 7 (2900 XP)
- 3. **Kakkuu Spyder-Fiend (5)** (pg. 48, (see below), CR 2 (450 XP)
- 4. **Spitthriku Spyder-Fiend(2)** (pg. 50, (see below), CR 5 (1800 XP)
- 5. **Phisarazu Spyder-Fiend(2)** (pg. 51, (see below), CR 7 (2900 XP)
- 6. **Miska The Wolf Spider** (pg. 54, (see below), CR 18 (20000 XP)
- 7. **Raklupis Spyder-Fiend** (pg. 55, (see below), CR 13 (10000 XP)
- 8. **Bodak (3)** (pg. 56, VGtM 127, CR 6 (2300 XP)
- 9. **Kakkuu Spyder-Fiend (4)** (pg. 56, (see below), CR 2 (450 XP)
- 10. **Kakkuu Spyder-Fiend (6)** (pg. 48, (see below), CR 2 (450 XP)
- 11. **Goristro** (pg. 58, MM 59, CR 17 (18000 XP)
- 12. **“K’ian’cha” Succbus** (pg. 60, MM 285, CR 4 (1100 XP)

SIDE TREKS: Chaos Gates book III

- 1. **Kakkuu Spyder-Fiend (6)** (pg. 14, (see below), CR 2 (450 XP)
- 2. **Phisarazu Spyder-Fiend** (pg. 41, (see below), CR 7 (2900 XP)
- 3. **Lycosidilith Spyder-Fiend** (pg. 14, (see below), CR 2 (450 XP)
- 4. **Spitthriku Spyder-Fiend(2)** (pg. 14, (see below), CR 5 (1800 XP)
- 5. **Phisarazu Spyder-Fiend(2)** (pg. 14, (see below), CR 7 (2900 XP)
- 6. **Raklupis Spyder-Fiend** (pg. 14, (see below), CR 13 (10000 XP)

Chaos Reigns: book III

- 1. **Hound of Law** (pg. 16, (see below), CR 4 (1100 XP)
- 2. **Kakkuu Spyder-Fiend** (pg. 16, (see below), CR 2 (450 XP)
- 3. **Phisarazu Spyder-Fiend** (pg. 16, (see below), CR 7 (2900 XP)
- 4. **Lycosidilith Spyder-Fiend** (pg. 16, (see below), CR 8 (3900 XP)
- 5. **Spitthriku Spyder-Fiend** (pg. 16, (see below), CR 9 (5000 XP)
- 6. **Phisarazu Spyder-Fiend** (pg. 16, (see below), CR 11 (7200 XP)
- 7. **Raklupis Spyder-Fiend** (pg. 16, (see below), CR 13 (10000 XP)
- 8. **The Queen of Chaos** (pg. 21, (see below), CR 18 (17000 XP) with a +5 *Trident*

Good Samaritan: Book III

- 1. **“Choedei-rin” Ki-rin** (pg. 23, VGtM, CR 12 (8400 XP)
- 2. **Beast of Chaos** (pg. 24, (see below), CR 2 (450 XP)
- 3. **“Acydikeen” Ancient Black Dragon** (pg. 26, MM 87, CR 21 (33000 XP)
- 4. **“Arquestan” 12th Level Vatti Ranger** (p. 30, (see below), CR 17 (18000 XP)
- 5. **“Qadeej” 13th Level Vatti Abjurer** (pg. 30, (see below), CR 18 (20000 XP)

Miska The Wolf Spider

Huge fiend, chaotic evil

Armor Class 27 (natural armor)

Hit Points 235 (25d8+125) (117 when first encountered)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)/21 (+5)	18 (+4)	20 (+5)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Con +9, Int +6, Wis +5

Skills History +9, Insight +13, Perception +6, Religion +5

Damage Resistances bludgeoning, cold, lightning

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

Condition Immunities blinded, charmed, deafened

Senses truesight 120 ft, passive Perception 16

Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal, Infernal, Primordial

Challenge 25 (73,000 XP)

Special Equipment. Miska carries giant sized weapons a +3 *Scimitar of Speed* and, +3 *Scimitar of Chaos* (see below) that disintegrates Lawful opponents and two mace called Alpha and Omega both are +3 *giant mace*.

Innate Spellcasting. Miska's spellcasting ability is Charisma (spell save DC 18). Miska can innately cast the following spells, requiring no material components:

At will: *darkness*, *fear* (as *wand of fear*)

3/day each: *mirror image*, *slow*, *confusion*

1/day each: *counterspell*, *shapechange*

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

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

Rejuvenation. Miska's body turns to dust when he drops to 0 hit points, and his equipment vanishes. He gains a new body after 1d10 days, regaining all his previous maximum hit points and becoming active again. He appears within the Citadel of Chaos, in a location which is hidden.

Regeneration. Miska regains 10 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Miska makes seven attacks: two bites, 2 attacks with the +3 *Scimitar of Speed* (3d8+5 or 9), 1 attack with the +3 *Scimitar of Chaos* with his giant scimitars, and 2 attacks with a +3 *giant mace*

Wolf Bite. *Melee Weapon Attack:* +11 or +14 to hit, reach 10 ft., one creature. Hit: 16 or 19 (2d10+5 or +9) piercing damage plus 10 (3d6) poison damage and the creature must make a successful DC 18 Constitution saving throw or fall asleep until shaken awake.

Scimitar of Speed. *Melee Weapon Attack:* +13 or +17 to hit, reach 10 ft., one creature. Hit: 21 or 25 (3d8+8 or 12) slashing damage.

Scimitar of Chaos. *Melee Weapon Attack:* +13 or +17 to hit, reach 10 ft., one creature. Hit: 21 or 25 (3d8+8 or 12) slashing damage on the roll, when Miska rolls a natural 20 on an

attack roll made with this scimitar it *disintegrates* the target hit, destroying the creature and anything its holding entirely.

Mace. *Melee Weapon Attack:* +13 or +17 to hit, reach 10 ft., one creature. Hit: 21 or 25 (3d8+8 or 12) bludgeoning damage.

Silk of the Web (3/Day). Miska brings into being an effect similar to *entangle* but with strands of web from his spinneret.

Silken Mist (3/Day). Miska brings into being a water proof sticky web wrought globes filled with poison. The globe can be hurled grenade like up to 60 feet away at targets and exploding in a 15 foot cube for 42 (8d8) poison damage and the targets must make a successful DC 18 Constitution saving throw for half damage and to avoid being blinded and unable to speak for 1 minute.

Fiendish Ichor Any creature using a slashing weapon or piercing weapon to damage Miska lets loose a jet of Ichor at the attacker damaging them for 12 (1d10+7) acid damage.

Summon Demon (3/Day). Miska has a 100 percent chance of summoning 1d4 **Raklupises Spyder-Fiend** demon.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Legendary Actions

Miska 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. Miska regains spent legendary actions at the start of his turn.

Attack. Miska makes one attack.

Teleport. Miska magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Retreating Strike (Costs 2 Actions). Miska moves up to his speed without provoking opportunity attacks. Before the move, he can make one mace attack.

The Queen of Chaos

Gargantuan fiend, Chaotic evil

Armor Class 25 (natural armor)

Hit Points 305 (30d8+120)

Speed 20 ft, swim 40 ft,

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	22 (+6)	25(+7)	22 (+6)	18 (+4)

Saving Throws Con +12, Int +12, Wis +11

Skills Arcana +12, History +12, Insight +11, Perception +12, Religion +11

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from magic weapons

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

Condition Immunities blinded, charmed, deafened, poisoned, stunned

Senses truesight 120 ft., passive Perception 20

Languages Abyssal, Common, Giant, Infernal, Primordial

Challenge 26 (90,000 XP)

Amphibious. The Queen of Chaos can breathe air and water.

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

At will: *confusion, mirror image, magic missile, tongues, clairvoyance, telekinesis, shape change, slow*
6/day each: *suggestion, polymorph other, deathfog, shocking grasp, eyebite*
3/day each: *chain lightning, domination, mass suggestion, mass polymorph, symbol*

Legendary Resistance (3/Day). If The Queen of Chaos fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The Queen of Chaos makes two attacks with her Trident, 2 attacks with Her Tentacles, and one Bite if within range of a grappled opponents.

+3 Trident "Sanguiscaligo" *Melee Weapon*(60/180) **Attack:** +17 to hit, reach 15 ft., one creature. Hit: 32 (4d10+10) piercing damage. If hurled it is recovered immediately by pulling the adamantine tether attached to it and her many shorter tentacles and free hand make good use of it, to make sure its back in her hand ready to use again if it was thrown.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target which is grappled. Hit: 16 (2d8 + 7) piercing damage. The if target is a Large or smaller creature that grappled by the Queen of Chaos and reeled to her maw, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Queen of chaos, and it takes 32 (8d6) bludgeoning damage at the start of each of the Queen of Chaos's turns.

