



Gallery of the Nightmare Artist

CCC-DWB-GNA-1

**Deep in the City of Malagard, a mad artist cackles and feverishly crafts his masterpieces.
Will you come to his show?**

A Four Hour Adventure for Tier Three Characters. Optimized for APL 13

Credits

Designer: Oracle1of7 (Robby Jones)

Editing: Adam Gruber

D&D Adventurers League Guildmaster: Chris Lindsay

Cartographer: Juan Aviles

Art Director & Graphic Design: Darby Machin

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

D&D Adventurers League Administrators: Alan Patrick, Amy Lynn Dzura, Travis Woodall, Ma'at Crook, Claire Hoffman, Greg Marks, LaTia Bryant

Playtesters: spidercarnage85, Bob the Builder (Frederick), Dawn A., Lex, Stats, reddragon220, Shadowfire, Neo, Bernie, TironFord

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2019 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

Adventure Primer

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

This adventure occurs in the city of Malagard on the seventh layer of the nine hells, Maladomini .

Background

For days ,a rash of mysterious disappearances of local citizens has been pestering the **GRAVELFOOT BRIGADE** who keep **BAALZEBUL'S** peace in the city. However, an industrious Horned Devil named **SPYKNOK** (Spy-Knock) took it upon himself to solve these disappearances as a way of proving himself to his master. Through his investigations, he discovered the source: an old building on the outskirts of the city. However when the Gravelfoot Brigade went to investigate, they found it warded against their entry. After a few experiments, they determined that non-fiends could enter. Faced with a possible threat, Spyknok sends for adventurers to enter and eliminate this threat for them.

Overview

The adventure's story is spread over **three parts** and takes approximately **four Hours** to play. The adventure begins with a Call to Action scene. 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.

- **Part 1: Dragged to the Brigade (Call to Action).** The adventurers are brought to Spyknok at the exterior of the building in question. He proceeds to give the adventurers their task with the reward of release from this

level of the **NINE HELLS**. This is the **call to action**.

- **Part 2: A Deadly Display.** Upon entering the building, The adventures begin exploring the horrific displays and trap filled halls. The halls lead to the central display whose pieces come to life and attempt to eliminate those that are unworthy to experience their artistry.
- **Part 3: An Artist's Critique.** After surviving the main display, the adventurers discover the workshop of the artist guarded by an elaborate trap that must be solved to breach the artist's lair. Upon entering its workshop, the adventurers face the artist itself who wants to transform them into his newest masterpiece.

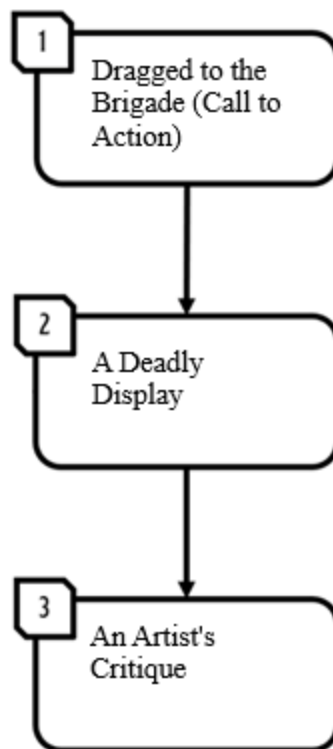
Adventure Hooks

Adventure Hook 1. One of the adventures could have been trapped on this level of the nine hells and look to this as a way to escape.

Adventure Hook 2. The adventurers may wish to curry favor with the Baalzebul by aiding his forces.

Adventure 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.



Part 1: Dragged to the Brigade

Estimated Duration: 15 minutes

Call to Action

The adventurers have been hauled past a small army of devils that are surrounding a large building.

Fatalistic Melancholy:

The entire city of Malagard is covered in a fatalistic melancholy that causes Intelligent creatures that spend six hours or more in Malagard must make a DC 16 Wisdom saving throw in order to perform any action more strenuous than talking. Devils have advantage on this saving throw.

It is unlikely players will spend so much time in Malagard, but make them aware of the intense sadness that lingers here. This effect ends once the party reaches **Part Two**.

You and your escort arrive at a small makeshift command center. Staring out at the surrounded building is a **Horned Devil** standing with his hands behind his back. Without turning, he waves his hand and dismisses your escort. Eventually, he turns and looks appraisingly at each of you. "You were brought here to solve a problem in the name of my master."

