

GHOULIES AND GHOSTIES

MERRIC BLACKMAN

Adventure Designer

Adventure Code: CCC-BMG-PHLAN4-1

Optimized For: APL 8



The unthinkable is happening in Phlan; someone, or some thing, is taking the children. What began as strange reports from outlying farms, has now become a city-wide problem. Emotions and tempers run high and accusations are thrown carelessly. The Chancellor has offered a substantial reward to anyone that can not only get to the bottom of the mystery while keeping the citizens from turning on one another in the process. You'll need a sharp sword, and an even sharper mind?

A four-hour adventure for 5th-10th level characters

Development and Editing: Robert Alaniz

Cartography: Derek, Von Zorovich, Robert Alaniz

Proofing and Layout: Robert Alaniz

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

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

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Welcome to *Ghoulies and Ghosties*, a Community Created Content D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the Storyline Name™ storyline season.

*This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.*

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

DETERMINING PARTY STRENGTH

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

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. Familiarize 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.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.



ADVENTURE PRIMER

This adventure focuses on exploration and role-playing. DMs are encouraged to go beyond the bounds of the adventure if the players are creative, and to emphasize the growing fear and paranoia among the citizens of Phlan as the mystery of the kidnapped children remains unsolved.

ADVENTURE BACKGROUND

The Order of the Long Death has returned to Phlan and are kidnapping children and taking them to their lair to subject them to horrific experiments.

A sensei in the Order, aided by aberrant enchantments, stalks Phlan by night. A cloaking enchantment means that no one notices him or his companions unless they are looking for him (by description) specifically.

A second enchantment, focused through a white pearl, saps the will of his target and makes them follow him to his lair. The pearl turns black and breaks afterwards.

The enchantments have one flaw: they enrage dogs, and he was attacked by such on a recent trip. The monks killed the dogs and have also killed the dogs near their home.

A final spell, drawing on the power of a magic helm, transports the children away from Phlan to another place where the experiments take place.

With no one witnessing the kidnappings, and several children of the Coin Spinners and Welcomers taken, tensions are now running high between the two factions.

NPC SUMMARY

The following NPCs feature prominently in this adventure.

Anton. A limping human sailor in love with a drow merchant.

Bursar Buddle. Gold dwarf thug and lieutenant within the Coin Spinners.

Calypso (Kuh-lip-soh). A tiefling sorcerer and former adventurer who is now the Chancellor of Phlan.

Eve. Ward of the Order of the Gauntlet, self-appointed protector of the children. Charmingly independent. 10-year old female human.

Johanna. A reclusive drow merchant who is the object of Anton's affection. Not that Anton has communicated that to her.

Kethra Stormwind. Ghost of a girl who was killed by the Order of the Long Death, two or three decades ago. Friendly when she can't remember the past.

Marata Falone. Young girl not taken by the kidnappers.

Villonah Leadstopper. Junior member of the Order of the Gauntlet and guardian of Eve. Made bad life choices early, working to redeem herself.

ADVENTURE OVERVIEW

Children are being kidnapped in Phlan. The authorities have no idea who is behind the kidnappings, and, to make things worse, the two rival thieves' guilds in Phlan are blaming each other.

The adventure is broken into 3 parts:

Part 1. The Chancellor hires the adventurers to find the culprits, as they have been recommended to her by the factions as effective agents and briefs them on the mission. The adventures then meet a young girl, Eve, a ward of the Order of the Gauntlet, who has taken an interest in the case herself, and wishes to make herself useful. Unfortunately for Eve, her guardian wants her to stay out of trouble.

Part 2. The adventurers investigate the kidnappings around the city.

During the investigation, the animosity between the two thieves' guilds, the Welcomers and the Coin Spinners leads to confrontation which the adventurers must defuse before anyone gets killed.

The adventurers can also visit a haunted house, home to the ghost of a child kidnapped and killed during the last kidnappings, decades ago.

Towards the end of the investigation, Eve ignores the advice of her guardian and is kidnapped by the Order of the Long Death. The adventurers must then hurry to the hideout in search of her.

Part 3. The final confrontation with the Order of the Long Death occurs in the ruined hideout, where the adventurers must disrupt a teleportation ritual before Eve is lost to them.

ADVENTURE HOOKS

Faction Contacts. The adventurers are recommended to the Chancellor of Phlan as people who can help through their faction leaders.

Non-Faction Hire. The adventurer is approached by an agent of the Chancellor and recruited as, without links to any of the factions, the character is seen as a neutral party in the investigation.



PART 1. INTRODUCTION

Estimated Duration: 30 minutes

The adventurers are given their mission by the Chancellor and learn about the missing children.

GENERAL FEATURES

Castle Valjevo has the following general features:

Terrain. The floor is tiled in the central walkways and carpeted in the offices.

Weather. Outside it is a partly cloudy day, with the possibility of rain later.

Light. Bright light; daytime or well-lit offices.

Smells and Sounds. From outside, the sounds of city life: merchants, sailors, and the citizens going about their business.

BRIEFING WITH THE CHANCELLOR

The Chancellor of Phlan is stressed. Children are going missing, and the Coin Spinners and Welcomers are blaming each other. She's asked the factions to send their best investigators available, and they've sent her the adventurers.

Chancellor Calypso looks tired. Brushing her hair back from her horns as she looks up from her desk,

"We've got a problem, and I'm hoping I can count on you to fix it. Several children are missing. Nothing connects them except their age, and I've got people screaming at me for not finding them.

The Coin Spinners tell me the Welcomers are behind it. The Welcomers tell me the Coin Spinners are selling children to the drow. And the guilds are all lining up behind one faction or the other.

So, I've asked for help and you're it. I need you to find who's behind the kidnappings and stop them, preferably without starting a civil war in the process.

I've drawn up a warrant up for you with my authority, so you'll be able to question people, but please, no killings unless you have to. I've got enough problems as it is.

So, any questions?"

Calypso knows the following:

- She is willing to offer the party a reward if they find who is behind the kidnapping and stop them.
- Children have been taken from several families, and it seems that street kids have disappeared as well.
- The Coin Spinners are a new thieves' guild in town, and they are feuding with the Welcomers who are trying to become legitimate. At least the Welcomers are no longer stealing from the townsfolk.

- Both the Coin Spinners and Welcomers recruit young children from the streets. They won't tell Calypso who has gone missing, but they might tell the adventurers.
- If the adventurers seem uncertain where to start, Calypso suggests starting with the places on the list.
- Calypso would like to know more about the adventurers and asks them for more details about themselves during the meeting.

