



Removing the Taint



Riswyn Rumnaheim, a young female dwarf, has recently discovered that her sister has survived the Rage of Demons, but alas, this sister has been tainted by the Abyssal presence of the demon that owns her soul. She is on the lookout for adventurers to help her remove the taint, allowing her to recover at least some of the family that she lost. The characters will discover how to cleanse the soul and in so doing put down a rising evil that may threaten the surface. A Four-Hour Adventure for Tier 3 Characters. Optimized for APL 13.

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Adventure Primer

"You know what "legacy" means? It's what you pass down to your children, and your children's children. It's what remains of you when you're gone."

-Tywin Lannister

Background

Some time after winning the Smithing Trials, RISWYNN RUMNAHEIM has become a well-renowned and wealthy blacksmith in the EARTHSPUR MINES. Despite her recent success she is still haunted by the fact that her sister MARDRED'S soul is owned by the demon that had corrupted her.

Wishing to maintain the honor of her clan and restore whatever might remain of her family Riswynn is hiring adventurers to restore her sister's soul and provide her peace in the afterlife.

To do so the characters will seek the help of the dracolich ZINOVIX and who will help the adventurer's travel to MAERIMYDRA, a fire giant city located deep in the Underdark. After exploring the demonically-infested city, they encounter the owner of Mardred's soul, DANSALCHAKIX, a balor demon who took residence in the city during the Rage of Demons.

Dansalchakix & Mardred

Dansalchakix captured Mardred during the Rage of Demons. Subjected to months of torture, Mardred eventually succumbed to Dansalchakix's power. In order to prove her loyalty, Dansalchakix ordered Mardred to ruin her sisters attempts to win the Smithing Trials. Mardred was killed in her final attempt in the middle of the trial, but her soul is still owned by Dansalchakix. More recently Dansalchakix has taken residence in Maerimydra hoping to exert further influence on this plane.

Episodes

The adventure's story is spread over three **story episodes** that take approximately 4 hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, they are both introduced in Episode 2.

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

- **Episode 1: Saving a Soul.** The characters have been requested to meet with Riswynn Rumnaheim. She hires the characters to help her find her sister's soul and restore it. This is the **Call to Action**.
- **Episode 2: Creating the Solvent.** The characters speak with the priests in the local Temple to Moradin, a representative from the Cloaks-in-Exile, and eventually a Dracolich's to find the information they need in order to restore Mardred's soul. This is **Story Objective A**.
- **Episode 3: Demonic Dealings.** The characters explore Maerimydra, confronting Dansalchakix, and gaining possession of Mardred's soul. This is **Story Objective B**.

Bonus Objectives

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

- **Bonus Objective A: Hitting Them Where it Hurts.** The characters support the Cloaks-in-Exile by attacking an expedition of the Red Wizards of Thay who are researching nearby. This bonus objective is found in **Appendix 3**.
- **Bonus Objective B: Recruiting Trip** The characters assist the Cloak-in-Exile Sydra Divinus in recruiting allies for the Cloaks-in-Exile. As the party explores Maerimydra they come upon some disillusioned fire giants who the characters can recruit to Sydra's cause. This bonus objective is found in **Appendix 4**.

Episode Sequence

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

How Will You Play?

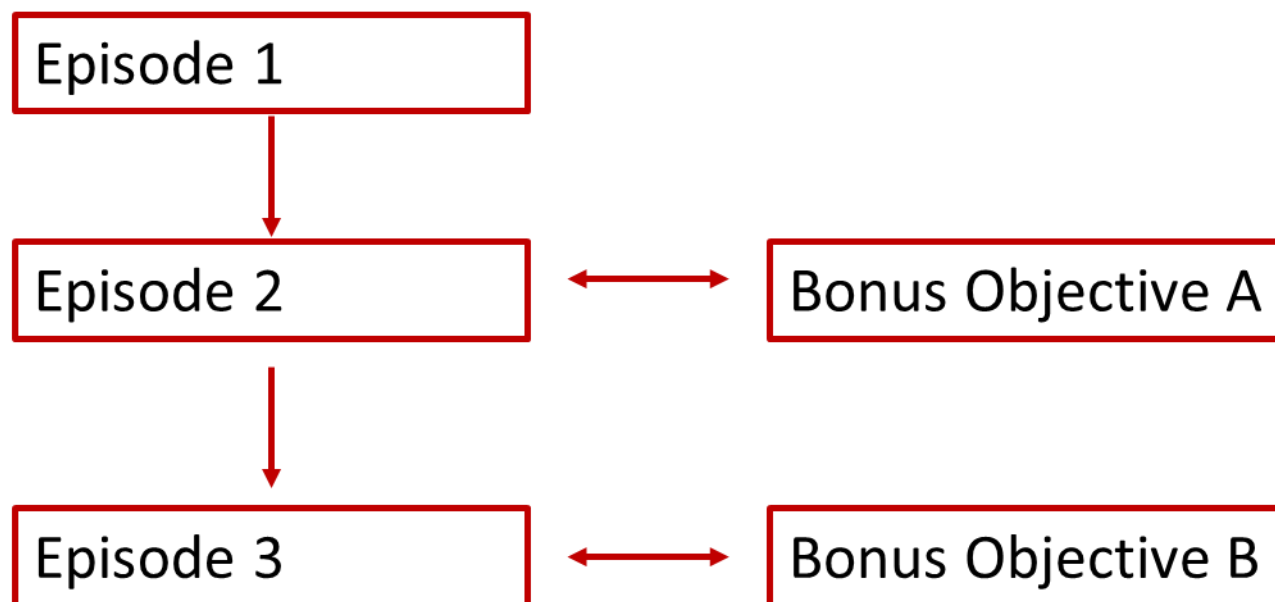
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately 4 **hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

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

Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices.

Episode Flowchart

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



Episode 1: We Can Do It! (Call to Action)

Estimated Duration: 20 minutes.

Scene A. Title

Riswynn Rumnaheim is looking for well-renowned adventurers to help her save her sister's soul. She has reached out to her contacts in the Earthspur Mines community and beyond in order to recruit adventurers that are up to the task.

- **Played ODFC01-01.** If characters have played ODFC01-01 Hammer and Anvil then Riswynn has reached out to them directly asking for their help due to their help in that adventure.
- **Previously Adventured in Maerimydra.** Having done research on her own, Riswynn knows that there was a large influx of demons in the Rage of Demons and that many adventurers participated in the assault on demon-infested Maerimydra.
- **Well-Renowned Adventurers.** The characters reputation has proceeded them and the character has been recommended to Riswynn from an outside source.

Area Information

This area features:

Dimensions & Terrain. Riswynn can be found in a 20' by 30' ft. smithy located in the Earthspur Mines. Her smithy appears to be top high quality and can support the work of multiple people working at once. There appear to be living quarters attached to the smithy.

Lighting. This area is well-lit both from the forge fire and torches that are along the walls.

Creatures/NPCs

Riswynn Rumnaheim is here along with multiple apprentices who wish to work with the most recent winner of the Smithing Trials. Riswynn has reached semi-celebrity status amongst those in the Earthspur Mines and her work is starting to be requested in places as far away as Daggerford or Waterdeep.

Objectives/Goals. Riswynn is looking for adventurers that can help restore her sister's soul. After her sister's surprise appearance and death during the Smithing Trials, Riswynn is looking for a way to restore her sister back to the person she once was before the Rage of Demons.

What Does She Know? Before the Rage of Demons, Mardred and Riswynn were close and

would work together combining Mardred's magic with Riswynn's crafting to create magical trinkets. While Riswynn acknowledges that it is a long shot to bring her sister back to life, she would like to see her soul restored in the afterlife.

The events during the Smithing Trials were a shock for Riswynn as the behavior was atypical for Mardred, and after consulting with the local priests of Moradin they believe that she, and her soul, has been tainted by some kind of demon.