The Horned Devil introduces himself as **Spyknok** (Spy-Knock) a leader of the **Gravelfoot Brigade** (the ones who enforce Baalzebul's will). He relays the following information to the adventurers:

- For several days, hundreds of individuals have been disappearing from the city, which forced the **Gravelfoot Brigade** to attempt to investigate.
- They investigated and managed to follow the trail to this building. He points at the building across from the one you are currently in.
- The brigade attempted to enter the building and found that no devil could enter or be summoned into the building.
- He informs the adventurers that they know very little about the building except that it was the former site of a Mind Flayer Colony that they destroyed two years ago as part of a training exercise.
- Several non-devil "volunteers" were sent in to explore the building. So far none have returned and all attempts at communication have failed.
- Spyknok asks the adventurers to go into the building, clear it of anything, and eliminate the source.
- He offers that any spoils are the groups to keep and he says that service of this caliber will allow him to grant freedom from this level of the nine hells "to those that return alive."

When the adventurers agree, Spyknok himself escorts them to the outer edge of the warded area and wishes them good luck and "May the blessings of Baalzebul be with them."

Part 2: A Deadly Display

Estimated Duration: 1 Hour 45 minutes

As the adventurers approach the building, they find the doors shut requiring a DC:15 Athletics check to open.

As you enter through the door of the building, a sense of deep foreboding fills your heart as you step into a long, wide corridor. Dead and withered bodies are scattered through the hallway. Massive murals are painted along the hallways length.

Scene A: The Entryway

Area Information

The area has the following features.

Terrain. The hallway is 40ft wide and 80 ft long. The ceiling is 30ft high. At the end of the hallway are a set of double doors made out of polished stone. The bodies that litter the hallway show signs of death by mind flayer with a successful DC 15 medicine check.

Lighting. The hallways are covered in dim-green light from phosphorescent crystals mounted to the wall.

Trap Glyphs. There are two *Glyphs of Warding* in this hallway: the first is in the center of the hallway and the other on the door at the end of the hall. The glyphs contain the spell *Suggestion* which requires a Wisdom saving throw DC 20 to resist the command to admire the paintings in the hall. Each glyph can be detected with a DC 19 passive investigation check, and can be destroyed with a *Dispel Magic* on a successful DC of 19.

Trapped Murals. There are ten murals which are 10ft wide hanging at eye level around the hall. Attempting to damage one of the murals will trigger its effect and destroy the mural. Each of the murals are trapped with different effects and require an appropriate save with a DC 20 to avoid.

- Mural 1: this mural depicts a fiend removing a heart from a victim. Any creature examining the mural must make a Wisdom saving throw or gain disadvantage on all Constitution checks and saving throws until the effect is dispelled with a *Remove Curse*.
- Mural 2: this mural depicts a group of Will-O-Wisps killing a victim. Any creature examining the mural must make a Constitution saving throw or suffer one level of exhaustion and begin glowing with a pale green light for 1 hour (which makes it impossible to gain the benefits of invisibility.)
- Mural 3: this mural depicts a medusa petrifying a victim. Any creature examining the mural must make a Constitution saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *Greater Restoration* spell or other magic.
- Mural 4: this mural depicts a Mind Flayer devouring a victim's brain. Any creature examining the mural must make a Wisdom saving throw or gain disadvantage on all Intelligence checks and saving throws until the effect is dispelled with a *Remove Curse*.
- Mural 5: this mural depicts a giant spider tearing the eyes out of a screaming victim. Any creature examining the mural must make a Constitution Saving throw or be blinded for 1 minute.
- Mural 6: this mural depicts an Intellect Devourer bursting from a victim's head. Any creature examining the mural must make a Wisdom saving throw or gain disadvantage on all Intelligence checks and saving throws until the effect is dispelled with a *Remove Curse*.
- Mural 7: this mural depicts a shadow choking a victim. Any creature examining the mural must make a Constitution saving throw or gain vulnerability to necrotic damage and cannot regain Hit Points for 1 hour.
- Mural 8: this mural depicts a banshee slowly killing a victim with her song. Any creature examining the mural must make a Constitution Saving throw or be deafened for 1 minute.

Once the players reach the end of the hallway, they find the double doors at the end of the hallway are locked and require a DC18 Athletics check or thieves' tools check to open.

Scene B: The Main Gallery

The double door opens upon a beautifully horrific display.

The room before you is a circular chamber of polished black stone with a small pool of purplish liquid in the center. Several painted images of mind flayers line the wall and a series of display cases fill the room. In the center of the pool sits a small pedestal with sculpture, a horrific depiction of a screaming skull with gems in its eyes. As you enter the chamber, the pool begins to bubble and an oily voice emerges from it “Welcome to my gallery, Dear friends, let my art entertain you...” As the voice falls silent, the display cases fly open and emerging from them are the severed heads of Mind Flayers. The pictures on the walls begin to move and shift and gemstone eyes of the sculpture begin to glow as it floats above the fountain.