Calypso's list of missing children can be found in **Appendix 5**.

ROLEPLAYING CALYPSO

Calypso is a tiefling sorcerer, a former adventurer who is now the Chancellor of Phlan. She is aligned with the Zhentarm.

- **Ideal:** I prize freedom and despise tyranny. Chains are meant to be broken, as are those who would forge them.
- **Bond:** Phlan is my home – I must do all I can to protect it.
- **Trait:** Flattery is my preferred trick for getting what I want.
- **Flaw:** I'd rather eat my robes than admit when I'm wrong.

MEETING EVE

Upon leaving the meeting with the Chancellor, the characters are met by Eve, a young ward of the Order of the Gauntlet. She feels a strong need to help the children of Phlan and was spying on the characters' meeting.

As you leave the town hall, a small figure detaches itself from the balcony above you and drops nimbly to the ground below, before running up to you. The figure resolves itself into a small girl of about ten years old. She smiles at you and says, "Hi there! I'm Eve! Do you need any help?" Around her neck, a silver coin hangs from a twisted cord, glinting in the sunlight.

Eve is bright and sunny, although concerned about the fate of the missing children and concealing inner sadness about her dead parents.

Eve can let the players know the following details:

- She's been visiting the children in Phlan
- The children are terrified. They don't know who is taking their friends.
- This isn't the first time that children have disappeared, and some of the kids claim to know something, but they haven't told Eve yet. At least nothing that makes sense. But she'll keep asking!

Eve has been visiting some of the remaining children and wants to be helpful. Unfortunately, her guardian

doesn't see it this way, and shortly after Eve starts talking, Villonah Leadstopper arrives. After admonishing Eve and apologizing to the adventurers, she takes Eve back to the Order of the Gauntlet headquarters. Eve is not impressed, but obeys for now, even if the adventurers object.

ROLEPLAYING EVE

Eve is an orphaned human girl whose parents, both worshippers of Tymora, were killed during the retaking of Phlan from the green dragon. Eve has been taken in by the Order and sees it as her duty to live up to the example of her parents.

Eve is blond, with her hair in a ponytail, and dressed in sensible clothing, somewhat patched. A silver coin – given to her by her parents before they left – hangs on a cord around her neck. She's never without it and often touches it absent-mindedly or when distressed. She is *not* a member of the Coin Spinners, despite what the adventurers might think, nor is she responsible for the kidnappings!

Bond: I must care for the children when no-one else will.

Flaw: Tymora will save me – but what if she doesn't? My parents didn't come back!

ROLEPLAYING VILLONAH LEADSTOPPER

Villonah Leadstopper is a female gnome who serves the Order of the Gauntlet. She is friendly with the Welcomers.

Villonah first appeared in DDEX1-1, Defiance in Phlan. She was rebellious after her mother's death, which got her into trouble and eventually imprisoned by a corrupt Black Fist crew. Tortured and subjected to mental trauma from which she developed a few innate aberrant powers. She later found purpose among the Welcomers, and a cause in which to channel her anger, but disaffection with their methods caused her to join the Order of the Gauntlet, where she has been made responsible for the safety of the Order's wards – in particular, Eve – which she takes very seriously, based on the turmoil of her own early life.

- **Shawn.** Male human child, about 14. Blonde hair. Taken from Welcomers 2 nights ago.
- **Miri Wyvernspur.** Female human child, 11 years old. Red hair. Taken from Noble district 1 night ago.
- **Calvin.** Male dwarf child. White hair and dark skin. Taken from Coin Spinners 7 nights ago.
- **Jenna.** Female dwarf child. Bald. Taken from Coin Spinners 6 nights ago.

DM'S EYES ONLY: THE MISSING CHILDREN

This is the full list of the children who have gone missing:

- **Pieron Falone.** Male human child, about 13 years old. Dark hair and olive skin. Taken from home in Podol Plaza; his sister, Marata, still safe, 5 nights ago. Family are merchants.
- **Tana.** Female human child, about 8 years old. Fair skin and blond hair. Taken from home near Kuto's Well, 3 nights ago. Family are tailors.
- **Teos.** Male halfling child. Black hair and tanned skin. Taken from Welcomers 4 nights ago.
- **James.** Male halfling child. Brown hair and dark skin. Taken from Welcomers 8 nights ago.



PART 2. INVESTIGATION

Estimated Duration: 2 hours

The monks' hideout is in a building in Old Town, but the adventurers must assemble clues to discover its location. The monks use magic to be unnoticed when moving around the city; only creatures that directly interact with them can remember them.

Each location the adventurers may investigate is listed in alphabetical order below. At the end of the chapter are two events.

Coin Spinners Attack. Run this encounter after the adventurers have investigated two locations.

Eve is Kidnapped. Run this encounter when the adventurers are stuck, you are running out of time, or they have discovered the location of the Order of the Long Death's lair.

It is likely that the adventurers will begin the investigation with one of the five locations where children have been kidnapped: Coinspinners, Merchant House, Noble House, Tailor's House or Welcomers.

At your discretion, Eve's path will cross that of the adventurers several times in the investigation. She tries to be helpful, and she wants the adventurers to succeed. She's likely to visit them after each time they visit a child to see how it went (despite the pleas of her guardian to stay home!)

RUMORS IN PHLAN

Everyone in Phlan has their own theory as to what is going on. Some actually know something. If the adventurers ask around, they can learn the following rumors. Use ability checks and/or roleplaying as appropriate to your table.

- Someone is kidnapping children! No-one's seen them taken. It must be magic!
- The Coin Spinners are behind it all. They can't stand the Chancellor and are using it to undermine her.
- I've heard that the drow are behind it. The children are being sold to them as slaves by the Welcomers! (or Coin Spinners)
- A friend told me a sailor is smuggling them out of the city to avoid a dreadful catastrophe that will strike Phlan later this year.
- The children who haven't been taken are very worried. They keep talking about ghosts.
- (An elderly resident): It's the Namahage, I tell you! He took the children once, he'll take them again until there are none left!

If the adventurers talk to the children of Phlan – the ones who haven't been kidnapped – they can learn the following:

- We aren't safe in Phlan. Someone comes during the night and takes us away. I tried telling my mummy, but she called me a foolish boy.
- Eve will save us! Have you seen Eve? She's so pretty and brave. She visits everyone to see if we're okay.
- This happened before. A girl was killed by the kidnappers, and her ghost is telling everyone we're doomed!
- I told Eve about the girl ghost, and she got all excited and told me she'd visit herself. I think ghosts are scary!
- It's the Namahage! With his eyes of death and ghosts of children that follow him. He's behind it all! I don't want to be a ghost!