Riswynn has already tried paying for spellcasting services at the local Temple to Moradin. Vyern Coppershield, the main priest at the temple, told her that it didn't work but Riswynn suggests that the characters speak with him for details.

Riswynn will also mention that there is a local representative from the Cloaks-in-Exile who might be able to provide a different perspective on how to approach winning her sisters soul back.

Treasure & Rewards

Riswynn is prepared to compensate the adventurers for their time, paying for their room, board, and basic expenses while working for her. In addition, she is willing to provide them with a trinket that she and Mardred had made together if they are able to successfully cleanse her soul. This trinket is in fact a figurine of wondrous power called a *Steel Mammoth*.

- **Magic Items.** *Figurine of Wondrous Power, Steel Mammoth (Marble Elephant)*
- **Special Rewards.** If the characters are successful in saving Mardred's soul they will receive the story award **Friend of Clan Rumnaheim**. If they already have the Friend of Clan Rumnaheim story award then they may receive the **Honorary Membership of Clan Rumnaheim** story award.

Call to Action

The objective of this adventure is to figure out how to save Mardred's soul, travel to Maerimydra where the demon who owns it currently lives, and then gain ownership of her soul.

Episode 2: Finding the Cure (Story Objective A)

Estimated Duration: 100 minutes

Finding Information

In this episode, the characters gather information about both how to free Mardred's soul and where to locate Dansalchakix. Characters do not have to play all the scenes in this part.

Limited Time

If you are running with this adventure at a convention or another event with a strict time limit, be aware of how much time you are spending on each scene. Also remember that **Scene B** and **Scene C** should be mutually exclusive and that characters should not encounter both but should perform one or the other.

Prerequisites

Once the characters have been hired by Riswynn proceed to **Scene A** if they choose to meet with Vyrn Coppershield at the Temple of Moradin. Go to **Scene E** if they wish to meet with Sydra Divinus of the Cloaks in Exile or **Scene F** if they wish to do some research on their own.

Story Objective A

Figure out who has Mardred's soul in Maerimydra and how to get it back.

Scene A: The Temple of Moradin

The characters enter the Temple of Moradin in the Earthspur Mines and speak with Vyrn Coppershield. Vyrn offers what information he knows off hand, but if the characters would like for him to do some research they will have to perform a service for the temple.

If the characters choose to cleanse a former shrine located in a nearby mountainside go to **Scene B**. If the characters choose to perform various tasks for the temple, go to **Scene C**. If the characters choose to donate money to the temple go directly to **Scene D**. Due to time **Scenes B** and **C** should be mutually exclusive. Characters should complete one or the other, but not both.

Area Information

This area features:

Dimensions & Terrain. The Temple to Moradin is a 30' by 40' room with a dome in the back half. It has a large altar that is surrounded by smithing stations. In the main area it is difficult to hear at times as many Dwarves are crafting offerings to Moradin. There are rooms in the back where individuals can meet with Vyrn.

Lighting. This area is well light due to the active forges inside the temple.

Creatures/NPCs

Vyrn Coppershield is attended by multiple acolytes who help oversee the daily working of the temple. If the characters ask about Mardred Rumnaheim and his attempts to bring her back to life he is open and forthcoming. If the characters are looking for additional information, they will have to assist the temple with some kind of service.

Objectives/Goals. Vyrn wants to help the Rumnaheim Clan, especially with Riswynn's win in the last Smithing Trials. If the PCs are willing to assist with his duties in the temple (or make a suitable donation to Moradin) he is glad to help and will even do some research to assist the characters.

What Does He Know? Without doing research Vyrn knows that the *Raise Dead* spell should have worked on Mardred and the only factor that he believes prevented it from working would have been that her soul was not willing to return to her body.

Examining the Body

If the characters choose to examine Mardred's body, they can perform the following checks:

Intelligence (Medicine) DC 10: Mardred died due to piercing, slashing, and wounds caused by magic.

Intelligence (Arcana) DC15: Mardred has the callouses and scars of someone who is a practiced magic-user. This matches her abilities during the Smithing Trials.

Intelligence (Religion) DC15: Mardred has tattoos that are reminiscent of a demonic cult. These all appear to be fairly recent.

Intelligence (Religion) DC20: Mardred's tattoos are those that are related to a powerful demon, but not any of the known demon princes.

Scene B: Spirit Hunting

The characters have been tasked with clearing out a nearby shrine to Moradin so an acolyte can reconsecrate it. The shrine is a short 2 hour journey down an old mining tunnel.

This area was once home to a small dwarven settlement but it has since been overrun by both trolls and mindflayers and is now abandoned.

Area Information

This area features:

Dimensions & Terrain. The shrine is a 30ft. by 30 ft. square made of worked stone that is 10ft. high. It stands in a much larger cavern that holds a now abandoned dwarven settlement. Inside there is a 10ft. by 5ft. altar along the north wall and a 10 ft. entrance on the south wall. The outer walls are crumbling into rubble

Lighting. The shrine is dark but holds sconces for torches to be placed.

Creatures/NPCs

Inside the shrine is a **spirit troll** and **three wraiths** that have form of dwarves. They are hiding in the shadows for potential prey that wanders by. They attack any living creature that enters the shrine.

The characters are escorting a male dwarf **priest** of Moradin named Saym Swizzlesniff to the temple so that she may consecrate it. This priest will not participate in the combat unless convinced in a manner described below.

Objectives/Goals. The priest wants to consecrate the altar, but is terrified of the creatures that are inside.

The wraiths and spirit trolls all begin the scene attempting to hide in the shadows of the ruin. They will attack any member of the party and are crazed by the years spent along in this abandoned chapel. Note that the spirit troll regenerates unless it takes force or psychic damage and is not considered to be undead.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove both **wraiths**.
- **Weak:** Remove one **wraith**.
- **Strong:** The **spirit troll** has 125 hitpoints, +1 to AC and attacks.
- **Very Strong:** Add a 2nd **spirit troll**, remove the wraiths.

Finishing the Scene

Once the shrine has been cleared and the priest gets to work consecrating it the PCs may report back to Velyn. Continue to **Scene A-Conclusion**.

Playing the Pillars

COMBAT

The characters can use the rubble and the altar for cover. The spirit troll and wraiths will follow the characters out of the shrine.

EXPLORATION

If characters explore the area around the shrine on a DC15 Wisdom (Survival) check they are able to find clues that lead to the past conflicts with the trolls and mindflayers. This provides advantage on Perception checks to notice the hidden spirit troll and wraiths in the shrine.

SOCIAL

On a DC20 Charisma (any) check characters can convince the Saym to participate in combat casting *spiritual weapon* on the troll. This DC goes down to a DC10 Charisma (Any) if all the enemies are defeated except the spirit troll.

Scene C All In a Day's Work

The characters are supporting Velyn Coppershield's work in the Temple of Moradin. They will need to help him with various tasks in the temple so that he can take the time to research the temple records and find information for the characters.

Area Information

This area features:

Dimensions & Terrain. The Temple to Moradin is a 30' by 40' room with a dome in the back half. It has a large altar that is surrounded by smithing stations. In the main area it is difficult to hear at times as many Dwarves are crafting offerings to Moradin. There are rooms in the back where individuals can meet with Velyn.

Lighting. This area is well light due to the active forges inside the temple.

Creatures/NPCs

The temple is always looking for support and while the priests are here to serve the community, they will not turn down an opportunity for the characters to help out with some of the day to day tasks of the temple.

Supporting the Temple

The characters can do many things to support the temple while Velyn is away doing research. All tasks require a DC18 skill check, regardless of skill. Characters who worship Moradin will have advantage on any attempts that they attempt to make.