The five paintings on the wall are **Guardian Portraits**, emerging from the cases are five Mind Flayer Heads (**Intellect Devourers**) and the Gem Sculpture is a **Demilich**. All of them attack immediately and fight until destroyed.

Area Information

The area (Map B) has the following features.

Terrain. The room is a circular room with a 30ft radius. In the center of the room is a circular small pool with a 5ft radius that is 30ft deep. There are 4 display cases along the axis of the room. The ceiling is 30ft high.

Lighting. The room is covered in dim green light from glowing crystals mounted to the wall.

Adjusting The Scene:

Here are some suggestions for adjusting this encounter:

Very Weak: Remove two **Intellect Devourers** and two **Guardian Portraits**

Weak: Remove one **Intellect Devourer** and one **Guardian Portrait**

Strong: Add one **Intellect Devourers** and one **Guardian Portraits**

Very Strong: Add two **Intellect Devourers**, and two **Guardian Portraits**

Combat

The **Guardian Portraits** and Mind Flayer Heads (which are reskinned **Intellect Devourers**) are immune to the effects of the **Demilich's** howl and energy drain. The **Guardian Portraits** will attempt to dominate any melee focused characters while the **Demilich** attempts to keep out of spell range and to draw the characters deeper into the room. The Mind Flayer Heads (**Intellect Devourers**) attempt to kill the first target they can detect with their detect Sentience ability.

After the players defeat the enemies in this room, they can investigate this room. An Investigation or Perception check will discover a hidden door on the left wall behind a painting. Opening the door reveals a 5 ft wide hallway which traverses for 20ft to another massive room.

Part 3: An Artist's Critique.

Estimated Duration: 2 Hours

Scene C: The Mosaic

After entering the room, the adventurers discover an elaborate trap has been erected around the artist's workshop.

As you exit the hallway, you observe a black stone tower in the center of a massive mosaic inlaid on the floor. The mosaic depicts a flood of undeath sweeping over the Nine Hells.

Area Information

The area has the following features.

Terrain. The room is 80ft long and 80ft wide with a 35ft ceiling. The tower sits on a 30ft by 30ft square on the far side of the room with a flight of stone stairs leading to a door set 5ft from the base.

Lighting. The room is covered in dim, green light from glowing crystals mounted into the wall.

Glyphed Mosaic Trap: The mosaic is divided into 10ft by 10ft tiles each with a glyph of warding set in it. Each glyph can be spotted with a DC 19 investigation check. Each of these glyphs requires Dispel Magic (DC 19) to destroy. Whenever a glyph is triggered, roll on the table below. These glyphs will trigger if a humanoid moves over them and their effects are limited to the tile the glyph is located.

Roll 1d8	Triggered Spell (Save DC 20)
1	Immolation
2	Negative Energy Flood
3	Inflict Wounds
4	Synaptic Static
5	Psychic Scream
6	Reverse Gravity
7	Feeblemind
8	Flame Strike

Once the adventurers bypass the mosaic trap and reach the tower, they find that the door to the tower opens at their approach.

Scene D: The Tower Interior

The door opens as you climb the black stone stairs, beckoning you forward. The room beyond is small, but simple and has an old, wooden floor with a hole in the corner of the room. A noise draws your attention and as you look up you see a decayed and rotting Mind Flayer glaring down at you. You hear the same voice from before only the voice is inside your mind. "Welcome my friends, you will be perfect material for my next masterpieces." As the creature begins cackling madly a number of horrifying, ghostly mind flayers raise up through the floor.

The artist is an **Illithilich** and is accompanied by 3 **Banshees**.

Area Information

The area has the following features.

Terrain. The room in the tower is 20ft long and 20ft wide with a 25ft ceiling and a 5ft wide hole in the back of the room. A ledge sits 15 feet above the floor.

Lighting. The room is brightly lit by a green chandler set into the ceiling.

Spell Glyphs. While inside the tower on initiative count 20 (losing ties) The Artist can trigger one of 8 glyphs painted into the walls of the tower (see list below). They affect any target he chooses and do not require that he maintain concentration. Each of these glyphs requires Dispel Magic (DC 15) to destroy.

Roll 1d8	Triggered Spell
1	Bless
2	Blade Ward
3	Armor of Agathys (5th level spell)
4	Stoneskin
5	Blur
6	Haste
7	Dispel Magic
8	Heroism

Wrap-Up

Once the players have defeated The Artist and exited the building, they are greeted by Spyknok who takes possession of the building but allows the adventurers to keep the tower. Spyknok pays the adventurers and makes good on his promise to liberate them from this level of the Nine Hells with the stipulation that they never return.