None of the children are quite sure where Kethra Stormwind's ghost is until you're ready for the adventurers to proceed to that part of the adventure. Eve and Maratta know the location.

SOLVING THE MYSTERY

There are three main clues that can be found by the adventurers:

- shards of black pearls at some of the crime scenes
- reports of a limping man in the area
- evidence of a dog attack

The pearls were part of the magic that enchanted the children. The dogs react badly to the magic that hides the monks. The limping man was an innocent sailor – but the head monk also limps due to the dog attack.

The pearls were originally white, see the Black Pearl Shards sidebar for more. These can lead to the jeweler who sold the pearls, who can describe the kidnapper.

Investigating the dogs can reveal the district where the monks are hiding in the Old District.

Getting the Coin Spinners, Welcomers or the Black Fists to investigate the Old District for a limping man or for the man the jeweler describes reveals the monks' hideout.

Additional clues and details can be revealed through Eve, Rumors and the Haunted House. Due to the enchantment that conceals the monks, if the adventurers choose to stake out a child's house, the child may "vanish" with no-one the wiser until the

next morning. Only a description of the monk sensei allows the adventurers to detect him.

BITTER BLADE INN (NEW CITY DOCKS)

The limping sailor, Anton Calabra, a commoner, is staying at the Bitter Blade Inn, a renowned (and rebuilt) inn on the docks that has a clientele of mostly sailors.

The innkeeper can be persuaded with a successful DC 12 Charisma (Persuasion) check or the use of the warrant to confirm Anton is staying here.

Anton is a tall male human of Turami descent. He normally works as a sailor on various merchant vessels but has been working as a dockworker in recent months. He broke his leg working on a craft two years ago and has worked with a limp ever since.

He had fallen in love with a female drow, Johanna, who lives in the house two doors down from the Wyvernsnurs. She keeps to herself.

Anton has been buying black pearls and is stringing them into a necklace to present to her when it is completed, and he gathers the courage to do so! Unfortunately, his wages aren't enough to cover the costs of the pearls, and so he has been stealing items from the docks and selling them to gain the money.

Anton flees from the adventurers if he realizes they're looking for him, believing that they're after him because of his larceny.

CHASE!

If Anton flees from the adventurers, improvise a chase scene using the following guidelines. Anton is treated as a **thug**. He will not attack the adventurers unless cornered and given no other option.

- Adventurers begin 2 range increments behind Anton (each range increment is approximately 30 feet).
- Each round, each creature makes a check based on the current challenge. On a success, the creature decreases or increases the distance by one range increment.
- When the adventurers are at 0 range increments, they are level with Anton and may attack or restrain him as desired.
- If Anton increases the distance to 5 range increments, he escapes.

The following challenges may be used, in addition to any others you can think of:

- A clear street with no traffic. DC 10 Strength (Athletics) to run fast.

- A busy inn room. DC 12 Dexterity (Acrobatics) to weave through.
- Heavy traffic on the street. DC 14 Dexterity (Acrobatics) to weave through, or DC 16 Strength (Athletics) to climb over.
- Lost sight of Anton at a street corner. DC 10 Wisdom (Perception) check to find him.

If the adventurers come up with another skill that would allow them to overcome a challenge, let them! Likewise, spells such as *misty step* or *haste* may end the chase quickly.

If Anton escapes, he circles back to the Bitter Blade Inn to retrieve the pearls from his room.

TALKING WITH ANTON

He can show the incomplete pearl necklace to the adventurers; it contains the black pearls he has bought from the jeweler. Every pearl the jeweler reported selling is there, so it should be obvious the black pearl lead is not working as planned.

Anton is only marginally aware of the kidnappings; he has been too busy working – or hanging around the Johanna's house, hoping for a glimpse of his reclusive love.

Anton is happy to babble on about his dreams and his love. He reacts with shock to being called a kidnapper, and becomes very defensive, calling for proof.

If Anton is arrested by the characters, he will be held by the Black Fist until it is obvious, he is not involved – which may be never. If he is killed, the adventurers discover the error of their actions when the next kidnapping occurs.

ROLEPLAYING ANTON

Anton is a young male human of 25 years old, who has been working as a sailor since he was 14. In a recent visit to Phlan, he caught sight of the beautiful drow merchant Johanna, and fell hopelessly in love with her.

Bond: Johanna is the one for me; I will impress her with my pearls.

Flaw: There's no way Johanna will reject me! I will do anything to prove myself worthy!

COIN SPINNERS (KUTO'S WELL)

The Coin Spinners have lost Calvin and Jenna, young recruits (a male and female dwarf). Their representative, Bursar Buddle, begins hostile negotiations with the adventurers, and tell them in no uncertain terms that they don't need help – the Coin Spinners know who is responsible and they will deal with it!

The Coin Spinners believe the following:

- The Welcomers have been targeting the Coin Spinners because they fear the Coin Spinners' growing power in Phlan.
- Their children are being kept in the Welcomers' secret lair. Any other disappearances are fake news.
- No one has seen the children taken. They were out on the street with a guardian at the time, but they disappeared while the guardian wasn't looking. Each disappearance occurred at night.
- Their members are on high alert and are looking for where the children are being kept.
- The adventurers are distrusted due to their ties to the city's officials, who have been interfering with the Coin Spinners' activities.
- The Coin Spinners will launch an attack soon to rescue their children.

The adventurers can dissuade the Coin Spinners from making an immediate attack through role playing or through successful DC 15 Charisma (Persuasion) or Charisma (Intimidation) checks, although a DC 12 Wisdom (Insight) check will reveal that the Coin Spinners are likely to not wait that long as there is a lot of anger within the organization.

The details of the children the Coin Spinners have lost are:

- **Calvin.** Male dwarf child. White hair and dark skin. Taken from Coin Spinners 7 nights ago.
- **Jenna.** Female dwarf child. Bald. Taken from Coin Spinners 3 nights ago.

ROLEPLAYING BURSAR BUDDLE

Therandra Buddle is a Gold-dwarf **thug**, and lieutenant within the Coin Spinners.

- **Ideal:** It takes more than flint to make a fire. I keep that in mind as I train worthless recruits into hardened fighters.
- **Bond:** I don't mind thinning the weak from my herd.
- **Trait:** My best interests better be your best interests.
- **Flaw:** Sometimes I pity lesser races so much that I let my guard down around them.

Helpful Coin Spinners. If through good role playing or a successful difficult DC 20 Charisma (Persuasion) roll the adventurers get the Coin Spinners to listen to them, the Coin Spinners will offer their aid. If asked about tracking either the Limping Sailor or the Lone Monk, they set their members on it. After one hour, they discover the location of the target and inform the characters.