Options include, but are not limited to:

- **Strength (Athletics):** Characters help support the temple forges by helping to move ore and other goods.
- **Intelligence (Religion):** Characters help perform some of the rites and rituals that are required for the day to day operations of the temple.
- **Various Tool Proficiencies:** Characters can use various tool proficiencies to create something that Velyn believes will be appealing to Moradin.
- **Other:** Feel free to let the characters choose different skills that they make relevant to the situation.

Finishing the Scene

In order to be successful the players need to have twice the number of successes as players without failing a number of checks equal to the number of players. If successful continue to **Scene A-Conclusion**. If unsuccessful, continue to **Scene A-Conclusion** and the party will need to donate to Moradin for information.

Playing the Pillars

COMBAT

If the characters act in a hostile manner to the priests and worshippers of Moradin they will be asked to leave or removed by force.

EXPLORATION

The characters may examine the work being done in the temple with a DC 15 Intelligence (Investigation) or Wisdom (Perception) check. If successful, they have advantage when performing services in the temple.

SOCIAL

On a DC15 Charisma (any) check characters can speak with priests and worshippers to support how they wish to support the Temple of Moradin. If successful, they have advantage on checks when performing services in the temple.

Scene D: Checking In at the Temple

The characters find out what Velyn Coppershield knows and was able to research about what has happened to Mardred.

Area Information

This area features:

Dimensions & Terrain. The Temple to Moradin is a 30' by 40' room with a dome in the back half. It has a large altar that is surrounded by smithing stations. In the main area it is difficult to hear at times as many Dwarves are crafting offerings to Moradin. There are rooms in the back where individuals can meet with Velyn.

Lighting. This area is well light due to the active forges inside the temple.

What Velyn Knows

If the players successfully completed **Scene B** or **Scene C** then Velyn provides the following information for free. If not, then Velyn expects a 200gp donation per bullet point below.

- Based on her action at the Smithing Trials and what he was able to divine, Mardred's soul is likely possessed by a powerful demon, likely a balor.
- Comparing recent events with what has happened previously he believes that the demon can likely be found in or around Maerimydra.
- Typically demons keep a memento from the souls they have enslaved. If Riswynn can describe something that Mardred likely would have had on her, then they should be able to find the demon they are looking for.
- If the characters speak with Riswynn she mentions that Mardred had a tankard with the face of a female dwarf on it. The tankard was part of a set and Riswynn one that matches it.
- If the characters can bring the memento from the demon to the temple he should be able to cleanse Mardred's soul.

Finishing the Scene

Once the characters have gotten the information, they proceed to **Scene E** to meet with Sydra Divinus, **Scene F** to do research of their own, or **Scene G** if they are ready to meet Zinovix the Dracolich.

Scene E-Building Bridges

The characters meet with Sydra Divinus a mage in the Cloaks-in-Exile that is staying in a local tavern The Ore Well. She is recruiting allies in the Earthspur Mines to for the Cloaks-in-Exile.

Area Information

This area features:

Dimensions & Terrain. The common room of the Ore Well is a 50 ft. by 30 ft. long hall that is quite crowded at all hours. If the characters express interest in meeting with Sydra she escorts them to a 10ft. by 20ft. private room where they to speak

Lighting. This area is well light with various lamps providing illumination.

Bonus Objective A

If using this objective, then Sydra needs a favor from the characters first. She tasks the characters with stealing notes from a Red Wizard encampment. This is found in **Appendix 3**.

Creatures/NPCs

Sydra Divinus is a member of the Cloaks-in-Exile. She is recruiting allies in the city and securing supplies from the mines and forges.

Objectives/Goals. Sydra is looking for allies to support the Cloaks in Exile and will jump at the chance to have her name associated with Riswynn Rumnaheim. Sydra is willing to share her information to be associated with Riswynn.

What Does She Know? Sydra finds the following information:

- There was an ancient blue dragon who used to study demons with the ancient Netherese. Her name was Zinovix.
- There is now a Dracolich by that name that has made it's lair in a Netherese ruin and continues to have an interest in demonology. Sydra believes it is the same dragon.
- There are those who have treated with this dracolich before as most mortal matters are beyond its concern, but is intrigued by all matters demonic. It is willing to trade information for an increase in its horde.

Bonus Objective B

Sydra is looking for non-traditional allies and will reward the characters if they can help her find some in their travels. The characters will find suitable candidates in the fire giant slaves of Maerimydra. This is found in **Appendix 4**.

Scene F-Doing Some Research (Optional)

This scene is optional and exists if the characters wish to do some research on their own. Characters may choose to perform skill checks and/or spellcasting to find further information.

Feel free to award characters advantage on these checks if they have relevant background or class features, story awards, and/or events of previous adventures.

Demonic Relationships

Characters may make an Intelligence (Religion) to see what they know about demons and demonic possession of souls. Their check provides the following information:

- **DC10:** Only the most powerful demons are capable of owning and retaining a creature's soul.
- **DC15:** Typically in order to own a soul the demon must have spent a considerable amount of time with the individual. While there is a part of the demon with the person, there is typically a part of a person with the demon.
- **DC20:** The demon typically has a memento of a soul it has possessed. This is something that helps bind the soul to the demon.
- **DC25:** The demon does not need to physically possess the memento, but typically will keep them near its lair.

Restoring Souls to a Body

Characters make an Intelligence (Arcana) check to see what they know about the magic involved in recapturing souls. This check provides the following information:

- **DC 10:** Powerful magic is capable of restoring life to the dead.
- **DC15:** Typically, these magics are limited in what they can restore, with more powerful magic able to restore life with less.
- **DC20:** A soul must be willing in order to restore a body to life. Most magics fail if the soul is unwilling.
- **DC25:** An affliction that affects sanity in one's life can potentially have an impact on a soul. In order to cleanse the soul of someone already dead it must be found in

the afterlife or where it is bound on a different plane.

What's Going on in Maerimydra

If the characters wish to do some research on what is occurring in Maerimydra, they need to make an Intelligence (History) check. In doing so they know the following:

- **DC10:** The city was overrun with demons during the Rage of Demons events a few years back.
- **DC15:** The Demon Prince Graz'zt was ruling the city at the time along with his fire giant granddaughter. Adventurers removed him from power.
- **DC20:** The city has continued to suffer from its influence with the demons and demons have displaced the fire giant leadership. There are some non-giants or demons living in Maerimydra. They are either demon worshippers or slaves.
- **DC25:** Fire giants are currently living as second-class citizens, being forced to answer to the most powerful demons. There may be some organized resistance against these demons.
- **DC30:** Rumors have gotten out that demons and giants alike have been deferential to Dansalchakix. Whether he is actually in charge or not is unknown.

Spellcasting

Character casting the following spells can gain the following information.

- **Clairvoyance.** The spell will not operate to find Dansalchakix.
- **Divination.** Feel free to provide relevant information as found within the confines of the spell.
- **Scrying.** The spell has a chance of failure as dictated by the *faerzress* described in Episode 3.
- **Other Spells.** Allow other spells to provide the characters with information as appropriate for the spell. Remember that the *faerzress* described in Episode 3 will apply to these spells.

Finishing the Scene

Once the characters have gotten the information, they proceed to either **Scene A**, **E**, or **G** depending

Scene G: Dropping in For Some Tea

The characters meet with Zinovix an ancient dracolich of immense power in order to information and a route to Maerimydra. **Note:** That this is not meant to be a combat encounter. Characters that attempt to fight Zinovix should feel completely overwhelmed.

Area Information

This area features:

Dimensions & Terrain. Zinovix's lair is in an ancient Netherese ruin. The area surrounding the lair is complete with the overgrown remains of building walls and the outline of streets and roads that are grassed over. The area directly around the lair is completely devoid of life, and Zinovix can be found in an underground cavern beneath the town square. The cavern is 200 feet long, 150 feet wide, and 40 ft. high and has multiple entrances and exits for medium sized creatures. There are some chambers and work areas that suggest that other medium-sized creatures may live in the complex, but no evidence of them can currently be found. The furnishings appear to be for humans or other human-like races and some items have the iconography of the Cult of the Dragon.