Fling. One Large or smaller object held or creature grappled by the Queen of Chaos is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Haul. As a bonus action The Queen of Chaos pulls one creature grappled by it up to 30 feet straight toward it.

Chaos Storm. The Queen of Chaos magically creates three arcs of lightning, each of which can strike a target the Queen of Chaos can see within 120 feet of it. A target must make a DC 20 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save and being knocked back 15 feet, or half as much damage on a successful one and holding their ground.

Taunt. The Queen of Chaos can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the Queen of Chaos, the target must succeed on a DC 20 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the Queen of Chaos's next turn

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 60 ft., one target. Hit: 17 (3d6 + 7) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target suffers and additional 17 (3d6 + 7) bludgeoning damage from being crushed and is restrained, has disadvantage on Strength checks and Strength saving throws, and the Queen of Chaos can't use the same tentacle on another target. The Queen of Chaos has two tentacles to do this with, each of which can grapple one target.

Legendary Actions

The Queen of Chaos form 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 Queen of Chaos regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The Queen of Chaos makes one tentacle attack or uses its Fling.

Chaos Storm (Costs 2 Actions). The Queen of Chaos uses Chaos Storm.

Chaos Cloud (Costs 3 Actions). The Queen of chaos expels an ink cloud in water, mist in air a 30-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the Queen of Chaos. Each creature other than the Queen of chaos that ends its turn there must succeed on a DC 20 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current or wind disperses the cloud, which otherwise disappears at the end of the Queen of Chaos's next turn.

Special Monsters

Beast of Chaos

small to gargantuan monstrosity, chaotic evil

Armor Class 18 (natural armor)(large)

Hit Points 40 (8d10) (large)

Speed 20 - 60 ft., fly 20-120ft, swim 10 – 60ft as per size type

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances psychic

Damage Immunities charm, enchantment spells

Senses darkvision 120 ft., passive Perception 14

Languages -

Challenge 9 (5,000 XP)

Magic Resistance. The Beast of Chaos has advantage on saving throws against spells and other magical effects.

Reversible Curse A Chaos Beast can return to its natural state if it is touched with the *Rod of Seven Parts*.

Actions

Multiattack. The Chaos Beast makes three attacks: one with its bite and two with its claws, or with as many claws as it may have in its unnatural form as well as a prehensile appendage to strike with. Damage is given for a large Chaos Beast. To increase size add one damage dice of the same type to decrease size move down the dice category list to d8, d6, d4.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8(1d10+4) piercing damage. To increase size add one damage dice of the same type to decrease size move down the dice category list to d8, d6, d4.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+4) piercing damage. To increase size add one damage dice of the same type to decrease size move down the dice category list to d8, d6, d4.

Strike. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12(1d12 + 6) bludgeoning damage. The creature hit by the undefined appendage attack must make a successful DC 16 Strength (Athletics) or be grappled. To escape the creature must make a successful DC 16 Dexterity or Strength check on their turn.

Dark Naga

Large monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 60 (9d10+6)

Speed 40 ft.

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

Saving Throws Dex +7, Con +5, Wis +6, Cha +7

Skills Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities: charmed, frightened, poisoned

Senses Darkvision 60 ft., passive Perception 12

Languages Abyssal, Celestial, Common

Challenge 5 (1,800 XP)

Spellcasting. The naga is a 6th-level spellcaster (spell save DC 14, +6 to hit with spell attacks) that needs only verbal components to cast its spells.

Cantrips (at will): *mending*, *minor illusion*, *ray of frost* *sacred flame*, *thaumaturgy*

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

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

3rd level (2 slots): *bestow curse*, *lightning bolt*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10ft., one creature.

Hit: 12 (2d6 + 4) piercing damage plus 12 (3d6+2) poison damage.

Spit Poison. *Ranged Weapon Attack:* +5 to hit, range 15/30 ft., one creature. *Hit:* The target must make a DC 14 Constitution saving throw, taking 14(3d8) poison damage on a failed save, or half as much damage on a successful one.

Eye of the Deep

Medium aberration, lawful evil

Armor Class 16 (natural armor)

Hit Points 72 (10d9+40)

Speed 0 ft., Swim 40 feet

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

Skills Perception +7, Stealth +7

Condition Immunities: prone, unconscious

Senses blindsight 60ft, Darkvision 60ft, passive perception 17

Languages Aquan, Deep speech

Challenge 8 (8,400 XP)

Bright Burn. The beholder's central eye creates an area of blinding brightness, 20 feet wide 30 feet long emitting from the central eye. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. Creatures caught with the effect of the bright light must make a successful DC 14 Constitution saving throw or be blinded till the end of their next turn.

Actions

Multiattack. The Eye of the Deep makes three attacks: one with its bite and two with its claws. Alternatively, it makes two attacks with its Eye Rays

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (3d8+1) piercing damage.

Eye Stalks The Eye of the Deep Shoots 2 beams at targets within 60 feet equating to an effect similar to *hold person* for the left eye stalk and *hold monster* for the right eye stalk. Both require the target to make a successful DC 14 Wisdom Saving throw or suffer the effect of the spell. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 8 (2d6+1) piercing damage.

Stun Ray. The central eye fires a stun ray in a cone 20 feet wide 60 feet long it can see within 60 feet of it. The creature must make a DC 14 Wisdom saving throw or be stunned until the end of their next turn.

Glass Golem

Large construct, unaligned

Armor Class 18 (natural armor)

Hit Points 151 (16d10+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	5 (-3)	6 (-2)	2 (-4)

Skills Perception +4, Stealth +4

Damage Vulnerabilities *shatter* spell

Damage Immunities: acid, bludgeoning, piercing, and slashing from weapons, cold, fire, poison, psychic

Condition Immunities: blinded, charmed, deafened exhaustion, frightened, poisoned

Senses blindsight 60 ft, passive Perception 12

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

Challenge 18 (20,000 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.

Shattered Glass. When the Glass Golem takes damage of any type but psychic, each creature within 5 feet of the troll takes 5 (2d4) piercing damage from shards of glass.

Shatter Susceptible The Glass Golem is vulnerable to the *shatter* spell. Making it vulnerable to damage by bludgeoning, piercing, and slashing weapons until the end of its next turn.

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage and 12 (2d6+5) slashing.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) slashing damage.

Prismatic Spray (Recharge 5-6). Scintillating energies converge and the Glass Golem lets loose a *prismatic spray* at its enemies. Each creature in the 60-foot cone must make a DC 17 Dexterity saving throw. On a successful save, the creature takes half as much damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Greater Dark Naga (Morrow)

Large monstrosity, lawful evil

Armor Class 18 (natural armor)

Hit Points 130 (15d10+6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	18(+4)	16(+3)	18(+4)	18(+4)	18(+4)

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

Skills Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities: charmed, frightened, poisoned

Senses Darkvision 120 ft., passive Perception 12

Languages Abyssal, Celestial, Common

Challenge 5 (1,800 XP)

Spellcasting. The naga is a 9th-level spellcaster (spell save DC 14, +6 to hit with spell attacks) that needs only verbal components to cast its spells.

Cantrips (at will): *mending*, *minor illusion*, *ray of frost* *sacred flame*, *thaumaturgy*

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

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

3rd level (2 slots): *bestow curse*, *lightning bolt*

4th level (2 slots): *banishment*, *Freedom of movement*

5th level (1 slot): *flame strike*, *geas*

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10ft., one creature. Hit: 16 (2d6 + 6) piercing damage plus 14 (3d6+4) poison damage.

Spit Poison. *Ranged Weapon Attack:* +8 to hit, range 15/30 ft., one creature. Hit: The target must make a DC 14 Constitution saving throw, taking 24(5d8) poison damage on a failed save, or half as much damage on a successful one.

Hound of Law

Medium fey, Lawful neutral

Armor Class 17 (natural armor)

Hit Points 44(7d8+14)

Speed 40 ft.

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

Saving Throws Dex +7, Con +5, Wis +7, Cha +6

Skills Perception +7, Stealth +6, +7 Survival

Senses Truesight 120ft, passive Perception 18

Languages Common, Elvish, Infernal, Sylvan understands but can't speak.

Challenge 4 (1,100 XP)

Keen Hearing and Smell. The Hound of Law has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Limited Magic Immunity. The Hound of Law can't be affected or detected by spells of 3th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4+4) piercing damage. The Hound of Laws Bite is considered a magical attack.

Jann

Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 76 (9d8+27)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+1)	16 (+3)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Wis +5

Damage Resistances Acid, Cold, Fire, Lightning, Poison,

Radiant, Thunder

Condition Immunities: charmed

Senses passive Perception 15

Languages Common, Primordial, Terran

Challenge 9 (5,000 XP)

Elemental Demise. If the Jann dies, its body disintegrates into a warm breeze, leaving behind only equipment the Jann was wearing or carrying.