The characters gain advantage on these checks if the adventurers have found evidence that you think the Coin Spinners would believe.

THE COIN SPINNERS

Originating in Luskan, the Coin Spinners are a quasi-religious criminal organization that has recently established itself in Phlan. They revere both Tymora and Beshaba, believing both gods to be aspects of the one divine being—Tymora representing good fortune, and Beshaba representing misfortune.

Character. Chaotic and unpredictable behavior characterizes the gang. While some members are philosophically and spiritually committed anarchists, others simply like plunder and violence. There is sometimes tension between the genuinely devout and those who are just looking to line their own pockets.

Criminal Activities. As a criminal organization, they are heavily involved in gambling, as well as smuggling, extortion, robbery, counterfeiting and slave-trading. With the Welcomers abandoning some of these activities, the Coin Spinners have been able to expand their operations rapidly in Phlan.

Violence. The Coin Spinners do not hesitate to use violence to achieve their goals. Some of the devout members see violence as an almost sacramental means of spreading chaos, while others are merely vicious. Prize-fighting, hunting and other blood-sports are very popular in the gang.

The Coin. One peculiarity of the Coin Spinners is their use of chance to make important decisions. Many of them carry a unique silver coin for this purpose, inscribed on one side with the antlers of Beshaba, and on the other with the coin of Tymora.

"Let the coin decide" is one of their catchphrases. The coin is often used when passing judgement on some offense. This means that a minor wrong might result in very severe consequences, whilst a major transgression might see the offender gently warned and sent away with a purse full of gold. This unpredictability makes the Coin Spinners especially feared.

HAUNTED HOUSE: KETHRA STORMWIND

Kethra Stormwind was a young Illuskan girl who was kidnapped and murdered by the monks. Her ghost has ended up in a ruined house near Podol Plaza. She is confused and doesn't realize that she's dead, but she's very fond of games and attempts to play them with anyone who enters. Unfortunately, her games tend to end with the participants fleeing in terror, but the adventurers will need to stay as long as they can to learn what she can tell them.

Cobwebs festoon the walls and ceiling of this shell of a house, large quantities of dust drifting lazily in the light that comes through the ruined windows. A young girl emerges from behind a pile of wooden crates, stepping

through the boards with ease. Empty sockets gape where her eyes should be.

"Hello", she says, sounding bright and happy despite her morbid appearance. "I'm Kethra! Do you want to play a game?"

Kethra has two games she wishes to play with the adventurers: Hopscotch and Find the Thimble.

Playing the games allows Kethra to remember aspects of the past – or connect with events in the present – but after revealing one fact she breaks down crying and wailing. This brings forth the horror of her undead state, and each adventurer must make a DC 13 Wisdom saving throw. On a failed save, the adventurer becomes frightened for 1 hour and flees the building; the adventurer may not return while frightened.

This fugue state lasts for 1 minute, after which Kethra recovers with no memory of what happened to her, and suggests another game, alternating between the two.

The information Kethra can impart is as follows:

- "Phryne's so pretty and kind! Why can't I see her? She left me her dog, but someone killed it!"
- "This is Phryne's favorite game. Can you see her anywhere? Mummy said I shouldn't go anywhere with someone with a limp."
- "Sailors and priests, both can take you on a journey, but one is not the other. Phryne taught me that."
- "Your necklace is so pretty and white, Phryne. No! Why is it turning black?"
- "Mummy said I had to stay with Phryne! I can't see her! There are no doors and it's dark and damp! Where's Phryne! I want to see her!"

If all the revelations have been revealed, Kethra begins to repeat herself.

If the adventurers visit after Eve has been kidnapped, Kethra instead says:

- "My friend went to the Old District! Something bad happens there. Phryne and I went there, and I was ghosted!"

Phryne does not appear in this adventure.

ROLEPLAYING KETHRA

Kethra is a young girl who loves playing children's games and is enthusiastic towards anyone who shares her passion. Unfortunately, she's also dead – and she doesn't know it. However, fragments of the past seep back and terrify her – and then she forgets everything again.

Ideal: Playing games with my best friend Phryne is the life for me!

Flaw: You don't want to play with me? Waaaggh!!!!

JEWELER (NEW CITY, DOCKS)

Milton A'Varnis has a store near the docks where he sells many gemstones including both black and white pearls. He is reluctant to discuss his customers with the adventurers but is cooperative if shown the Chancellor's warrant or persuaded with a successful DC 10 Charisma (Deception, Persuasion or Intimidation) check. Milton only volunteers the following information if specifically asked about that color of pearl.

Milton has had only one purchaser of black pearls, a limping sailor who he can describe in detail, who he believes can be found at the Bitter Blade inn.

Only one customer has bought white pearls in the last two tendays: a brown-robed man with a scar under his left eye. Milton is not aware of where this man is staying, but the information will be enough for the Guard, Coin Spinners or Welcomers to find him if the adventurers think to ask for aid.

MANTOR'S LIBRARY (SAGE)

Adventurers who look for a sage to examine the black pearl shards are referred to Yularin, a female elvish specialist in marine life and wizardry, who works at Mantor's Library. Yularin charges 100 gold pieces (unless presented with the warrant) and takes one hour to investigate.

Yularin discovers the following in her investigation:

- The pearls are not black; they were originally white before a magical force discolored them.
- The pearls were used as a focus for the magic, which contained elements of the enchantment school. It was a powerful effect.
- The magic residue is unusual and displays traces of outer-planar influence. Yularin cannot determine which plane is involved, but says it feels very alien and distant.

MERCHANT HOUSE (PODOL PLAZA)

The two-story house is owned by Diero and Faila Falone. Their son, Pieron, is missing, but their daughter Marata is still present.

Podol Plaza is the center of trade in Phlan, and what houses there are in the area tend to be both residences and shops. This is true of this brick house; a sign outside reading "Falones' Spices", with the upper level obviously being a residence. It's well-maintained, and the owners have spent money on it.

The Falones are spice merchants, importing goods from beyond the Moonsea region, and trading it in their store. They are moderately wealthy. Diero adores his wife and children, but Faila does not have much sympathy for her children's misdeeds. She believes that children should be seen and not heard. Both are aligned with the Zhentarim.

Marata has been visited on several occasions by Eve. Marata is unhappy as her mother can be cruel, but Eve has counselled her not to run away. Marata doesn't understand why having cruel parents is better than having no parents at all; Eve seems to get by fine. Marata can be cruel herself, as she follows the example set by her mother. She worries that Pieron ran away because she took away his favorite book the day before he disappeared.