Lighting. The area is completely dark. There are places for lamps or torches in the living area for the medium-sized creatures, but in Zinovix's chamber, it is pitch-black.

Creatures/NPCs

Zinovix is an **ancient blue dracolich** of immense size. It is easily 50ft. long with a wingspan to match. When the characters enter he greets each of the party members by name, title, and describes key actions they took in previous scenes. It's spies have informed about what the players want and their purpose coming here.

Objectives/Goals. Zinovix is primarily concerned with acquiring a new form, and has no real desire to fight the characters. In fact, it will flee before committing to a fight. It is willing to trade some of its hard-earned information in exchange for payment and/or magical treasure. It will require the following payment for its knowledge:

- An uncommon or rare magic item that will be loaned to Zinovix in exchange for the to Zinovix providing a way to the Maerimydra. This item is returned once the characters leave Maerimydra.

- A consumable magic item worth 400gp per character or 400gp per character.

In either case Zinovix gives the characters a silver ring which it requires one PC to wear. Zinovix will use this ring to snoop on the PCs as they travel through Maerimydra.

What Zinovix Knows

Zinovix will share the following information:

- Most demons that can be found in the Prime Material plane are currently located in Maerimydra.
- The city has become overrun with demons, and most of them defer to a balor named Dansalchakix.
- Dansalchakix has been collecting souls of those mortals that give themselves up within the city.
- Within Maerimydra, many fire giants are choosing to become demonically infused, corrupting their traditional norms.
- There are those who do not wish to take the infusion and they are treated little better than slaves.
- Zinovix has been using some of these dissatisfied fire giants as spies.

What Zinovix Provides

Zinovix knows of a magical gate that will take the party near Maerimydra which will shorten the journey to a few hours, as opposed to the multiple tendays it takes most others to reach the city. Zinovix provides this route for those that are willing to help it.

What Zinovix Wants

Zinovix is looking for continued intelligence about the demons that are infesting the city. If the characters are willing to loan Zinovix an uncommon or rare magic item so it may snoop on the party as it travels around the city. Zinovix will gladly give them the magic item back on their return. Consumable magic items do not have a strong enough connection for this to work.

Finishing the Scene

Once the characters know who likely has Mardred's soul have a route to Maerimydra they have successfully complete **Story Objective A** and are ready to proceed to **Episode 3**.

Episode 3: Securing the Soul (Story Objective B)

Estimated Duration: 100 Minutes

Dealings in the Underdark

In this episode the characters will travel through the demon-infested city of Maerimydra. Given a shortened route by Zinovix, they will arrive there in shortened amount of time, receiving a short-rest along the way. In the city they search for Dansalchakix and seek to regain possession of Mardred's soul.

Scene A details outside observations of Maerimydra and what the characters experience in the city. Scenes B-D describe events that occur to them while traveling around the city. Scene E contains the final confrontation with Dansalchakix.

The journey to Maerimydra is a long journey that will likely take a few hours if they deal with Zinovix or multiple tendays if they do not. Either way the party will have a long rest between episodes 2 and 3.

Note: Unless using creative or magical means, the only way the party can find a place safe enough to take a short rest is by befriending the fire giants in **Scene D**.

Running in a Convention Environment

The journey to Maerimydra is a long one that takes at least a tenday. If running this in a convention or time-limited environment feel free to skip the journey and allow the party to have a short rest and move on to **Scene A**.

Otherwise feel free to add-in random encounters and other scenes to show the creepiness of the Underdark.

Prerequisites

The party should know that they are looking for a demon in Maerimydra that has a tankard with a female dwarf face on it.

Story Objective B

The characters will confront the balor demon Dansalchakix, and gain Mardred's soul through. Once secured they can make their way back to the Earthspur Mines where Vyern Coppershield can remove the taint on Mardred's soul.

Faerzress

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

Currently all of Maerimydra is covered in *faerzress* and feature the following effects:

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

Scene A-Observing Maerimydra

The characters have finally reached the outside of the underground city and need to figure out the best approach to get in. The gates to the city are currently open with no obvious guards or sentries.

Area Information

This area features:

Dimensions & Terrain. Maerimydra is a large city originally of drow construction. The city is broken up into different districts, but much of that has broken down as the city has succumbed to more and more demonic influence. The walls of the city traditionally go floor to ceiling, but it seems like the damage done to the city since the events of DDEX3-16 has not been repaired. The gates are currently wide open and there does not appear to be any sentries. There appears to be fungal plant growth growing in and around the gate that extends into the city.

Lighting. There is consistent dim lighting throughout Maerimydra due to the *faerzress*.

Observing Maerimydra

As the party examines the outside of the city they can see movements of inhabitants in the city, some of which have humanoid outlines and others that do not.

A DC10 Insight (Wisdom) check can easily determine that it is strange that there are no guards

or sentries followed by DC20 Intelligence (Religion) check can tell the party that this is likely due to the chaotic nature of the demons affecting the rest of the inhabitants of the city. A DC12 Intelligence (History) check will tell the characters that the lack of reconstruction and overgrown structures is atypical for the fastidious fire giants.

As they enter the city, those who have been to Maerimydra before will notice that it barely resembles what they had seen in the past. Buildings look more worn down, the streets are full of rubble and refuse, and a hazy malaise seems to permeate the air.

Demons of various types wander freely in the streets and the fire giants appear to be in two different groups. Those that have bonded with the demonic taint and are treated like trusted pets by the demons, and those that have refused and appear to be slaves due to their manacles and disheveled appearance. There are some medium-sized humanoids who appear to be either demon-worshipping cultists or appear to be chained up as slaves.

The characters should come up with a plan to enter the city. The Pillars of Play below help provide some guidance based on what approach the party wishes to take.

Finishing the Scene

Once the characters are ready to proceed into Maerimydra, move on to **Scene B**.

Playing the Pillars

COMBAT

If the characters take no precautions to be stealthy or otherwise disguise themselves, they will be quite distinguishable in the city.

All creatures with an Intelligence of 6 or higher will have advantage on initiative in Maerimydra.

EXPLORATION

If the characters take a more stealthy approach to entering Maerimydra, their presence will be less likely to be noticed. Allow the party to have a chance for surprise in scenes B-D. They should not have surprise in scene E because of this.

SOCIAL

The party has a few different approaches they can take when entering the city. They can make a DC20 check with one of the following skills Charisma (Deception or Persuasion) or Intelligence (Disguise Kit). If successful it will affect how different creatures will respond to the characters.

Scene B: Tending the Garden

The characters enter the gates of Maerimydra where they find that the gates are not as unguarded as they first appeared. They are ambushed by an alkilith and its companions.

Area Information

This area features:

Dimensions & Terrain. The gate is at least 50ft high and 30ft wide. The wall for the city goes from floor to ceiling and is difficult to pass through.

If the characters choose an alternate entry into Maerimydra then this encounter occurs as the characters walk past a seemingly abandoned building.

Lighting. There is consistent dim lighting throughout Maerimydra due to the *faerzress*.

Creatures/NPCs

An **alkilith** and 2 **corpse flowers** are watching over the entrance. They begin 20 feet off the ground

surrounding the archway that provides entrance to the city. Each **corpse flower** has 5 zombies. They will attack any characters that attempts to enter the city that isn't in the presence of a demon.

Objectives/Goals. The alkilith is the primary defense against creatures that come to Maerimydra. The city does not have an organized watch or defense anymore, and as the influence of the demons has gotten stronger.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 2 **corpse flowers**.
- **Weak:** Remove a **corpse flower**.
- **Strong:** add a **corpse flower**.
- **Very Strong:** replace the 2 **corpse flowers** with a 2nd **alkilith**.