Innate Spellcasting. The Jann innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Speak with animals, detect magic*

3/day each: *Enlarge/Reduce, create food and water, invisibility, etherealness*

1/day each: *conjure elemental, gaseous form, major image*

Actions

Multiattack. The Jann makes two scimitar attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) any elemental damage (acid, cold, electricity, fire). The Scimitar attacks are considered magical.

Kakkuu Spyder Fiend

Medium fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 40 (4d8+12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	16 (+3)	15 (+2)	8 (-1)

Saving Throws Str +5, Con +6, Wis +4, Cha +1

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

Damage Immunities: lightning, poison

Condition Immunities: charmed, paralyzed, poisoned

Senses Darkvision 60 ft, passive Perception 12

Languages Abyssal, common, telepathy 120 ft.

Challenge 4 (1,100 XP)

Magic Resistance. The Kakkuu Spyder-Fiend has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Kakkuu Spyder-Fiend innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells:

3/day each: *darkness, charm person*

Spinneret Adhesive Strand. The Kakkuu Spyder-Fiend produces a strand that adheres to anything that touches it. A Huge or smaller creature adhered to the strand is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage. The Kakkuu Spyder-Fiend then has the ability to reel in an opponent.

Reel. The Kakkuu Spyder-Fiend pulls a creature Large or smaller grappled by the Spinneret Adhesive Strand up to 20 feet straight toward it.

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

Web Sense. While in contact with a web, the Kakkuu Spyder-Fiend knows the exact location of any other creature in contact with the same web.

Web Walker. The Kakkuu Spyder-Fiend ignores movement restrictions caused by webbing.

Summon Demon (1/Day). The demon chooses what to summon the Kakkuu Spyder-Fiend summons 1d8 Kakkuu Spyder-Fiends.

Actions

Spider Bite *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 10 (2d6 +3) piercing damage, plus 10 (3d6) poison damage and the target must make a DC 14 Constitution saving throw, failing the saving throw *paralyzes* the creature for 1 minute. *Protection from poison* stops or removes this condition.

Spider Silk The Kakkuu Spyder-Fiend can send a strand out 150 feet to help it climb or bridge gaps. The strand can support 1000 pounds and can be cut as an action or burned and broken by fire.

Teleport. The Kakkuu Spyder-Fiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Spiders Cocoon The Kakkuu Spyder-Fiend will cocoon an incapacitated or unconscious victim in 3 rounds. After this a creature will need 1 round to be released if their friends spend one round breaking the cocoon.

Spithriku Spyder Fiend

Medium fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 62 (7d8+21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	16 (+3)	17 (+3)	10 (+0)

Saving Throws Str +7, Con +6, Wis +5, Cha +3

Skills Stealth +7

Damage Resistances cold, fire

Damage Immunities: lightning, poison, bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities: charmed, paralyzed, poisoned

Senses Darkvision 90 ft, passive Perception 13

Languages Abyssal, common, telepathy 120 ft.

Challenge 5 (1,800 XP)

Magic Resistance. The Spithriku Spyder-Fiend has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Spithriku Spyder-Fiend innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells:
3/day each: *darkness*, *charm person*, *fear*, *telekinesis*

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

Web Sense. While in contact with a web, the Spithriku Spyder-Fiend knows the exact location of any other creature in contact with the same web.

Web Walker. The Spithriku Spyder-Fiend ignores movement restrictions caused by webbing.

Summon Demon (1/Day). The demon chooses what to summon the Spithriku Spyder-Fiend summons 1d4 Spithriku Spyder-Fiend or 1d4 Kakkuu Spyder-Fiends these who show up through summoning cannot summon their own demon cohorts.

Actions

Spider Bite *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (3d6 +6) piercing damage, plus 10 (3d6) poison damage and the target must make a DC 15 Constitution saving throw, failing the saving throw *paralyzes* the creature for 1 minute. *Protection from poison* stops or removes this condition.

Web Entanglement (Recharge 5-6) The Spithriku Spyder-Fiend release a cone 10 feet wide out from the The Spithriku Spyder-Fiend on one end, to 40 feet wide cone on the other end, a total of 30 feet in length, Those in this area a subject to the effects similar to the *entangle* spell. The effected area is so effected for a full week until the physical webbing dissolves.

Spider Silk The Spithriku Spyder-Fiend can send a strand out 150 feet to help it climb or bridge gaps. The strand can support 1000 pounds and can be cut as an action or burned and broken by fire.

Teleport. The Spithriku Spyder-Fiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Spiders Cocoon The Spithriku Spyder-Fiend will cocoon an incapacitated or unconscious victim in 3 rounds. After this a creature will need 1 round to be released if their friends spend one round breaking the cocoon.

Phisarazu Spyder Fiend

Large fiend (demon), chaotic evil

Armor Class 22 (natural armor)

Hit Points 77 (9d8+36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	16 (+3)	17 (+3)	15 (+2)

Saving Throws Str +9, Con +8, Wis +7, Cha +6

Skills Stealth +8

Damage Resistances cold, fire

Damage Immunities: lightning, poison, bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities: charmed, paralyzed, poisoned

Senses Darkvision 90 ft, passive Perception 13, Tremorsense 40 ft.

Languages Abyssal, common, telepathy 120 ft.

Challenge 7 (2,900 XP)

Magic Resistance. The Phisarazu Spyder-Fiend has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Phisarazu Spyder-Fiend innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells:
At will *alter self*(Giant crab, Drider, or Kakkuu), *darkness*, *fear*, *invisibility*
3/day each: *mirror image*, *telekinesis*

Omniscient Detector Phisarazu Spyder-Fiend has similar senses equating to tremor sense and can see invisible objects or creatures if they are within 40 feet of it.

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

Web Sense. While in contact with a web, the Phisarazu Spyder-Fiend knows the exact location of any other creature in contact with the same web.

Web Walker. The Phisarazu Spyder-Fiend ignores movement restrictions caused by webbing.

Summon Demon (1/Day). The demon chooses what to summon. The Phisarazu Spyder-Fiend summons 1d4 Phisarazu Spyder-Fiend 1d4 or Spithriku Spyder-Fiend or 1d4 Kakkuu Spyder-Fiends these who show up through summoning cannot summon their own demon cohorts.

Actions

Multiattack. Phisarazu Spyder-Fiend makes three attacks 2 claw attacks and one bite or 2 melee weapon attacks and the bite or 2 range attacks and one bite.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage

Spider Bite *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 12 (3d6 +6) piercing damage, plus 10 (3d6) poison damage and the target must make a DC 15 Constitution saving throw, failing the saving throw the creature suffers 1 level of exhaustion. *Protection from poison* stops or removes this condition.

Web Entanglement (Recharge 4-6) The Phisarazu Spyder-Fiend release a cone 10 feet wide, out from the The Phisarazu Spyder-Fiend on one end, to 40 feet wide cone on the other end, a total of 30 feet in length, Those in this area a subject to the effects similar to the *entangle* spell. The effected area is so effected for a full week until the physical webbing dissolves.

Glitter Strands (Recharge 6) The Phisarazu Spyder-Fiend chooses a point up to 150 feet away and envelops the area in sparkling, golden webs glitter. All creatures and objects in a 10-foot radius sphere centered on that point are covered in glittering strands. Invisible creatures are outlined by the dust and all creatures covered in the strands have disadvantage on their Dexterity (Stealth) checks until the end of their next turn. In addition, each creature coated in the dust must succeed on a DC 14 Constitution saving throw or become blinded for 1 minute. At the end of each of its turns, the target can repeat the Constitution saving throw. On a success, the effect ends. The strands on that area can't be removed except by a fire covering that area.

Spider Silk The Phisarazu Spyder-Fiend can send a strand out 150 feet to help it climb or bridge gaps. The strand can support 1000 pounds and can be cut as an action or burned and broken by fire.

Teleport. The Phisarazu Spyder-Fiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Spiders Cocoon The Phisarazu Spyder-Fiend will cocoon an incapacitated or unconscious victim in 3 rounds. After this a creature will need 1 round to be released if their ally spends one round breaking the cocoon.

Lycosidilith Spyder Fiend

Large fiend (demon), chaotic evil

Armor Class 23 (natural armor)

Hit Points 90 (10d8+40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	20 (+4)	16 (+3)	18 (+4)	15 (+2)

Saving Throws Str +10, Con +8, Wis +8, Cha +6

Skills Stealth +8

Damage Resistances cold, fire

Damage Immunities: lightning, poison, bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities: charmed, paralyzed, poisoned

Senses Darkvision 120 ft, passive Perception 13, Tremorsense 50 ft.

Languages Abyssal, common, telepathy 120 ft.

Challenge 9 (5,000 XP)

Magic Resistance. The Phisarazu Spyder-Fiend has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Lycosidilith Spyder-Fiend innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells:
At will *alter self*(Giant crab, Drider, or Kakkuu), *darkness*, *fear*, *invisibility*
3/day each: *mirror image*, *telekinesis*, *polymorph*

Omniscient Detector Phisarazu Spyder-Fiend has similar senses equating to tremor sense and can see invisible objects or creatures if they are within 50 feet of it.