Marata knows about the haunted house and can be persuaded to tell the characters about it with a successful DC 12 Charisma (Persuasion) check or if bribed with at least 10 gold pieces.

None of the family saw anything the night Pieron vanished. They went to sleep, and he was gone the next day with his bedroom window open. Pieron and Marata shared the same bedroom.

The neighbors' dogs were very noisy for the night preceding and on the night of the kidnapping, but they've quieted down now.

Shards of a black pearl can be found in the street below the window with a successful DC 10 Intelligence (Investigation) check. (See sidebar).

BLACK PEARL SHARDS

At several points during the adventure, the adventures may come across the shards of a black pearl. (Describe it as shards of black nacre, if you like!)

Investigating the shards can reveal the following:

- A character trained in Arcana can determine that the pearl was part of a magic ritual.
- A detect magic spell cast on the pearl reveals the traces of a faint magical aura of the enchantment school.
- If a detect magic spell is used and the caster succeeds on a DC 15 Intelligence (Arcana) check, the caster determines that the pearl was originally white and became black as part of the ritual.

Further information about the pearls can be found by consulting a sage at Mantor's Library or visiting the Jeweler in the Dock District. Both are described in Part 2.

NOBLE HOUSE (NOBLE DISTRICT)

The house of the Wyvernspurs can be found in the Noble District.

The noble district is much better maintained than the other districts of Phlan, even if there is evidence of much rebuilding recently. The two-story house you've been directed to is a particularly grand one; with a walled garden at its back, and well-polished and expensive fittings. The door is even opened by a butler!

The house is owned by Darvin and Rowan Wyvernspur. Their daughter, Miri, is missing as of last night. Darvin and Rowan moved here from Cormyr and have contributed a great deal of money to the rebuilding of Phlan. They are trusted by the Chancellor, and members of the Lords Alliance.

Darvin and Rowan are distressed but hiding it behind a façade of genial nobility. They are polite to the adventurers, but a successful DC 12 Wisdom (Insight) check reveals that both are keeping their rage barely in check: they want someone to suffer for the loss of Miri, and they want her returned now! The Wyvernspurs know the following:

- They noticed a limping man dressed like a sailor hanging around in the street in the days before Miri disappeared. He seemed to be studying the houses.
- Miri went to bed as she normally did. When they woke the next morning, her window was open, and she was gone.

The streets in this district are regularly swept and cleaned, which is why no pearl shards can be found here.

A few doors down from the Wyvernspur house is the residence of Johanna, a reclusive drow merchant. She is not at home to visitors (her relevance to the adventure can be found in the Bitter Blade Inn entry). If the adventurers force a confrontation, she can reveal that she has seen a limping sailor hanging around over the last two tendays, but has no idea why he seems obsessed by her house. She is not involved with the slave trade.

TAILOR HOUSE (KUTO'S WELL)

The single-story house is owned by Orel and Lureene Dotsk. Their son, Tana, is missing.

Kuto's Well holds a mixture of businesses and residences. This single-story residence is not in the best of condition and shows signs of having been patched up recently. It has a small garden at the front, mostly bare of anything but weeds. Dogs run around an adjoining garden, wagging their tails as they see you and leaning on the fence to be greeted.

Both Orel and Lureene are human tailors and are law-abiding people who work hard and have little time for dreams. They know the following:

- Their neighbor's dogs got free and attacked a man the night that Tana was taken. Orel and Lureene were awoken by the noise (at about 3 am).
- They discovered Tana was missing and his window was open. His footprints through the garden led to the street, but then disappeared.

Looking in the street reveals traces of dried blood with a successful DC 15 Intelligence (Investigation) check. A success on this check also reveals the remnants of a crushed black pearl near the blood.

The neighbor, a halfling named Ullen, can confirm the tale of his dogs, but he didn't see anything himself. He works as a chimney sweep and was out at the time.

OLD DISTRICT

Once the adventures realize that the hideout must be in the Old District, through investigation of the dogs or from clues given by Kethra Stormwind, they need to narrow down the location. Searching for the hideout without further clues delays them until Eve is kidnapped (see Events) and draws the attention of the Coin Spinners.

Depending on timing, the confrontation with the Coin Spinners may provide a tense role-playing interlude (as they don't want the adventurers poking about), or a short combat against 4 **Thugs**.

If Eve has been kidnapped, her lucky coin can be found outside the monks' hideout, unnoticed by the kidnappers. If the adventurers are searching the Old District, they will automatically find it. Tymora has smiled on them.

Asking around the Old District with a description of the Monk, which can be gained from the Jeweler, also permits discovery of the hideout.

WELCOMERS (NEW CITY)

The Welcomers have lost James, Teos and Shawn, three young recruits – two halflings and a human, respectively, all male.

The Welcomers begin the negotiation cautious but prepared to trust the adventurers, unless the adventurers attempt to intimidate the Welcomers, at which point they become hostile and demand the adventurers leave.

The Welcomers believe the following:

- The Coin Spinners have formed an alliance with the drow and are selling children as slaves.

- The children are either being led underground near the city or onto a ship. No-one from the guild has discovered the method.
- No one has seen the children being taken. Each child was taken at night while they were being taught the geography of the city by a senior guild member; a different one in each case.
- The guild member didn't notice the child was missing until he or she returned to the Guild Hall. The guild member just "forgot" that the child was with them.

The children taken from the Welcomers are:

- **Teos.** Male halfling child. Black hair and tanned skin. Taken from Welcomers 4 nights ago.
- **James.** Male halfling child. Brown hair and dark skin. Taken from Welcomers 8 nights ago.
- **Shawn.** Male human child, about 14. Blonde hair. Taken from Welcomers 2 nights ago.

Helpful Welcomers. As with the Coin Spinners, if the adventurers can provide the Welcomers with the identity of someone to track, they can determine that character's location within one hour and report it to the adventurers.

THE WELCOMERS

The Welcomers originated as Phlan's Thieves' Guild, but recent events in the city – such as a dragon attack – caused them to reevaluate their priorities. They have been helping the city rebuild and have recast themselves more as treasure-finders.

Probably. Once a thief, always a thief?

In any case, they have an office in the New City where they can be contacted and hired for various tasks in and around Phlan. They also have a cadre of "guides" – children who can be hired to accompany newcomers around the city. Since the kidnappings started, the guides are no longer available for hire.