Finishing the Scene

Once the characters have defeated the gate guardians, they are free to enter the city. Move on to **Scene C** or **Scene D**. If running low on time consider skipping Scene C.

Playing the Pillars

COMBAT

The characters may notice the corpse flowers (if present), but the alkiliths will get surprise due to its false appearance feature.

EXPLORATION

Characters may notice that there is a strange amount of fungal growth around the entrance. They will also notice that the city seems to be overgrown with filth as it has descended into chaos.

SOCIAL

If the characters appear as demons or those that would accompany demons the creatures may not attack if they pass a DC12 Charisma (Deception) or Wisdom (Disguise Kit) check.

Scene C: Walking the Dog

The characters spend some time exploring Maerimydra. After spending some time exploring from building to building, they come upon a demonic fire giant walking their “pet” armanites.

The characters will likely have encountered many lesser demons (quasits, manes, shadow demons, etc.). If the characters choose to fight them, it is a completely one-sided affair and is not worth rolling for initiative or performing combat.

Area Information

This area features:

Dimensions & Terrain. They are walking down an open boulevard surrounded by ruined buildings that are displaying various fungal growths. The streets are covered in refuse and there is significant amounts of cover around the city.

Lighting. There is consistent dim lighting throughout Maerimydra due to the *faerzress*.

Creatures/NPCs

A **demonic fire giant** is walking with 4 **armanites** on a leash. If the characters are noticed they attack with little interest in speaking.

Objectives/Goals. The demonic fire giant is out walking with her “pets”. They will attack any creature that does not look like it should belong in the demonically infused city.

The creatures can tell the characters that Dansalchakix has come to Maerimydra and currently oversees the city. With an appropriate DC18 Charisma (any) check they will share the following about Dansalchakix and events in Maerimydra:

- The most powerful demon currently in the city is the balor demon, Dansalchakix.
- There has not been a ruler in Maerimydra since Graz’zt was defeated, but most people defer to Dansalchakix.
- Since his arrival Dansalchakix has been active in using humanoid cultists to further his agenda as well as other demons.
- Dansalchakix has been sure to take the trophies of those he has defeated and tends to wear them on his body in various forms of jewelry.
- Maerimydra has embraced the demonic influence and many fire giants have chosen to become infused with demonic essence.
- The city is gradually embracing the pure chaos of the Abyss and the demons are becoming stronger and stronger within the city.
- Some fire giants have rejected the demonic influence and they have been forced to work as slaves.
- There has been evidence of sabotage and attacks against minor demons. This has led to harsh reprisals against the slaves.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove **3 armanites**.
- **Weak:** Remove **2 armanites**.
- **Strong:** add a **2 armanites**.
- **Very Strong:** add an **armanite** and a 2nd **demonic fire giant**.

Finishing the Scene

Once the character have defeated or avoided this encounter proceed to **Scene D**.

Playing the Pillars

COMBAT

If the characters confront the fire giant and her pets then they enter into combat.

EXPLORATION

Characters may use stealth to get surprise or even bypass this encounter. The giant has a passive perception of 16 in order to spot the characters.

SOCIAL

If the characters are disguised as demon cultists or another group that would not arouse suspicion, they can speak with the demonic fire giant and learn what information it knows. The giant has a passive insight or perception of 16 if they attempt to see through any disguises or bluffs the characters wish to perform.

Scene D: Slave Labor

As the characters continue to explore Maerimydra they find 7 fire giants overseen by a **barluga**. Some of these giants are part of a fire giant resistance who will do anything to help topple the demons in the city. Or at the very least, escape.

Area Information

This area features:

Dimensions & Terrain. The fire giants are working on building a new structure in the middle of a plaza square. The square is 80ft by 80ft and the **barluga** is sitting atop a platform that is 20ft off the ground. The structure in the center is a stature in the making that is 20ft by 20ft on a side and appears to be a grotesque amalgam of rubble that vaguely represents a demonic figure with wings.

Lighting. There is consistent dim lighting throughout Maerimydra due to the *faerzress*.

Creatures/NPCs

These **fire giants** are members of a resistance movement that is trying to either sabotage the demons rule or find a way to escape Maerimydra. Characters proficient in Thieves Cant or can make a DC15 Wisdom(Insight) check notice that they are communicating with different hand signals and words in giant.

The giants currently have 3 levels of exhaustion due to being overworked and undernourished. They

are grateful to anyone who might give them a respite from the demonic overlords.

Objectives/Goals. The giants will do almost anything to get back at the demons. If the characters are able to assist the fire giants with two of the tasks listed in the Playing the Pillars section below, the fire giant resistors will help the party locate and infiltrate Dansalchakix's lair.

Khex is a **barluga** that is lazily watching the fire giants work. He does not notice the giant conversations nor the characters approach. He will notice if the characters do get on his observation platform.

Objectives/Goals. Khex is lazy and likes his life here in Maerimydra. He is bored observing the construction of projects and overseeing fire giant slaves.

Bonus Objective B

Two fire giants, Druman and Tuval, notice that the characters have likely infiltrated the city. They see an opportunity to find outside support for their resistance which also aligns which may align with the goals of Sydra Divinus. If the characters wish to go with the fire giants to do some recruiting, use the scene in Appendix 4.

Finishing the Scene

Once the character have defeated or avoided this encounter proceed to **Scene D**.

Playing the Pillars

COMBAT

The party can help the fire giants by killing Khex, the **barluga** that is "supervising" their work. This is a very easy encounter for characters of this level and can be handwaved for the sake of time.

EXPLORATION

The characters can assist the fire giants with the placement of their alchemical explosive. A group check of DC18 using either Intelligence (Arcana), Dexterity (Sleight of Hand), Strength (Athletics), Wisdom (Perception), or some other skill/resource that the party expends will successfully allow the characters to place the alchemical explosive. 2 or more failures by 5 or more results in the explosive forcing everyone within 30ft to take 27 (8d6) fire damage and 14 bludgeoning (4d6) or have on a made DC15 Dexterity save.

SOCIAL

The characters can make a DC15 Charisma (any) check to cause Khex to look the other way while they plant the alchemical explosive or to give the characters directions to the Shrine of Surtr where Dansalchakix is located.

Scene E: Recovering the Soul

The characters confront Dansalchakix in his lair a desecrated shrine to Surtr. The party will rescue Mardred's soul and bring it back to Riswynn.

Area Information

This area features:

Dimensions & Terrain. This shrine was designed to be large, even by giant standards. It was originally designed to resemble a giant sword if seen from above, but it too has suffered under the chaos of being so close to the Abyss with the walls warping and becoming distorted. Dansalchakix typically resides in part of the hilt that is 60 ft. long and 80 ft. wide. Before the entrance to this side chamber are two giant-sized doors that are 15 ft. wide and 20 ft. high.

Lighting. There is consistent dim lighting throughout Maerimydra due to the *faerzress*.

Creatures/NPCs

Dansalchakix, a **balor**, can be found in a throne that is formed by the former alter to Surtr. He is surrounded by devilish servants who flee when the party arrives. He is outraged that they would dare to enter his personal sanctum and seeks to kill the interlopers.

Objectives/Goals. Dansalchakix has become well-accustomed to life in Maerimydra, and wants to remain in power, including cutting a deal with the adventurers if bring him below 50hp.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Dansalchakix has 190 hit points, 17AC, and does not have his Fire Aura or Death Throes. The Desecrated Forge of Dansalchakix activates on round 20 or round 10 but not both. The Rune of Dansalchakix does not activate.
- **Weak:** Dansalchakix has 220hp, 18AC, and does not have his Death Throes feature. The Desecrated Forge of Dansalchakix activates on round 20 or round 10 but not both.
- **Strong:** add a **glaberzu** servant who remains behind.
- **Very Strong:** add a **glaberzu**. In addition, Dansalchakix has 300hp.