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

Web Sense. While in contact with a web, the Phisarazu Spyder-Fiend knows the exact location of any other creature in contact with the same web.

Web Walker. The Phisarazu Spyder-Fiend ignores movement restrictions caused by webbing.

Summon Demon (1/Day). The demon chooses what to summon. The Phisarazu Spyder-Fiend summons 1d4 Phisarazu Spyder-Fiend 1d4 or Spithriku Spyder-Fiend or 1d4 Kakkuu Spyder-Fiends these who show up through summoning cannot summon their own demon cohorts.

Actions

Multiattack. Lycosidilith Spyder-Fiend makes three attacks 2 claw attacks and one bite or 2 melee weapon attacks and the bite or 2 range attacks and one bite.

Morningstar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage.

Shortsword. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

Spider Bite *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (3d6 +6) piercing damage, plus 10 (3d6) poison damage and the target must make a DC 15 Constitution saving throw, failing the saving throw the creature suffers 1 level of exhaustion. *Protection from poison* stops or removes this condition.

Web Entanglement (Recharge 3-6) The Lycosidilith Spyder-Fiend release a cone 10 feet wide, out from the The Lycosidilith Spyder-Fiend on one end, to 40 feet wide cone on the other end, a total of 30 feet in length, Those in this area a subject to the effects similar to the *entangle* spell. The effected area is so effected for a full week until the physical webbing dissolves.

Glitter Strands (Recharge 5-6) The Lycosidilith Spyder-Fiend chooses a point up to 150 feet away and envelops the area in sparkling, golden webs glitter. All creatures and objects in a 10-foot radius sphere centered on that point are covered in glittering strands. Invisible creatures are outlined by the dust and all creatures covered in the strands have disadvantage on their Dexterity (Stealth) checks until the end of their next turn. In addition, each creature coated in the dust must succeed on a DC 14 Constitution saving throw or become blinded for 1 minute. At the end of each of its turns, the target can repeat the Constitution saving throw. On a success, the effect ends. The strands on that area can't be removed except by a fire covering that area.

Spider Silk The LycosidilithSpyder-Fiend can send a strand out 150 feet to help it climb or bridge gaps. The strand can support 1000 pounds and can be cut as an action or burned and broken by fire.

Teleport. The Lycosidilith Spyder-Fiend magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Spiders Cocoon The Lycosidilith Spyder-Fiend will cocoon an incapacitated or unconscious victim in 3 rounds. After this a creature will need 1 round to be released if their ally spends one round breaking the cocoon.

NPCs

'Cicer' Gnome Fighter/Illusionist

Small humanoid (humanoid), chaotic good

Armor Class 14 (*ring of protection*)

Hit Points 38 (3d10+6)+(3d6+6)

Speed 25 ft.

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

Saving Throws, Con +5, Int +6, Str +4, Wis +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 4 (1100 XP)

Action Surge: On the fighter's turn, they can take one additional action. Once this is used, they must finish a short or long rest before they can use it again.

Improved Critical: The fighter's weapon attacks score a critical hit on a roll of 19 or 20.

Second Wind: On the fighter's turn, they can use a bonus action to regain hit points equal to 1d10 + 1. Once this feature is used, the fighter finish a short or long rest before they can use it again.

Spellcasting. The illusionist is an 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): dancing lights, mage hand, minor illusion, poison spray

1st level (4 slots): color spray, disguise self,* mage armor, magic missile*

2nd level (3 slots): blindness/deafness, invisibility, mirror image,* phantasmal force**

*Illusion spell of 1st level or higher

Actions

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

Gnome Fighter/Illusionist (1st level)

Small humanoid (humanoid), chaotic good

Armor Class 13

Hit Points 14 (1d10+2)+(1d6+2)

Speed 25 ft.

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

Saving Throws, Con +4, Int +5, Str +3, Wis +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 2 (450 XP)

Second Wind: On the fighter's turn, they can use a bonus action to regain hit points equal to 1d10 + 1. Once this feature is used, the fighter finish a short or long rest before they can use it again.

Spellcasting. The illusionist is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): dancing lights, mage hand, minor illusion, poison spray

1st level (2 slots): color spray, disguise self,* mage armor, magic missile*

*Illusion spell of 1st level or higher

Actions

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

Gnome Fighter/Illusionist (2nd level)

Small humanoid (humanoid), chaotic good

Armor Class 13

Hit Points 30 (2d10+2)+(2d6+2)

Speed 25 ft.

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

Saving Throws, Con +4, Int +5, Str +3, Wis +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 3 (450 XP)

Second Wind: On the fighter's turn, they can use a bonus action to regain hit points equal to 1d10 + 1. Once this feature is used, the fighter finish a short or long rest before they can use it again.

Spellcasting. The illusionist is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): dancing lights, mage hand, minor illusion, poison spray

1st level (3 slots): color spray, disguise self,* mage armor, magic missile*

*Illusion spell of 1st level or higher

Actions

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

"Mazzel" Fighter/Rogue

Small humanoid (humanoid), chaotic good

Armor Class 16 (bracers of defense)

Hit Points 102 (7d10+14)+(8d8+14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15(+2)	18 (+4)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Saving Throws, Con +4, Int +5, Str +6, Dex +9

Skills Acrobatics +9, Athletics +3, Slight of hand +14, Stealth +14, Perception +11, Deception +10

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 9 (5000 XP)

Action Surge: On Mazzel's turn, they can take one additional action. Once this is used, they must finish a short or long rest before they can use it again.

Cunning Action. Mazzel can take the Dash, Disengage, or Hide action as a bonus action.

Evasion. If Mazzel 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.

Improved Critical: Mazzel's weapon attacks score a critical hit on a roll of 19 or 20.

Second Wind: On Mazzel's turn, they can use a bonus action to regain hit points equal to 1d10 + 1. Once this feature is used, Mazzel must finish a short or long rest before he can use it again.

Sneak Attack. Once per turn, Mazzel can deal an additional 14(4d6) damage if they have advantage on the attack roll or another enemy of the target is within 5 ft. of the target, the enemy is not incapacitated, and Mazzel does not have disadvantage on the attack roll.

Actions

Multiattack. Mazzel makes two +1 short sword attacks, one +1 dart attack, or 1 dagger attack or any combination of 3 attacks.

Short Sword. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Dart. *Ranged Weapon Attack:* +9 to hit 7 (1d4+5) piercing damage, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Turn Invisible Mazzel turns invisible(*ring of invisibility*) as an action. Anything he is wearing or carrying is turned invisible with him. He remains invisible until the ring is removed, until he attacks or casts a spell, or until he uses a bonus action to become visible again.

Reactions

Uncanny Dodge. Mazzel halves the damage that he takes from an attack that hits him. Mazzel must be able to see the attacker.

"Ciellan" Elf Fighter/Rogue

Medium humanoid (humanoid), lawful evil

Armor Class 18 (+2 leather armor)

Hit Points 141 (10d10+20)+(10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	18 (+4)	15 (+2)	10 (+1)	11 (+0)	11 (+0)

Saving Throws, Con +4, Int +4, Str +7, Dex +9

Skills Acrobatics +9, Athletics +4, Slight of hand +14, Stealth +14, Perception +11, Deception +10

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvin

Challenge 10 (5900 XP)

Action Surge: On Ciellan's turn, they can take one additional action. Once this is used, they must finish a short or long rest before they can use it again.

Cunning Action. Ciellan can take the Dash, Disengage, or Hide action as a bonus action.

Evasion. If Ciellan 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.

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

Improved Critical: Ciellan's weapon attacks score a critical hit on a roll of 19 or 20.

Second Wind: On Ciellan's turn, they can use a bonus action to regain hit points equal to 1d10 + 1. Once this feature is used, Ciellan must finish a short or long rest before he can use it again.

Sneak Attack. Once per turn, Ciellan can deal an additional 14(4d6) damage if they have advantage on the attack roll or another enemy of the target is within 5 ft. of the target, the enemy is not incapacitated, and Ciellan does not have disadvantage on the attack roll.

Actions

Multiattack. Ciellan makes two +3 longsword attacks, one +1 dart attack, or 1 dagger attack or any combination of 3 attacks.

Long Sword. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+7) slashing damage.

Reactions

Uncanny Dodge. Ciellan halves the damage that he takes from an attack that hits him. Ciellan must be able to see the attacker.