TRACKING THE DOG MURDERERS

The adventurers may deduce at some point that the kidnappers have an aversion to dogs. If a citizen is questioned about the dogs, the adventurers are directed to the nearest City Watchhouses. The Black Fist have noticed an increase in complaints about dogs being noisy.

If the Black Fist in the Old District is questioned, they have received reports that several dogs in the district have been killed. If the adventurers investigate the area, they may be able to find the Order of the Long Death's hideout.

EVENT: THE COIN SPINNERS ATTACK

After the characters visit two or three locations, they come across an angry group of Coin Spinners who have found a merchant who supports the Welcomers. The Coin Spinners confront her about the missing children and things turn violent quickly.

There is the sound of shattering glass, and your attention is drawn to a group of ruffians breaking into a nearby shop. A sign proclaiming “Lovely Meat Pies” hangs above the door, and a stout dwarven woman with a rolling pin haplessly defends herself. A half-orc barber runs from the shop above towards the ruffians, brandishing a razor as he shouts at them angrily. What do you do?

Defending the shop are Nellie and Todd, both **commoners**.

The attacking Coin Spinners are 1 **Master Thief**, 1 **Enchanter**, and 8 **Thugs**.

The Coin Spinners are mad and cannot be talked down easily. An adventurer may spend an action to make a DC 20 Charisma (Deception, Intimidation, or Persuasion) check against one Coin Spinner; on a success, that Coin Spinner leaves the combat. This check is made with advantage once half the Coin Spinners are no longer in the combat, for whatever reason.

Despite their rage, the Coin Spinners do not initially seek to kill the adventurers or NPCs, instead rendering them unconscious. If a Coin Spinner is killed, the combat immediately becomes lethal, and all checks to dissuade the Coin Spinners from fighting are made with disadvantage.

If the adventurers kill one or more of the Coin Spinners, they have no chance of gaining the aid of the Coin Spinners, and the war between the Welcomers and the Coin Spinners now become open and lethal, much to the disapproval of the Chancellor.

Four Black Fist **guards** appear on the scene after six rounds, but do not interfere in the combat; they recognize it is above their pay grade. They will happily make arrests of the Coin Spinners afterwards if the Coin Spinners are unconscious.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove the Master Thief
- **Weak:** Remove four Thugs
- **Strong:** Add one Master Thief, remove six Thugs.
- **Very Strong:** Add one Master Thief, remove two Thugs.

EVENT: EVE IS KIDNAPPED

At some point in the investigation of your choosing, Eve discovers the culprits behind the kidnapping by being kidnapped herself. Her guardian, Villonah Leadstopper, comes to the players with the news.

If there are any Order of the Gauntlet adventurers, Villonah makes a special plea to them to find Eve and rescue her. This is a special **faction mission** for those characters.

Villonah knows that Eve had been talking about visiting the Falone house. (Villonah forbade her, Eve went anyway). At the house, everything is quiet. Marata was expecting to see Eve last night at midnight and she never showed. A character who checks the street outside and makes a successful DC 10 Intelligence (Investigation) check can find signs of a struggle. A DC 12 result reveals new deposits of the crushed black pearl, as well as a whole white pearl that has rolled into a crevice.

Marata reveals that Eve was going to the “old haunted house” and said that she’d learned there was something important there. Marata can give directions.

If the adventurers have narrowed down the location of the Order already, the fate of Eve’s lucky necklace will aid them in finding the lair. (See Old District).



PART 3. THE ORDER OF THE LONG DEATH

Estimated Duration: 1 hour

GENERAL FEATURES

The monk's hideout has the following general features:

Terrain. The floor is dusty and dirty floorboards on the upper level, and damp tiles on the lower level.

Light. Dark in the upper level. Dim light from torches on the lower level.

Smells and Sounds. The smell of damp and mold are everywhere. Muffled chanting from downstairs. Even once the monks are dead, the adventurers hear whispering just out of sight.

PENULTIMATE ENCOUNTER: THE HOUSE

The adventurers attempt entry to the ruined house the monks have been using as a base. (see map in **Appendix 4**)

Once, this large building must have been one of Phlan's temples. That was long ago, before the dragon, and the orcs, and the Spellplague. Now, it's a half-collapsed ruin on the edge of Phlan, not in an important enough location to be demolished or rebuilt. It stands, unloved, a reminder of a previous age.

Looking closer, you realize the lower level is in better repair. The door, although appearing scarred, is of solid wood.

The door is barred and must be broken down with a successful DC 16 Strength (Athletics) check. Spells such as knock also suffice to gain entry. Windows are boarded up, but the boards can be ripped off with a successful DC 12 Strength (Athletics) check, which takes 3 rounds, and alerts the enemy inside.

A character can climb up to the upper level with a DC 10 Strength (Athletics) check, but the stairway down has been filled by rocks and is impassible.

Once the adventurers achieve entry, the inner level of the house is one larger area, with the inner walls mostly collapsed, leaving only a few stone supports holding up the upper level. A trapdoor leads to a staircase down to the cellar. There are many places to hide.

Protecting this level are 2 **Helmed Horrors** and 4 **Order of the Long Death Monks** (see Order of the Long Death sidebar for alterations). They attack on sight. The helmed horrors engage the most armored adventurers, while the monks prefer to make skirmishing attacks against spellcasters.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one helmed horror and two monks
- **Weak:** Remove one helmed horror
- **Strong:** Add one monk
- **Very Strong:** Add one helmed horror

WAY OF THE LONG DEATH MONKS

These monks seek the secrets of life by studying death itself. It is the condition of being dead that concerns them most, and not what lies beyond; the afterlife holds little interest for them. Their monasteries are full of decaying, dying, and dead animal and plant specimens, which they study with detached interest. But such studies are only part of the monks' daily life: They seek to understand death as it pertains especially to intelligent living beings, and to this end they eagerly welcome the diseased and the dying so that they might watch and record their deaths. If such unfortunates seek release from pain through death, the monks provide it. They view death as a gift that they bestow on those who are ready for it. Their means of determining readiness vary from one sect (or even one monk) to another.

HOUSE OF ETERNAL TWILIGHT MONKS

Eternal Twilight monks have departed from the traditional teachings of the Order of the Long Death. Beginning with the leadership of **Master Kaidan**, they have twisted the teachings into a search for aberrant powers. These powers reveal themselves during the process of necrosis. Experiments involve bringing subjects to the brink of death, often in a very painful manner, and then stabilizing them before they die.

Their membership is comprised of elves and humans. They wrap their thin, pale skinned frames in dark robes with shrouded cowls to hide their features. Their symbol, a skull with a black diamond on the forehead, is usually visible on some part of their garb.