Desecrated Forge of Surtr

Complex Trap (Level 11-16, Dangerous Threat)

Trigger: This trap activates when no weight of at least 3000 lbs (such as a huge or larger creature) is seated on the Throne of Dansalchakix. When activated, the doors for the Shrine of Surtr, where the Forge is located, slam shut and seal with an *arcane lock* and *dispel magic* is cast at level 3 (+5 for higher effects) targeting every creature within the desecrated shrine.

Initiative: The trap acts on Initiative count 20 and initiative count 10.

Active Elements: Choose one to occur at each initiative count.

Jets of Flame (Initiative 20): All creature standing on the floor or in the air up to 10 feet above the floor of the room are blasted with fire from the walls targeting the anvil. Creatures exposed to the flames must make a DC 15 Dexterity saving throw. A creature takes 38 (11d6) fire damage on a failure, or half as much on a success.

Bellows (Initiative 10). Creatures in the room of Medium or smaller size must succeed on a DC 15 Strength saving throw or be pushed 5 feet in the direction of the anvil.

Constant Elements. The Rune of Dansalchakix affects every creature in the area.

Rune of Dansalchakix. Any non-fiend creature that ends its turn within 60 feet of the Rune of Dansalchakix must make a DC 19 Charisma saving throw. On a failure, that creature is vulnerable to lightning damage until the end of its next turn. Any creature of the fiend type that ends its turn within 60 feet of the Rune of Dansalchakix must also make a DC 19 Charisma saving throw. On a failure, the creature takes 21 (6d6) fire damage, or half that much on a success.

Countermeasures. Different parts of the trapped room can be disabled by different countermeasures.

Jets of Flame. Creatures in the air more than 10 feet off the ground or in the wells of water are not targeted by the jets. Additionally, a DC 15 Dexterity (Thieves' Tools) check while next to one of the walls of the room from which the jets originate can disable a section of the jets, making a 30 x 40 foot section of the room safe. Four such checks completely disable the jets.

Bellows. Bellows area disabled by disabling the jets of flame in the same area.

Rune of Dansalchakix. The rune carved into Dansalchakix's throne can be countered by anyone within 5 feet of it. As an action, a creature can attempt a DC 15 Intelligence (Arcana or Religion) or Dexterity (Thieves' Tools) check. A casting of *dispel magic* can be substituted for the check by a creature not within 5 feet. Each successful check or casting decreases the DC of the rune's saving throw by 1. When the rune's saving throw reaches 10, the entire Desecrated Forge of Surtr trap shuts down.

Treasure & Rewards

Once the characters have defeated Dansalchakix, either in combat or through negotiation, he provides them or they find Mardred's tankard.

- **Magic Items.** Mardred's tankard is in fact a *Tankard of Sobriety*. When it is filled with alcohol the female dwarf that is on the side of the tankard will wink.z

Story Objective B

Once the characters have taken possession of Mardred's tankard, they can proceed back to Velyn Coppershield in the Temple of Moradin so he can cleanse Mardred's soul.

Finishing the Scene

The characters now proceed to **Wrap-Up Finishing the Adventure**

Wrap-Up: Finishing the Adventure

The characters bring Mardred's soul in her tankard to the Temple of Moradin in the Earthspur Mines. There, Velyn Coppershield performs the ritual to cleanse Mardred's soul. After casting a speak with dead, and letting Riswynn speak with her now departed sister, Riswynn thanks and rewards the party with the following:

- **Magic Items.** *Figurine of Wondrous Power, Steel Mammoth (Marble Elephant)*
- **Special Rewards.** If the characters are successful in saving Mardred's soul they will receive the story award **Friend of Clan Rumnaheim**. If they already have the Friend of Clan Rumnaheim story award then they may receive the **Honorary Membership of Clan Rumnaheim** story award.

Adventure Rewards

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

Advancement and Treasure Checkpoints

The characters receive **2** advancement checkpoint(s) and 4 treasure checkpoint(s) for each **story objective** **that** they complete, as follows:

- **Story Objective A:** Locate Mardred's soul and who possesses it.
- **Story Objective B:** Recover Mardred's Tankard.

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

- **Bonus Objective A:** Successfully help or hinder Zinovix's plan.
- **Bonus Objective B:** Connect the fire giant dissidents with the Cloaks-in-Exile.

Player Rewards

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

Magic Item Unlock

Characters completing the adventure unlock:

Figurine of Wondrous Power (Steel Mammoth).

This figurine is made of well-polished steel and appears to be a single solid piece of exquisite detail. When it is used the figure moves and makes a large trumpeting sound as the mammoth comes to life.

This item can be found in **Appendix 5**.

Tankard of Sobriety. This item has an image of a young dwarven maiden carved into its side that winks every the alcohol is removed from a drink.

This item can be found in **Appendix 5**.

Story Awards

Characters playing the adventure may earn:

Friend of the Clan Rumnaheim. As a Friend of Clan Rumnaheim, you can request entrance to the Earthspur Mines and Town, even if they are currently closed to outsiders. If Riswyn, new head of Clan Rumnaheim, is present at the mines (at the

discretion of the DM), she can vouchsafe your good behavior and have you granted entrance. If you abuse this trust (at the discretion of the DM), void this story award. More information can be found in **Appendix 6**.

Honorary Member of Clan Rumnaheim - You are considered an honorary member of the Rumnaheim clan. On your interactions within the Earthspur Mines and Town you are considered a dwarf, even if you are of a different race. For better or for worse. More information can be found in **Appendix 6**.

Dungeon Master Rewards

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

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

Appendix 1: Locations & NPCs

The following NPCs and locations feature **prominently** in this adventure.

- **Riswynn Rumnaheim (WRIS-win ROOM-na-HI-m).** Riswynn is a young, energetic female dwarf. She is enthusiastic and extremely optimistic. Smithing is her life's work and she keeps looking for the next challenge to tackle. That said she feels a deep obligation to her family's legacy and will not feel able to rest until her family can be whole again; even in the afterlife.
Personality: *Bright and bubbly*
Ideal: *"We can do it! Yes we can!"*
Bond: *Family first*
Flaw: *They're not evil, they just had bad parents*
- **Earthspur Mines (Urth-sphr M-ines).** This town and mine are located in the Earthspur Mountains. They are predominantly inhabited by dwarves, with the few non-dwarfs mainly working these as contacts and traders from other cities. The town is highly focused on smithing and those that are the best smiths are revered as local celebrities.
Personality: *Grim and determined.*
Ideal: *Working the mines is a true dwarfs work*
Bond: *Smithing is our art*
Flaw: *We don't value other forms of craftwork*
- **Veryn Coppershield (VERN COP-per-she-ILD).** Veryn Coppershield is a middle-aged dwarf that has known the Rumnaheim Clan his entire life. He loves smithing, Moradin, and any new mechanical contraption that he may not have seen before.
Personality: *Fatherly and understanding*
Ideal: *Crafting is the first step towards Moradin*
Bond: *I've dedicated myself to Moradin*
Flaw: *"Oh, was that shiny new contraption"*
- **Sydra Divinius (sid-DRA dih-VIN-us).** Sydra is a member of the Cloaks-in-Exile. She is a diviner who has been sent to the Earthspur Mines to help recruit allies and secure supplies for the eventual retaking of Mulmaster.
Personality: *"I know more than you"*
Ideal: *"How can you help me help Mulmaster?"*
Bond: *"Magic, Cloaks, Mulmaster, in that order"*
Flaw: *"I didn't see that coming"*
- **Zinovix (ZIN-oh-VIX).** Zinovix is a former blue dragon that has since become a dracolich due to the machinations of the Cult of the Dragon. Zinovix's primary concern is to gain a larger, more powerful form and is always on the lookout to do so. He surrounds himself with sycophantic cultists whom he uses to push his agenda.
Personality: *"Feel my terror"*
Ideal: *"Power is more important than life"*
Bond: *"The Cult serves me, I don't serve the cult"*
Flaw: *"Non-dragons have nothing to offer me"*
- **Maerimydra (MARE-ee-my-DRAH).** Maerimydra was the heart of the Rage of Demons. Since then it has come closer and closer to the Abyss and come more under the sway of demonic powers. Fire giants that have embraced this have now taken positions of power. Those that have not are essentially treated as slaves.
Personality: *"Do what you would like"*
Ideal: *"If you can take it, it is yours"*
Bond: *"We serve the Abyss"*
Flaw: *"Who's in charge around here"*
- **Dansalchakix (DAN-sal-CHAK-ix).** Dansalchakix is a balor demon that has come to Maerimydra since the Rage of Demons event. Many consider him to be the most powerful demon in the city and he has come to enjoy his influence being slightly distanced from the Abyss. He is willing to make a deal to prevent his return to the Abyss where he is closer to the Demon Prince's purview.
Personality: *"Don't tell me what to do"*
Ideal: *"I value my independence"*
Bond: *"I don't want to go back to the Abyss"*
Flaw: *"Nothing in Maerimydra can threaten me"*