'Ruusa' Elf Cleric/Wizard

Medium humanoid (humanoid), lawful evil

Armor Class 14 (*ring of protection*)

Hit Points 38 (3d10+6)+(3d6+6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	16 (+3)	17 (+3)	13 (+1)

Saving Throws, Con +5, Int +6, Str +4, Wis +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 4 (1100 XP)

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

Spellcasting. The Wizard is a 9th-level and cleric 10th level wizard. their spellcasting ability is (spell save DC 14, +6 to hit with spell attacks). The

necromancer has the following wizard spells prepared:

Cantrips (at will): dancing lights, mage hand, minor illusion, poison spray
1st level (4 slots): color spray, disguise self,* mage armor, magic missile*
2nd level (3 slots): blindness/deafness, invisibility, mirror image,* phantasmal force**
**Illusion spell of 1st level or higher*

Actions

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

"Lynnya" Elf Ranger/Wizard

Medium humanoid (humanoid), lawful good

Armor Class 16 (*mithral chain mail*)

Hit Points 30 (5d10+20)+(5d6+20)

Speed 30 ft.

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

Saving Throws, Con +6, Int +6, Str +6, Dex +7

Skills Acrobatics +7, Athletics +6, Stealth +7, Perception +6

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvin

Challenge 10 (5900 XP)

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

Spellcasting. Lynnya is a 5th-level ranger and a 5th level wizard, her spellcasting ability is (spell save DC 14, +6 to hit with spell attacks). Lynnya has the following wizard spells prepared:

Cantrips (at will): dancing lights, mage hand, minor illusion, poison spray
1st level (6 slots): alarm, animal friendship, featherfall, mage armor, magic missile
2nd level (5 slots): invisibility, mirror image, misty step, pass without trace, web*
3rd level (3 slots): fly, haste, lightning bolt

Actions

Multiattack. Lynnya makes two +3 longsword attacks, one +1 dart attack, or 1 dagger attack or any combination of 3 attacks.

Long Sword. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d8+7) slashing damage.

Special Items

Medallion of thought projection

Wondrous Item, uncommon (requires attunement)

This seems to be a Medallion of Thoughts but it is actually cursed to do the opposite.

Curse. This medallion is cursed. Attuning to it curses you until you are targeted by the remove curse spell or similar magic. Removing the medallion fails to end the curse on you. Whenever an enemy is within range (30 feet) you must make a successful DC 16 Wisdom saving throw or you will alert the enemy of your position, this is done in secret by the DM. The curse can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. A creature with an Intelligence of 3 or lower or one that doesn't speak any language can't detect you.

Net of Entrapment

Weapon (net), very rare

This well made flexible metal net has the ability to restrain up to 2 opponents. When tossed onto a 10 foot by 10 foot area, the Large or smaller targets are required to make a successful DC 18 Dexterity saving throw or become restrained. A creature can use its action to cut the flexible net strands by hitting its AC 30 and doing 15 points of slashing damage. Attacking with the net is a full action. The creatures can escape the net with a successful DC 18 Dexterity made at disadvantage as the net fights to contain its prize.

Oil of fiery burning

Potion, rare

When this oil is exposed to air it immediately bursts into flame, causing 17 (5d6) points of fire damage to any creature within a 10 foot radius, unless a successful DC 15 Dexterity saving throw is made for half damage. The oil can be hurled for 20/60 feet in its fragile container, the flask will always break. Any creature within 10 feet of the point of impact will be affected.

Ointment of Protection from Fungi

Potion, very rare

This ointment is an original creation of the drow alchemist "Istovahn". It is kept in sealed jars, this liquid is to be applied to the skin. The application lasts for 24 hours and makes its user invulnerable to most fungi poison damage, including the special attacks of violet fungi. A creature coated in the ointment is also protected from the disease of gas spores.

Wand of Size Alteration

Wand, uncommon

This wand has 6 charges. This simple hardwood wand. While holding it, you can use an action to expend 1 or more of its charges to cast the *enlarge/reduce* spell from it. The wand regains 1d4 + 2 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand shrinks to a toothpick and is just that.

Wand of Vapors

Wand, rare

This wand has 6 charges. This metal and carved wand has steam and vapor embellishments. While holding it, you can use an action to expend a charge choosing what form you wish it to emit. **1.** can cast *stinking cloud* up to a range of 120ft and lasts for 1 minute without a need for concentration or until dispelled. (alternately **1.** can project scalding steam in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 32 (9d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage. Using more charges adds 1d6 for each charge to the damage done.) **2.** can cast *fog cloud* at any point in 120 feet, using more charges increases the level of the spell and adds 20 feet to the radius of the spell. **3.** Using 2 charges can cast *cloudkill* at 5th level using additional charges, the damage increases by 1d8 for each charge after the initial 2 used to cast the spell.

"Zephrus" +3 Sentient Longsword

Weapon (Longsword), legendary (requires attunement)

This +3 sword has the special purpose to overthrow Chaos. Firstly by protecting the wielder by giving a +2 to all saving throws needed against chaotically aligned creatures attacks to the wielder of Zepherus, as well as granting resistance to all damage from chaotically aligned creatures. Secondly once per month it can *shapechange* into any lawful creature which grasped it in the last month for one hour.

Sentience. "Zephrus" is a lawful neutral weapon with an Intelligence of 13, a Wisdom of 14 and a Charisma of 20. It has hearing and darkvision put to the range of 120 feet. If a creature wielding "Zephrus" goes against the swords will the sword attempts to take control. The wielder must make a DC 17 charisma saving throw. On a failed save the wielder is charmed by the sword for 1d12 hours. While charmed, the wielder must try to follow the item's commands. If the wielder takes damage, it can repeat the saving throw, ending the effect on a success. Whether the attempt to control its user succeeds or fails, the item can't use this power again until the next dawn.

Personality

It is generally a quiet sword and allows the wielder control over it unless some egregious act against Law occurs.

Spells

Airy Water

5th-level Transmutation

Casting Time: 1 action

Range: Self (20 foot sphere centered on the caster)

Components: S, M (A small handful of alkaline bath salts)

Duration: 1 hour

This spell turns normal water (or watery solutions) into a substance that is as habitable and breathable as air. Both air-breathing and water-breathing creatures within the area can breathe normally. Moving through airy water is easier than moving through normal water. Creatures with a swim speed can simply use their swim speed without penalty. Creatures

can instead use their land speed to move along the bottom at their normal speed. *Airy water* negates underwater combat penalties for all melee attacks, although ranged attacks still take the normal underwater penalty out side of the area of effect. Material Component: A small handful of alkaline bath salts.

Erase

2nd-level abjuration

Casting Time: 1 action

Range: touch

Components: S

Duration: Instantaneous

Energies of the arcane remove writings that the caster is touching. The can be either magical spells or mundane text, markings from a scroll from a few two pages of paper, parchment, or similar surfaces. It more importantly removes glyphs of warding, and other types of arcane marks. Whilst removing magical writing or symbols the caster must make a successful DC equaling 10 + the spell's level using their spellcasting ability. On a success, the glyph or spell is erased and has no effect. On a failure the glyph activates or magical writing on spell scrolls and books resist being erased.

The Rod of Seven Parts

The Rod of Seven Parts written here to update its many features to match as close as possible what was in the original tome.

The Rod of Seven Parts

Weapon (staff), artifact (requires attunement)

Powers of Individual Segments, all such magic from the *Rod* cannot be suppressed by an *Antimagic field*.

1. The 4 inch or 10.16 centimeter segment attached to an ebony handle, allows the user to cast *cure wounds* 5 times per day healing for 10 (1d8+5), it regains all expended charges daily at dawn. Command word and name is *Ruat*.

2. The 5 inch or 12.7 centimeter segment can cast *slow* once per day with a 23 round duration, it regains all expended charges daily at dawn. This section of the rod's command word and name is *Coelum*.

3. The 6 inch or 15.24 centimeter segment can cast *haste* once per day, it regains it's charge daily at dawn. with a duration of 23 rounds. The name and command word is *Fiat*.

4. The 8 Inch or 20.32 centimeter segment can cast *gust of wind* up to 5 times a day, it regains all expended charges daily at dawn. The Gust is 600 feet long. The creatures caught in this gust will need a successful DC 19 Strength saving throw or be pushed 30 feet away in a direction following the line. The name and command word is *Justitia*.

5. The 10 inch or 25.4 centimeter segment can cast *true seeing* once per day for 20 rounds it regains it's charge daily at dawn. The name and command word is *Ecce*.

6. The 12 in or 30.48 centimeter segment casts *hold monster* once per day lasting for 20 rounds, it regains it's charge daily at dawn. The name and command word is *Lex*.

7. The 15 inch or 38.1 centimeter segment can cast *heal* one a day, it regains it's charge daily at dawn. The name and command word is *Rex*.

Assembling the Rod

At any point, any two segments of the rod come within 1 foot of each other the largest teleports 1d100 miles away. This cannot be prevented unless a unique ritual is done for each of the parts. Special Magical Glyphs scribed in a very rare 300gp valued Ink are the key to having each part join. appropriately equipped Bard, Cleric, Wizard or Sage can attempt it. They write for 1 hour the one symbol required to allow one segment to come into contact with the other. This is done for each segment of the rod. They must make a successful DC 25 Spell Scribe check, with a combined Arcana and Sleight of hand values added together. Those failing the check will learn of their failure only when bringing the two segments together and the larger of the 2 teleporting 1d100 miles away. The Failed Glyphs must be removed by *dispel magic* or *erase*.