A vow of silence signifies the ascension to Sensei. This honorable vow is secured by the removal of the monk's tongue. Living in the Shadowfell, the monks' powers reflect an adaptation to their environment.

The Twilight monks and sensei use the stat blocks of the githzerai monk and zerth respectively, with the following alterations:

- Medium humanoid (human or elf), lawful evil
- Languages: common, elvish, telepathy

Spell list is as follows:

At will: minor illusion

3/day each: dissonant whispers, misty step, shield, wrathful smite

(Sensei only) 1/day each: phantasmal killer, circle of death

FINAL ENCOUNTER: EVE OF TERROR

The fight above warns the monks below that they have intruders, and they hurriedly prepare to send Eve to the rest of their order using a ritual. Read or paraphrase the following boxed text when the adventurers reach this area.

You descend into a large underground chamber, roughly a 50-foot diameter circle, with four archways spaced evenly around it. Chanting monks focus their attention on the terrified form of Eve in the center of the chamber!

Strange, twisted toys dance around Eve, touching her as they wrap her in tendrils of blue and violet eldritch energy. The energy emanates from an unusual helmet standing on a crude pedestal nearby. Whatever is happening, it is only moments away from being complete. You must act!

There are ten toys circling Eve: two teddy bears, three toy soldiers, three clown marionettes, a toy drum kit, and a toy horn. Each toy appears twisted and slightly wrong if examined. The toys are in the same space as Eve.

The ritual will conclude on initiative count 0 on the second round. Every two toys destroyed before then will delay the completion of the ritual by one round; if all ten toys are destroyed, the ritual is broken. Each toy has AC 15, hp 10 and is immune to poison, necrotic and psychic damage.

Eve cannot leave the circle by any means until the ritual is complete or broken. The helmet is also immovable until the ritual is concluded or broken. When the ritual concludes, Eve is immediately transported away.

The monks do not need to chant to maintain the ritual, only to begin it, and move to intercept the adventurers.

Facing the party are a **sensei** and four **monks** (see Order of the Long Death sidebar for alterations). During the second round of combat, a **bodak** enters from the archway on the far side of the chamber.

There are four archways, each lead to a ringed corridor that runs around the chamber, off of which are several small cells. The bodak and sensei will take advantage of that ring to move around the party and attack from unexpected angles.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove the Sensei and two Monks. Each toy destroyed adds one round to the ritual.
- **Weak:** Remove the Sensei
- **Strong:** Add one Bodak
- **Very Strong:** Add one Bodak and one Monk. It takes 3 toys destroyed to delay the ritual by one round.

CONCLUDING THE ADVENTURE

Once the monks are defeated, the lair can be examined in detail. In one cell off the main ring corridor is the treasure in a small unlocked wooden chest.

Other cells provide hints that children have been kept in them. A message scratched into one wall that “Pieron misses daddy”. Small items of child-sized clothing can also be found.

The location of where the children were sent is still a mystery. If Eve was rescued, her guardian thanks the adventurers effusively.

The Chancellor, upon viewing the evidence for herself, thanks the adventurers for disrupting the kidnappings and finding the monks’ lair. Unfortunately, all attempts to interrogate the monks fail: some embedded magic cause the monks to die immediately when they are interrogated.

The toys, each of which have a separate rune scratched into it, and the helmet, must hold the secret of where the children have been taken. This will take further investigation – a task for another adventure!

TREASURE

In one of the side-chambers of the monk’s lair can be found a box with many white pearls, worth 1000 gp.

The helm is a *helm of teleportation*. This black helm has a gold crown built into the ornamentation. It resembles the ceremonial battle helm of a samurai warrior. In the crest of the crown it features a skull with a prominent black diamond on its forehead, the symbol of the Order of the Long Death. Additionally, the Chancellor rewards their efforts with gold and recognition.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for **completing the adventure**.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure's objectives unlock this magic item.

Helm of Teleportation. This black helm has a gold crown built into the ornamentation. It resembles the ceremonial battle helm of a samurai warrior. In the crest of the crown it features a skull with a prominent black diamond on its forehead, the symbol of the Order of the Long Death. This item can be found in ***Appendix 6***.

DM REWARD

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above. 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 are featured prominently in this adventure:

Anton. A limping human sailor in love with a drow merchant. Seeking to gift her with a black pearl necklace, but he hasn't declared his love yet.

Bursar Buddle. Gold dwarf thug and lieutenant within the Coin Spinners.

Calypto (Kuh-lip-soh). A tiefling sorcerer and former adventurer who is now the Chancellor of Phlan.

Eve. An orphaned girl whose parents, both worshippers of Tymora, were killed during the retaking of Phlan from the green dragon. Eve has been taken in by the Order and sees it as her duty to live up to the example of her parents. She carries a lucky silver coin on a necklace.

Johanna. A reclusive drow merchant who is the object of Anton's affection. Not that Anton has communicated that to her.

Kethra Stormwind. Ghost of a girl who was killed by the Order of the Long Death, two or three decades ago. Friendly when she can't remember the past.

Marata Falone. Young girl not taken by the monks, although her brother has been. Friend of Eve and knows about the Haunted House where Kethra's ghost resides.

Phyrne. Little miss "does not appear in this adventure". Best friend of Kethra.

Villonah Leadstopper. Gnome agent of the Order of the Gauntlet. Guardian of Eve. Friendly with the Welcomers.

APPENDIX 2. MONSTER/NPC STATISTICS

BODAK

Medium Undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Perception +4, Stealth +6

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

Damage Immunities lightning, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, the languages it knew in life

Challenge 6 (2,300 XP)

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

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

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

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

ACTIONS

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

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

COMMONER

Medium humanoid, any

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages Any one language (usually Common)

Challenge 0 (10 XP)

ACTIONS

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

ENCHANTER

Medium humanoid, any

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

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

Cantrips (at will): *friends*, *mage hand*, *mending*, *message*

1st level (4 slots): *charm person**, *mage armor*, *magic missile*

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

3rd level (3 slots): *fireball*, *haste tongues*

4th level (3 slots): *dominate beast**, *stoneskin*

5th level (2 slots): *hold monster**

*Enchantment spell of 1st level or higher

ACTIONS

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

HELMED HORROR

Medium Construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to *lightning bolt*, *fireball* and *heat metal*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

MASTER THIEF

Medium humanoid, lawful neutral

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

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

Senses passive Perception 13

Languages Thieves' Cant plus one other language (usually Common)

Challenge 5 (1800 XP)

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

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

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

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

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

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

MONK (ORDER OF THE LONG DEATH)

(Reskinned Githzerai Monk –sidebar has alterations)

Medium humanoid (gith), lawful neutral

Armor Class 14

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +4, Int +3, Wis +4

Skills Insight +4, Perception +4

Senses passive Perception 14

Languages Gith

Challenge 2 (450 XP)

Innate Spellcasting (Psionics). The githzerai's spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

At will: *mage hand* (the hand is invisible)

3/day each: *featherfall*, *jump*, *see invisibility*, *shield*

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) bludgeoning damage plus 9 (2d8) psychic damage. This is a magic weapon attack.