Appendix 2: Creature Statistics

Alkolith

Medium fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d8 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	22 (+6)	6 (-2)	11 (+0)	7 (-2)

Saving Throws Dex +8, Con +10

Skills Stealth +8

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Abyssal but can't speak

Challenge 11 (7,200 XP)

Amorphous. The alkolith can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the alkolith is motionless, it is indistinguishable from an ordinary slime or fungus.

Forment Madness. Any creature that isn't a demon that starts its turn within 30 feet of the alkolith must succeed on a DC 18 Wisdom saving throw, or it hears a faint buzzing in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check.

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

Actions

Multiattack. The alkolith makes three tentacle attacks.

Tentacle. *Melee weapon attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (4d6+4) acid damage.

Armanite

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	8 (-1)	12 (+1)	13 (+1)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

Magic Weapons. The armanites weapon attacks are magical.

Actions

Multiattack. The armanite makes three attacks: one with its hooves, one with its claws, and one with its serrated tail.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Serrated Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Lightning Lance (Recharge 5-6). The armanite looses a bolt of lightning in a line 60ft. long and 10 ft. wide. Each creature in the line must make a DC15 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Balor (Dansalchakix)

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	13 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

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

Actions

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

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

Bargura

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 40 ft., climb 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances: cold, fire, lightning

Damage Immunities: poison

Condition Immunities: poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (Spell Save DC13). The bargura can innately cast the following spells, requiring no material components::

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility (self only)*

Actions

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

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

Fists. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Champion

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6,

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

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

Second Wing (recharges after a short or long rest)

As a bonus action, the champion can regain 20 hit points.

Actions

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

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320ft., one target. *Hit:* 6 (1d8+2) piercing damage, plus 7 (2d6) damage if the champion has more than half of its hit points remaining.

Corpse Flower

Large plant, chaotic evil

Armor Class 12 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	15 (+2)	3 (-4)

Condition Immunities blinded, deafened

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Languages --

Challenge 8 (3,900 XP)

Corpses. When first encountered, a corpse flower contains the corpses of 1d6+3 humanoids. A corpse flower can hold the remains of up to nine dead humanoids. These remains have total cover against attacks and other effects outside the corpse flower. If the corpse flower dies, the corpses within it can be pulled free.

While it has at least one humanoid corpse in its body, the corpse flower can use a bonus action to do one of the following:

- The corpse flower digests one humanoid corpse in its body and instantly regains 11 (2d10) hit points. Nothing of the digested body remains. Any equipment on the corpse is expelled from the corpse flower in its space
- The corpse flower animates one dead humanoid in its body, turning it into a zombie. The zombie appears in an unoccupied space within 5 feet of the corpse flower and acts immediately after it in the initiative order. The zombie acts as an ally of the corpse flower but isn't under its control, and the flower's stench clings to it (see the Stench of Death trait).

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

Stench of Death. Each creature that starts its turn within 10 feet of the corpse flower or one of its zombies must make a DC 14 Constitution saving throw, unless the creature is a construct or undead. On a failed save, the creature is incapacitated until the end of the turn. Creatures that are immune to poison damage or the poisoned condition automatically succeed on this saving throw. On a successful save, the creature is immune to the stench of all corpse flowers for 24 hours.

Actions

Multiattack. The corpse flower makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeon damage, and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) poison damage.

Harvest the Dead. The corpse flower grabs one unsecured dead humanoid within 10 feet of it and stuffs the corpse into itself, along with any equipment the corpse is wearing or carrying. The remains can be used with the Corpses trait.

Demonic Fire Giant (Hledth Hellspawn)

Huge giant (demon), lawful evil

Armor Class 18 (plate)

Hit Points 175 (14d12 + 78)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire, poison

Senses passive Perception 16

Languages Abyssal, Giant

Challenge 10 (5,900 XP)

Spellcasting. The demonic fire giant is a 2nd-level spellcaster. Its spellcasting ability is Wisdom(spell save DC 14, +6 to hit with a spell attacks). The demonic fire giant has the following cleric spells prepared:

Cantrips (at will): *guidance, spare the dying, thaumaturgy*

1st level (4 slots): *bane, guiding bolt, healing word, shield of faith*

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Diviner

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (15d8)

Speed 30 ft.

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

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP)

Spellcasting. The diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with a spell attacks). The diviner has the following wizard spells prepared:

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

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

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

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

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

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

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

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

8th level (1 slot): *maze*

*Divination spell of 1st level or higher

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

Actions

Quarterstaff. *Melee:* +2 to hit, reach 5ft., one target.

Hit 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used with two hands.

Fire Giant

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

Actions

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Glabrezu

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

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

At-will: *darkness*, *detect magic*, *dispel magic*
1/day each: *confusion*, *fly*, *power word stun*

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

Actions

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Hezrou

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

Actions

Multiattack. The hezrou makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on all saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

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

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that can see it within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Spirit Troll

Large giant, chaotic evil

Armor Class 17 (natural armor)

Hit Points 97 (15d10 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	13 (+1)	8 (-1)	9 (-1)	16 (+3)

Skills Perception +3

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 11 (7,200 XP)

Incorporeal Movement. The troll can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Regeneration. The troll regains 10 hit points at the start of each of its turns. If he troll takes psychic or force damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 19 (3d10 + 3) psychic damage, and the target must succeed on a DC 15 Wisdom saving throw or be stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) psychic damage.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Zinovix (Ancient Blue Dracolich)

Gargantuan undead, lawful evil

Armor Class 22 (natural armor)

Hit Points 482 (26d20 + 208)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Perception +17, Stealth +7

Damage Resistances necrotic

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

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

Actions

Multiattack. The dracolich can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dracolich's choice that is within 120 feet of the dracolich and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolich's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dracolich exhales lightning in a 120 foot line that is 10 feet wide. Each creature in the that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dracolich 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 dracolich regains spend legendary actions at the start of its turn.

Detect. The dracolich makes a Wisdom (Perception) check.

Tail Attack. The dracolich makes a tail attack.

Wing Attack (Costs 2 Actions). The dracolich beats its tattered wings. Each creature within 10 feet of the dracolich must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. After beating its wings this way, the dracolich can fly up to half its flying speed.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

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

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Appendix 3: Payback! (Bonus Objective A)

Expected Duration: 60 minutes

Scene A: Hittem' Where It Hurts

In order to gain Sydra Divinus's help the party has been taken with attacking a Red Wizard encampment and finding out what the Red Wizards are researching. This can be done by stealing research notes in the camp or by bring a prisoner back so they can be interrogated. Sydra knows that the Red Wizards been studying some nearby ruins and leaves a small group of mages and guards behind to watch the camp during the day. Getting to the camp is about a 2 hour journey walking.