Major powers are activated by the segments that are joined, regardless of their order. i.e. **any** 2 segments would be the shortest segment and the next shortest and their names respectively would be the command (6 inch segment and the 8 inch segment would bestow *fly* at will and be activated by the command word *Fiat Justitia* read as an action. The following are how the *Major Powers* are handed out.

Two contiguous segments joined bestow flight as the 3rd level wizard spell *fly* at will.

Three segments contiguously joined bestow wielder with has advantage on saving throws against spells and other magical effects. The unit can be used as a blunt weapon and functions as a +1 *Mace*. These powers are continuous and don't require command words.

Four segments allow the user cast *control winds* twice per day. The unit functions as a +2 *Mace*.

• Five segments grant the power to *shapechange* once per day. The unit functions as a +3 *quarterstaff*.

• Six segments allow the user to wind walk once a day. The unit functions as a +3 *quarterstaff*.

• Seven segments can enable the wielder to cast *greater restoration* once per day. In melee the staff functions as a +3 *quarterstaff*. The unit can also be employed as a piercing weapon with the same characteristics as a +3 Javelin.

Side effects are detailed on page 9 of Book III. Side effects are cumulative.

Who touches the rod or segment thereof is the one it influences.

Chaos gates show up when powers are cumulatively used. **Resonant Powers** are for the segments that are joined in sequence and cumulative after joining. These powers cannot be suppressed by an *antimagic field*.

Segments 1 and 2: Instead of flight as the wizard spell *fly*, user can, at will, fly at a speed of 80 feet, with hummingbird-like maneuverability.

Segments 1, 2, and 3: The wielder gains the equivalent of advantage on skill checks when negotiating with Air Elementals and other natives of the Elemental Plane of Air. The power is without need for an action and requires only their voice.

Segments 1, 2, 3, and 4: The wielder gains the ability to cast *charm monster* over Air Elementals and creatures from the Elemental Plane of Air. The creature must make a successful DC 20 Wisdom saving throw or be charmed by the wielder of the Rod. The ability is unlimited but the caster may only attempt to charm the same creature once a day.

Segments 1, 2, 3, 4, and 5: The Rod bearer can cast *control weather* once per day, resetting at dawn.

Segments 1, 2, 3, 4, 5, and 6: The Wielder can cast *whirlwind* once per day, resetting at dawn, and has advantage on Concentration saving throws if damaged during the use of the spell.

Segments 1, 2, 3, 4, 5, 6, and 7: The wielder can cast *resurrection*, except the creature targeted is returned to life without any penalties incurred from being dead. Using this power always causes the Rod to scatter. This is one way to lose the pursuit of the Queen of Chaos.

The Rod of Seven Parts Reference Sheet

Magic Items

1. **Large Shield +2** (p.14)
2. **Warhammer +1** (p.16)
3. **(24) Flight Arrows +1** (p.16)
4. **(2) Extra Healing** (Superior Healing, p.23)
5. **(3) Potions of Fire Breath** (p.23)
6. **Bead of force** (19. Naga Lair p.23)
7. **Rod of Seven Parts (first segment)** (p.23)
8. **Ring of Sustenance** (special item 22. p.25)
9. **(2) Short Swords +1** (p.27)
10. **Gem of Brightness** (special. Bars, p.27)
11. **Wand of Size Alteration** (4. Bars, p.27)
12. **Ring of protection +2** (p.32)
13. **Bracers of defense** (p.33)
14. **Sentient Long sword +2** (p.33)
15. **Medallion of ESP (5E of thoughts)** (p.33)
16. **Potion of Invisibility** (p.33)
17. **Oil of fiery burning** (p.33)
18. **Long sword +1** (p.33)
19. **Leather armor +2** (p.33)
20. **Rod of Seven Parts (first segment)** (p.35)
21. **Rod of Seven Parts (first segment)** (p.37)
22. **Ring of invisibility** (p.43)
23. **(6) Darts +1** (p.43)
24. **Short sword +1** (p.43)
25. **(3) Dust of Sneezing and choking** (p.43)
26. **Medallion of thought projection(cursed)** (p.43)
27. **(2) Potions of water breathing** (p.44)
28. **Scroll w/airy water** (p.44)
29. **Wand of polymorph** (p.44)
30. **Gauntlets of fumbling** (p.44)
31. **Long sword +2 (drow made)** (p.49)
32. **Ring of spell storing w/ alter self, darkness, gaze reflection*, floating disk**(p.49)
33. **Ointment of protection from fungi** (p.53)
34. **Ointment of protection from fungi** (p.57)
35. **(4) Jars of Type N contact poison** (p.57)
36. **Ointment of protection from fungi** (p.61)
37. **Net of entrapment** (special item, p.61)
38. **Potion of invisibility** (p.61)
39. **(3) Javelins of lightening** p.61)
40. **Potion of invisibility** (f p.61)
41. **Rod of Seven Parts (second segment)** (p.70)
42. **Cloak of the manta ray** (p.70)
43. **Philter of love** (p.70)
44. **Nolzur's marvelous pigments** (p.70)
45. **Leather armor +2** (p.76)
46. **Long sword +3 spider slayer** (p.76)
47. **Cloak of arachnida** (p.76)
48. **Boots of striding and springing** (p.76)
49. **Carpet of flying** (p.76)
50. **Wand of vapors** (used by Ruusa, p.76)
51. **Bracers of Defense** (p.76)
52. **Ring of protection** (p.78)
53. **Rod of Seven Parts (third segment)** (p.79)

54. **Mace +3** (p.83)
55. **Shield +3, -1 vs missiles** (p.86)
56. **Light (spell) batons** (p.92)
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57. **Long sword +2** (p.8)
58. **Ring of telekinesis** (p.15)
59. **Potion of Diminution** (p.15)
60. **Efreeti hair lock** (Naala, Ibbitstaad p.15)
61. **The Rod of Seven Parts (Segments 4 and 5)**
62. **Short sword +1** (Jory Staable p.23)
63. **Ring of Protection** (p.30)
64. **Mace +2** (p.30)
65. **Spell scroll (true seeing)** (p.30)
66. **Potion of levitation** (p.30)
67. **Potion of speed** (p.30)
68. **Ring of truth telling**(p.30) Waterdeep Dragon Heist Adv. Insight.
69. **The Rod of Seven Parts (Segment 6)** (p.31)
70. **Club +3** (p.31)
71. **Sentient Long Sword +3 "Zephros"** (p.44)
72. **The Rod of Seven Parts (Segment 7)** (p.51)
73. **(2) Moringstar +3** (p.54)
74. **Scimitar of speed +3** (p.54)
75. **Scimitar of chaos +3** (p.54)

Book III: Side Treks Chaos Gates

76. **Giant Trident +3** (p.21)
77. **Short sword +3 vaati blade**(p.30)
78. **Dagger +3 vaati blade**(p.30)
79. **(20) (sheaf) arrows +2** (p.30)
80. **Portable hole** (p.30)
81. **Ring of shooting stars** (p.30)
82. **Oil of slipperiness**(p.30)
83. **Potion of fire giant strength** (p.30)
84. **Iron bands of Bilarro** (p.30)
85. **Hat of disguise** (p.30)
86. **Wind chariot** (special item, p.30)
87. **Staff of the magi (13 charges)** (p.30)
88. **Ring of mind shielding** (p.30)
89. **Cloak of displacement** (p.30)

Monsters

1. **Ogre (4)** (pg. 9, MM 237, (450 XP)
2. **Orcs (10)** (pg. 9, MM 246, (100 XP)
3. **Troll (10)** (pg. 9, MM 291,(1800 XP)
4. **Orcs (6)** (pg. 12, MM 246, (100 XP)
5. **Ettin** (pg. 14, MM 132, 1100 XP)
6. **Ettin** (pg. 15, MM 132, (1100 XP)
7. **Ogre (4)** (pg. 15, MM 237, (450 XP)
8. **Orcs (10)** (pg. 17, MM 246, 100 XP)
9. **Orcs (2)** (pg. 18, MM 246, (100 XP)
10. **Orcs (18)** (pg. 19, MM 246, (100 XP)
11. **Orcs (8)** (pg. 20, MM 246, (100 XP)
12. **Carrion Crawler (3)** (pg. 20, MM 37, (100 XP)
13. **Troll (2)** (pg. 21, MM 291, 1800 XP)
14. **Ogre (4)** (pg. 21, MM 237, (450 XP)
15. **Troll (3)** (pg. 22, MM 291, 1800 XP)
16. **Glass Golem (2)** (pg. 22, see below, (5000 XP)

17. **Ogre (5)** (pg. 23, MM 237, (450 XP)
18. **Troll** (pg. 23, MM 291, (1800 XP)
19. **Dark Naga "Osakay"** (pg. 24, (10000 XP)
20. **Troll** (pg. 25, MM 291, (1800 XP)