* See the stat adjustments in the **Monks of the Eternal Twilight** sidebar.

MONK SENSEI (ORDER OF THE LONG DEATH)

(Reskinned *Githzerai Zerth* –sidebar has alterations)

Medium humanoid (gith), lawful neutral

Armor Class 17

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +6

Skills Arcana +6, Insight +6, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The githzerai's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage hand* (the hand is invisible)

3/day each: *featherfall*, *jump*, *see invisibility*, *shield*

1/day each: *phantasmal killer*, *plane shift*

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.

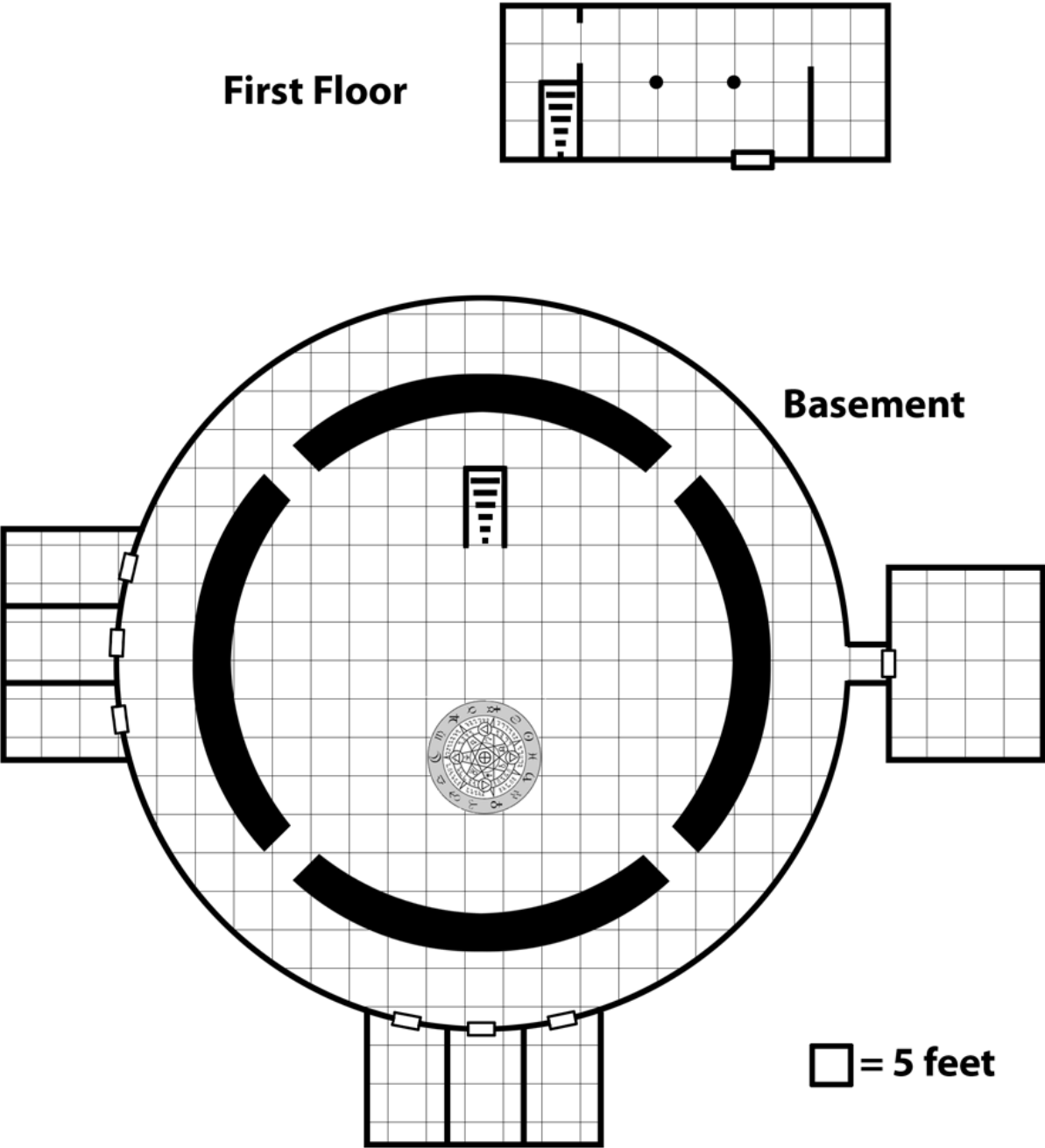
* See the stat adjustments in the *Monks of the Eternal Twilight* sidebar.

APPENDIX 3. MAP OF PHLAN



D: Docks, K: Kutos Well, M: Mantors Library, N: Noble District, O: Old District

APPENDIX 4. MAP OF THE MONK'S HIDEOUT



APPENDIX 5. LIST OF MISSING CHILDREN (PLAYER HANDOUT)

This is a list of the children that have gone missing:

- **Pieron Falone.** Male human child, about 13 years old. Dark hair and olive skin. Taken from home in Podol Plaza; his sister, Marata, still safe, 5 nights ago. Family are merchants.
- **Tana.** Female human child, about 8 years old. Fair skin and blond hair. Taken from home near Kuto's Well, 3 nights ago. Family are tailors.
- **Miri Wyvernspur.** Female human child, 11 years old. Red hair. Taken from Noble district 1 night ago.
- Other children have been taken from the Coin Spinners and Welcomers, but you'll have to visit them. The Welcomers have an office in the New District, the Coin Spinners can be found near Kuto's Well.

APPENDIX 6. MAGIC ITEM (PLAYER HANDOUT)

During the course of this adventure, the characters may find the following permanent magic item:

HELM OF TELEPORTATION

Wondrous Item, rare (requires attunement)

This helm has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the teleport spell from it. The helm regains 1d3 expended charges daily at dawn.

This black helm has a gold crown built into the ornamentation. It resembles the ceremonial battle helm of a samurai warrior. In the crest of the crown it features a skull with a prominent black diamond on its forehead, the symbol of the Order of the Long Death. This item can be found in the *Dungeon Master's Guide*.