Area Information

This area features:

Dimensions & Terrain. The camp is spread out in a circle in a 50ft. radius. There are 6 large tents that each contain bed each, a large chest containing clothes and other various goods, a worktable with various research notes, and spell components that are neatly organized, except in 1 tent where they are strewn about haphazardly. There are 8 smaller tents that each have 2 cots each, 2 stands to place armor, and a chest to hold various items. There is a small fire ring, but strangely no cooking area to serve an encampment of this size.

Lighting. It is a partially cloudy day with normal lighting and good visibility.

Creatures/NPCs

During the day there is a Red Wizard **diviner** named Peht. He is protected by his guards 1 **champion** and 2 **knights** who will interpose themselves between the Red Wizards and any strangers they may come across.

Objectives/Goals. The Red Wizards are here to do research and do not want to be disturbed. They will aggressively tell anyone that comes upon the encampment to go away and will use force to do so if they do not comply.

In combat the blackguards will attack anyone that is in melee range of the Red Wizards and are willing to take opportunity attacks to do so.

If the characters kill all of the Red Wizards, they can use options like *revivify* or *raise dead* either at the campsite, or by paying for spell services at the Temple of Moradin. The Red Wizard soul is willing to return to its body for a 2nd chance at life.

Adjusting the Scene

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove 1 **champion** and 1 **gladiator**.
- **Weak:** Remove 1 **champion**.
- **Strong:** Add 2 **champions** and remove 2 **knights**.
- **Very Strong:** Add a 2 **champions** and 1 **diviner**.

Treasure & Rewards

The party finds the following items on a worktable in the Red Wizard camp. If the party takes too much time trying to search for items, the rest of the camp will come back. (4 more Red Wizards and 14 more guards)

- **Magic Items.** *Spell scroll of locate object.*

Bonus Objective A

Once the characters bring Sydra a Red Wizard prisoner they have completed **Bonus Objective A**. Sydra will gladly share with them the information she has found.

Playing the Pillars

COMBAT

There are various areas around the camp to hide and use as cover. The blackguards will not willingly go more 30 feet away from the mages so that they will always be within melee range.

EXPLORATION

If the characters explore the area around the camp have them make a DC 18 Investigation (Intelligence) check to find a bunch of notes that details a ruin that appears to have some dormant intraplanar properties.

SOCIAL

If the blackguards have already been defeated, you can use an action to convince the mages to surrender on a DC20 Charisma (any) check.

Appendix 4: Recruiting Trip (Bonus Objective B)

Expected Duration: 60 minutes

Scene A: Convincing the Resistance

The characters meet Druman and Truval of the fire giant resistance. They lead the characters to the resistance hideaway where they must make a choice, to convince them to stay in Maerimydra or leave the city and join the cloaks.

Prerequisites

In order to play this bonus objective, the characters must have first agreed to help Sydra Divinus recruit allies in The Ore Well (Episode 2) and then have assisted the fire giant resistors (Episode 3).

Area Information

This area features:

Dimensions & Terrain. The fire giant resistors meet in an underground chamber that is only 16ft high and 40ft by 40ft.

Lighting. This area is surprisingly lacking in *faerzress*.

Creatures/NPCs

The fire giant resistors are currently meeting in some ruins beneath Maerimydra. They are cramped in the chamber both due to the number of fire giants and the low ceiling.

Objectives/Goals. The fire giants are looking for allies that could help them retake Maerimydra, and if that does not seem possible, then a place for them to live.

Convincing the Resistors

The fire giant resistors are conflicted on what to do next. That said, many of them know that staying in Maerimydra is untenable and are looking for an opportunity to leave. If presented with an opportunity to make an alliance with the Cloaks, many of the fire giants will jump at the opportunity. The characters need to convince 7 of the 10 giants in order to convince the group to leave Maerimydra and join the Cloaks.

Druman. Is looking for any kind of assistance. DC5 Charisma (Persuasion) to convince him to leave.

Truval. Wants to know that whoever they ally with is strong enough to help them take back Maerimydra. DC5 Strength (Athletics) to convince him to leave.

Stuvak. Is intrigued by the surface world and the strange creatures that inhabit the surface. He is actively looking to leave Maerimydra. He is looking for stories of the surface world. DC15 Intelligence (Nature) check to convince the giants to go to the surface.

Quarnish. Is fiercely loyal to the city, but she is suffering day by day being this close to the Abyss. Her wounds continue to fester and can be convinced if treated with a DC20 Wisdom (Medicine) check to leave.

Aronak. Is intrigued by arcane magic. If the characters explain or demonstrate the magic that the cloaks can perform then he will support their decision. This can be done with a DC15 Intelligence (Arcana) check or will automatically succeed if a character casts a spell of 3rd level or higher.

Messen. Is the most spiritually inclined of the fire giant resistors. A DC15 Intelligence (Religion) check can convince her to support leaving.

Unnulus. Is delusional and believes that the situation in Maerimydra is not that bad. A DC20 Wisdom (Insight) check will convince her to leave.

Zis. Is interested by smallfolk and their nimbleness. He can be convinced by performing various acrobatic feats with a DC17 Dexterity (Acrobatics) check to leave Maerimydra.

Knope. She is intrigued by smallfolk. A DC15 Charisma (Persuasion) check will convince her to leave. Any small-sized character has advantage on the check.

Oslawd. Appreciates the history of giant culture. Characters who can make a DC20 Intelligence (History) check can appeal to his history loving nature to leave Maerimydra. Those proficient in Giant have advantage on this check.

Bonus Objective B

Once the characters have secured the fire giants help for the Cloaks-in-Exile, they have completed Bonus Objective B.

Appendix 5: Magic Items

Characters completing this adventure's objective unlock this magic item.

Steel Mammoth (Table G)

Wonderous item, rare

This figurine is made of well-polished steel and appears to be a single solid piece of exquisite detail. When it is used the figure moves and makes a large trumpeting sound as the mammoth comes to life. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

A **figurine of wondrous power** is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Marble Elephant. This marble statuette is about 4 inches high and long. It can become an [elephant](#) for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

Tankard of Sobriety

Wondrous item, common

This item has an image of a young dwarven maiden carved into its side that winks every time a drink is taken. You can drink ale, wine, or any other nonmagical alcoholic beverage poured into it without becoming inebriated. The tankard has no effect on magical liquids or harmful substances such as poison.

Potion of Speed

Potion, very rare

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

This item is found on **Magic Item Table D** in the *Dungeon Master's Guide*.

Spell Scroll of Locate Object

Scroll, uncommon

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material Components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal Casting Time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your Spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and Attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

Appendix 6: Story Awards

Characters completing this adventure's objective unlock the following story awards. If characters already possess the **Friend of Clan Rumnaheim** story ward they will then receive the **Honorary Member of the Rumnaheim's** story award.

Friend of Clan Rumnaheim

As a Friend of Clan Rumnaheim, you can request entrance to the Earthspur Mines and Town, even if they are currently closed to outsiders. If Riswyn, new head of Clan Rumnaheim, is present at the mines (at the discretion of the DM), she can vouchsafe your good behavior and have you granted entrance. If you abuse this trust (at the discretion of the DM), void this story award.

Honorary Member of Clan Rumnaheim

You are considered an honorary member of the Rumnaheim clan. On your interactions within the Earthspur Mines and Town you are considered a dwarf, even if you are of a different race. For better or for worse.

Appendix 7: Dungeon Master Tips

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

New to D&D Adventurers League?

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

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

Preparing the Adventure

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting This Adventure

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

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

Determining Party Strength

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