At the Sign of the Golden Cockatrice

1. **Hound of Law** (pg. 26, (see below), (450 XP)
2. **Lycosidilith Spyder-Fiend** (pg. 27, (see below), (3900 XP)
3. **Attendant as Veteran** (pg. 27, MM 350, CR 3 (XP 700)
4. **Fane and Vaja as Thugs** (pg. 28, MM 350, CR ½ (100 XP)
5. **Cockatrices (4)** (pg. 28, MM 42, CR ½ (100 XP)
6. **Kitchen Staff as Commoners** (MM 345, 10 XP)
7. **Attendant as Veteran** (MM 350, (XP 700)
8. **"Lynnny" Ranger 5/Wiz 5** (XP 10000)
9. **Tailleur as Scout** (pg. 31, MM 349, (100 XP)
10. **"Cicer" as Illusionist 3/Fighter 3** (450 XP)
11. **Gnomes as Illusionist 1/ Fighter 1 Gnomes** (pg. 33, (see below) (200 XP)
12. **Lowel as Bard** (pg. 33, VGTm 211, CR2 (450 XP)
13. **Cheal as Guild Rouge** (see below), (700 XP)
14. **Cheal's Thugs as Thugs** (MM 350, (100 XP)
15. **Rance Norve as Scout** (pg. 35, MM 345, (100 XP)
16. **Kakkuu Spyder-Fiend (5)** (see below) (200XP)

Incident At The Footbridge

1. **Eudora as Mage** (pg. 39 MM 347, (1100 XP)
2. **Kakkuu Spyder-Fiend (4)** (pg. 39, (200 XP)

Spelunking

1. **"Mazzel" as Fighter 7/Rogue 8** (5000 XP)
2. **Gnomes as Fighter 2/Illusionist 2 (4)** (450XP)
3. **"Thisbe" Giant Badger** (pg. 43, MM 323, 50 XP)
4. **Shriekers (5)** (pg. 44, MM 138, CR 0 (10 XP)
5. **Umber Hulk** (pg. 46, MM 292, CR 5 (1800 XP)
6. **Skum (8) as Kuo-Toa** (pg. 47, MM 199, (100 XP)
7. **Phase Spider (7)** (pg. 48, MM 334, (700 XP)
8. **"Naltecattl" Couatl** (pg. 48, MM 43, (1100 XP)
9. **Drider Cleric: variant (3)** (MM 120, (2300XP)
10. **Drider Mage: spellvari.** (MM 120, (2300 XP)
11. **Watch Spider as Giant Spider (2)** (200 XP)
12. **Watch Spider as G. Spider 2)** (MM 328, 200XP)
13. **Watch Spider as G. Spider 4)** (MM 328, (200XP)
14. **Shriekers (5)** (pg. 50, MM 138, (10 XP)
15. **Skum (8) as Kuo-Toa** (MM 199 CR 1 (200 XP)
16. **Skum (2) as Kuo-Toa** (MM 199, (200 XP)
17. **Skum (20) as Kuo-Toa** (MM 199, (200 XP)
18. **Skum (2) as Kuo-Toa** (MM 199, (200 XP)
19. **Giant Leeches as Insect Swarm** (MM 338, 100XP)
20. **Cave Fisher** (pg. 55, VGTm 130, (700 XP)
21. **Shriekers (5)** (pg. 56, MM 138, (10 XP)
22. **Violet Fungi (4)** (pg. 56, MM 138, (50 XP)
23. **Skum Overseer (4) as Kuo-Toa Mon.** (pg. 57)
24. **Skum Workers (10) as Kuo-Toa** (pg. 57 (200XP)
25. **Eye of the Deep** ((see below), (10000 XP)
26. **"Istovahn" as Evoker** (pg. 61, (5000XP)
27. **Kuo-Toa Monitor** (pg. 61, MM 198, (700 XP)
28. **Kuo-Toa** (pg. 62, MM 199, CR 1 (200 XP)
29. **Giant leeches as Insect swarm (3)** (100 XP)
30. **Young Aboleth** (pg. 65, MM 14, (2900 XP)
31. **Giant Crayfish** (pg. 65, TftYP 235, (450 XP)
32. **Illusory Aboleth as Aboleth** (pg. 65, (5900XP)

33. **Skum (5) as Kuo-Toa** (pg. 66, MM 199, (200XP)
34. **Skum (10) as Kuo-Toa** (MM 199, (200 XP)
35. **Gargantuan Crayfish** (1800 XP)
36. **Gargantuan Crayfish** (TftYP 235, (1800XP)
37. **Giant Crayfish** (pg. 65, TftYP 235, (450 XP)
38. **Illusory Purple Worm as Purple Worm)**
39. **Aboleth** (pg. 69, MM 14, CR 10 (5900 XP)

Uninvited Guests

1. **Orcs (5)** (pg. 74, MM 246, (100 XP)
2. **Men as Commoner (4)** (pg. 74, MM 345, (10 XP)
3. **"Kieran" Young Silver Dragon** (MM 118, 5000XP)
4. **"Ciellan"** (see below), (10000 XP)
5. **"Ruusa" Cleric 9/Wiz 10** (see below) (10000 XP)
6. **"Yurik" "Nalani" Cloud Giants (2)** (5000 XP)
7. **"Siiri" Fire Giant** (MM 154, (5000 XP)
8. **"Yavair" "Zena" Adult Silver Dragons (2)**
9. **Troll (4)** (pg. 81, MM 291, (1800 XP)
10. **Cloud Giant** (pg. 81, MM 154, (5000 XP)
11. **Troll (10)** (pg. 81, MM 291, (1800 XP)
12. **Cloud Giant** (pg. 82, MM 154, 5000 XP)
13. **Troll (4)** (pg. 82, MM 291, (1800 XP)
14. **Griffons (8)** (pg. 83, MM 174, (450 XP)
15. **Cloud Giant** (pg. 83, MM 154, (5000 XP)
16. **Troll** (pg. 84, MM 291, (1800 XP)
17. **Troll (10)** (pg. 84, MM 291, (1800 XP)
18. **Cloud Giants (2)** (pg. 86, MM 154, (5000 XP)
19. **Ogre (2 or 10)** (pg. 86, MM 237, CR 2 (450 XP)
20. **Hell Hounds (2)** (pg. 86, MM 182, (700 XP)
21. **Ogres (2)** (pg. 87, MM 237, CR 2 (450 XP)
22. **Hell Hounds (2)** (pg. 87, MM 182, (700 XP)
23. **Fire Giants (2)** (pg. 88, MM 154, (5000 XP)
24. **"Cook" Cloud Giant** (MM 154, 5000 XP)
25. **Ogres (6)** (pg. 90, MM 237, CR 2 (450 XP)
26. **Cloud Giant** (pg. 90, MM 154, (5000 XP)
27. **Spotted Lion as Lion** (MM 331, (200 XP)
28. **Cloud Giant** (pg. 91, MM 154. (5000 XP)
29. **"Diomed" Cloud Giant** (MM 154. (5000 XP)
30. **Fire Giants (2)** (pg. 92, MM 154, (5000 XP)
31. **Fire Giants (3)** (pg. 93, MM 154, (5000 XP)
32. **Hell Hound** (pg. 93, MM 182, (700 XP)
33. **Cloud Giant s (3 or 6)** (MM 154, (5000 XP)
34. **Spotted Lion as Lion (2)** (MM 331, (200 XP)
35. **Spotted Lion as Lion (5 or 7)** (MM 331, (200XP)
36. **Cloud Giant** (pg. 96, MM 154, (5000 XP)
37. **"Ariele" Young Silver Dragon** (5000 XP)

Hospitality: Book II

1. **Jann** (pg. 5, (see below), (2900 XP)
2. **Smoke Mephit** (pg. 7, MM 217, (50 XP)
3. **Mule (6)** (pg. 7, MM 333, (25 XP)
4. **Giant Rats (20)** (pg. 8, MM 327, (25 XP)
5. **"Fennek" Wererat** (pg. 8, MM 209, (450)
6. **Smoke Mephit (3)** (pg. 9, MM 217, (50 XP)
7. **Smoke Mephit (2)** (pg. 9, MM 217, (50 XP)
8. **Giant Rats (7)** (pg. 10, MM 327, (25 XP)
9. **Jann (3)** (pg. 12, (see below), (2900 XP)
10. **Jann** (pg. 12, (see below), 2900 XP)
11. **Medusae (6)** (pg. 13, MM 214, (2300 XP)
12. **Jann (4)** (pg. 13, (see below), 2900 XP)
13. **Imp** (pg. 14, MM 76, (200 XP)

- 14.Efreeti (2)** (pg. 15, MM 145,7200 XP)
- 15.“Asaph” Jakalwere** (pg. 15, MM 193, (100 XP)
- 16.Illusory Horsemen (40)** (see below),(450 XP)

The Forgotten Temple: Book II

- 1.Ghouls (13)** (pg. 22, MM 148, CR 1 (200 XP)
- 2.Ghast (2)** (pg. 23, MM 148, CR 2 (450 XP)
- 3.“Jory” Lycosidilith Spyder-Fiend** (10000 XP)
- 4.“Unholy”Water Weird**(MM 299,(700 XP)
- 5.Black Abishai (5)** (pg. 26, MtoF 160, (2900 XP)
- 6.Wights (9)** (pg. 27, MM 300, CR 3 (700 XP)
- 7.“Deitrich” Mummy Lord** (MM 229,(13000 XP)
- 8.“Ulthut”Pit Fiend: sumr variant**(25000 XP)
- 9. Cloakers (4)** (pg. 33, MM 41, CR 8 (3900 XP)
- 10.Stirges (28)** (pg. 34, MM 284, CR 1/8 (25 XP)
- 11.Roper** (pg. 35, MM 261, CR 5 (1800 XP)
- 12.Mimic** (pg. 36, MM 220. CR 2 (450 XP)
- 13.“Killer” Giant Mimic** (WDH 122, (700 XP)
- 14.Green Slime Hazard** (pg. 37, DMG pg. 195)
- 15.Green Abishai (5)**(pg. 37,MtoF 162,(13000 XP)
- 16.Giant Rat (20)** (pg. 38, MM 327, (25 XP)
- 17.Kakkuu Spyder-Fiend (4)**(450 XP)
- 18.Spittthriku Spyder-Fiend (2)** (1800 XP)

Special Creatures

Miska The Wolf Spider

Huge fiend, chaotic evil

Armor Class 27 (natural armor)

Hit Points 235 (25d8+125) (117 when first encountered)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)/21 (+5)	18 (+4)	20 (+5)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Con +9, Int +6, Wis +5

Skills History +9, Insight +13, Perception +6, Religion +5

Damage Resistances bludgeoning, cold, lightning

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

Condition Immunities blinded, charmed, deafened

Senses truesight 120 ft, passive Perception 16

Languages Abyssal, Common, Draconic, Elvish, Giant, Infernal, Primordial

Challenge 25 (73,000 XP)

Special Equipment. Miska carries giant sized weapons a +3 *Scimitar of Speed* and, +3 *Scimitar of Chaos* (see below) that disintegrates Lawful opponents and two mace called Alpha and Omega both are +3 *giant mace*.

Innate Spellcasting. Miska's spellcasting ability is Charisma (spell save DC 18). Miska can innately cast the following spells, requiring no material components:

At will: *darkness*, *fear* (as *wand of fear*)

3/day each: *mirror image*, *slow*, *confusion*

1/day each: *counterspell*, *shapechange*

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

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

Rejuvenation. Miska's body turns to dust when he drops to 0 hit points, and his equipment vanishes. He gains a new body after 1d10 days, regaining all his previous maximum hit points and becoming active again. He appears within the Citadel of Chaos, in a location which is hidden.

Regeneration. Miska regains 10 hit points at the start of his turn if he has at least 1 hit point.

Actions

Multiattack. Miska makes seven attacks: two bites, 2 attacks with the +3 *Scimitar of Speed* (3d8+5 or 9), 1 attack with the +3 *Scimitar of Chaos* with his giant scimitars, and 2 attacks with a +3 *giant mace*

Wolf Bite. *Melee Weapon Attack:* +11 or +14 to hit, reach 10 ft., one creature. Hit: 16 or 19 (2d10+5 or +9) piercing damage plus 10 (3d6) poison damage and the creature must make a successful DC 18 Constitution saving throw or fall asleep until shaken awake.

Scimitar of Speed. *Melee Weapon Attack:* +13 or +17 to hit, reach 10 ft., one creature. Hit: 21 or 25 (3d8+8 or 12) slashing damage.

Scimitar of Chaos. *Melee Weapon Attack:* +13 or +17 to hit, reach 10 ft., one creature. Hit: 21 or 25 (3d8+8 or 12) slashing damage on the roll, when Miska rolls a natural 20 on an attack roll made with this scimitar it *disintegrates* the target hit, destroying the creature and anything its holding entirely.

Mace. *Melee Weapon Attack:* +13 or +17 to hit, reach 10 ft., one creature. Hit: 21 or 25 (3d8+8 or 12) bludgeoning damage.

Silk of the Web (3/Day). Miska brings into being an effect similar to *entangle* but with strands of web from his spinneret.

Silken Mist (3/Day). Miska brings into being a water proof sticky web wrought globes filled with poison. The globe can be hurled grenade like up to 60 feet away at targets and exploding in a 15 foot cube for 42 (8d8) poison damage and the targets must make a successful DC 18 Constitution saving throw for half damage and to avoid being blinded and unable to speak for 1 minute.

Fiendish Ichor Any creature using a slashing weapon or piercing weapon to damage Miska lets loose a jet of Ichor at the attacker damaging them for 12 (1d10+7) acid damage.

Summon Demon (3/Day). Miska has a 100 percent chance of summoning 1d4 **Raklupises Spyder-Fiend** demon.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

Legendary Actions

Miska 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. Miska regains spent legendary actions at the start of his turn.

Attack. Miska makes one attack.

Teleport. Miska magically teleports, along with any equipment he is wearing and carrying, up to 120 feet to an unoccupied space he can see.

Retreating Strike (Costs 2 Actions). Miska moves up to his speed without provoking opportunity attacks. Before the move, he can make one mace attack

The Queen of Chaos

Gargantuan fiend, Chaotic evil

Armor Class 25 (natural armor)

Hit Points 305 (30d8+120)

Speed 20 ft, swim 40 ft,

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	22 (+6)	25(+7)	22 (+6)	18 (+4)

Saving Throws Con +12, Int +12, Wis +11

Skills Arcana +12, History +12, Insight +11, Perception +12, Religion +11

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from magic weapons

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

Condition Immunities blinded, charmed, deafened, poisoned, stunned

Senses truesight 120 ft., passive Perception 20

Languages Abyssal, Common, Giant, Infernal, Primordial

Challenge 26 (90,000 XP)

Amphibious. The Queen of Chaos can breathe air and water.

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

At will: *confusion, mirror image, magic missile, tongues, clairvoyance, telekinesis, shape change, slow*

6/day each: *suggestion, polymorph other, deathfog, shocking grasp, eyebite*

3/day each: *chain lightning, domination, mass suggestion, mass polymorph, symbol*

Legendary Resistance (3/Day). If The Queen of Chaos fails a saving throw, she can choose to succeed instead.

Actions

Multiattack. The Queen of Chaos makes two attacks with her Trident, 2 attacks with Her Tentacles, and one Bite if within range of a grappled opponents.

+3 Trident "Sanguiscaligo" *Melee Weapon*(60/180) **Attack:** +17 to hit, reach 15 ft., one creature. Hit: 32 (4d10+10) piercing damage. If hurled it is recovered immediately by pulling the adamantine tether attached to it and her many shorter tentacles and free hand make good use of it, to make sure its back in her hand ready to use again if it was thrown.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target which is grappled. Hit: 16 (2d8 + 7) piercing damage. The if target is a Large or smaller creature that grappled by the Queen of Chaos and reeled to her maw, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the Queen of chaos, and it takes 32 (8d6) bludgeoning damage at the start of each of the Queen of Chaos's turns.

Fling. One Large or smaller object held or creature grappled by the Queen of Chaos is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

Haul. As a bonus action The Queen of Chaos pulls one creature grappled by it up to 30 feet straight toward it.

Chaos Storm. The Queen of Chaos magically creates three arcs of lightning, each of which can strike a target the Queen of Chaos can see within 120 feet of it. A target must make a DC 20 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save and being knocked back 15 feet, or half as much damage on a successful one and holding their ground.

Taunt. The Queen of Chaos can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the Queen of Chaos, the target must succeed on a DC 20 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the Queen of Chaos's next turn

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 60 ft., one target. Hit: 17 (3d6 + 7) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target suffers and additional 17 (3d6 + 7) bludgeoning damage from being crushed and is restrained, has disadvantage on Strength checks and Strength saving throws, and the Queen of Chaos can't use the same tentacle on another target. The Queen of Chaos has two tentacles to do this with, each of which can grapple one target.

Legendary Actions

The Queen of Chaos form 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 Queen of Chaos regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The Queen of Chaos makes one tentacle attack or uses its Fling.

Chaos Storm (Costs 2 Actions). The Queen of Chaos uses Chaos Storm.

Chaos Cloud (Costs 3 Actions). The Queen of chaos expels an ink cloud in water, mist in air a 30-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the Queen of Chaos. Each creature other than the Queen of chaos that ends its turn there must succeed on a DC 20 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current or wind disperses the cloud, which otherwise disappears at the end of the Queen of Chaos's next turn.