Creature Information

The **Illithilich** simply calls himself “The Artist”.

Objectives & Goals. “The Artist” wants to continue making “art” out of living beings. He wants to kill any that would interrupt him and use them as materials for his next exhibit.

What Do They Know? “The Artist has no idea that an army of fiends is outside nor does he care. His art is all he can remember and all he cares about.

Adjusting The Scene:

Very Weak: Replace the **Illithilich** with an **Alhoon** and remove two **Banshees**

Weak: Remove one **Banshee**

Strong: Add one **Banshee**

Very Strong: Add two **Banshees**

Treasure

After **The Artist** has been defeated, a search of his person yields two spell scrolls, one for *Forbiddance* and one for *Creation*, stuffed in his pocket covered in multicolored inks. **The Artist’s** journal, which can be found within his work area, informs the adventurers that the tower itself is a **Daern’s Instant Fortress (See Appendix B)** and how to claim it. Any glyphs that have not been triggered vanish once **The Artist** dies.

Rewards

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

Character Rewards

The characters earn the following rewards:

Advancement

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold that their characters can earn per level is limited; declining advancement means that they may reach a point where they earn no gold.

Gold

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

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

Magic Item(s)

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix B**:

- *Spell Scroll: Creation*
- *Spell Scroll: Forbiddance*
- *Daern's Instant Fortress*

Dungeon Master Rewards

For running this adventure, you gain a **DM Reward**. This reward can be redeemed for levels, magic items, and other season-themed things. See the Adventurers League DM Rewards document for more info.

Story Award

Banned: Maladomini. Maladomini's prevailing theme is truth, and the truth is... you've violated the laws of this place. Whether you've done so knowingly or not, Baalzebul, lord of the seventh layer of the Nine Hells, has deemed you guilty of this transgression and has banned you from ever returning. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Maladomini.

Dramatis Personae

The following NPCs and locations feature prominently in this adventure.

Spyknok (Spy-Knock). A scheming Horned Devil and member of the Gravelfoot Brigade, Spyknock is selfish and self-serving.

- **Personality:** My service will elevate me.
- **Ideal:** My loyalty is only to me.
- **Bond:** I treat those who can help me with care.
- **Flaw:** My loyalty is not more important than my life.

“The Artist”. A rogue Illithilich that has been driven mad by the destruction of his colony.

- **Personality:** My obsession with my art is all consuming.
- **Ideal:** I would rather die than allow my art to be destroyed.
- **Bond:** I will make them see my greatness!
- **Flaw:** I treat negative criticism of my art as a deadly insult.

Creature Statistics

Demilich

Tiny undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 80 (20d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (+0)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int + 11, Wis +9, Cha + 11

Damage Resistances bludgeoning, piercing, and slashing from magic weapons

Damage Immunities necrotic, poison, psychic, bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 120 ft., passive Perception 13

Languages -

Challenge 21 (33,000 XP)

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

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

Turn Immunity. The demilich is immune to effects that turn undead.

Actions

Howl (Recharge 5-6). The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Life Drain. The demilich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC:19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

Trap Soul. The demilich targets one creature that it can see within 30 feet of it. The target must make a DC 19 Charisma saving throw. On a failed save, the target's

soul is magically trapped inside one of the demilich's gems. While the soul is trapped, the target's body and all the equipment it is carrying cease to exist. On a successful save, the target takes 24 (7d6) necrotic damage, and if this damage reduces the target to 0 hit points, its soul is trapped as if it failed the saving throw. A soul trapped in a gem for 24 hours is devoured and ceases to exist.

If the demilich drops to 0 hit points, it is destroyed and turns to powder, leaving behind its gems. Crushing a gem releases any soul trapped within, at which point the target's body reforms in an unoccupied space nearest to the gem and in the same state as when it was trapped.

Legendary Actions

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

Flight. The demilich flies up to half its flying speed.

Cloud of Dust. The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.

Vile Curse (Costs 3 Actions). The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

Mind Flayer Head (Reskinned Intellect Devourer)

Tiny aberration, lawful evil

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons

Condition Immunities blinded

Senses blindsight 60ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can 't speak, telepathy 60ft.

Challenge 2 (450 XP)

Detect Sentience. The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

Actions

Multiattack. The intellect devourer makes one attack with its claws and uses Devour Intellect.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) slashing damage.

Devour Intellect. The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

Body Thief. The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep

Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages. If the host body drops to 0 hit points, the intellect devourer must leave it. A protection from evil and good spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a wish. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

Banshee

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 0 ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	4 (-3)	7 (-2)	2 (-4)

Saving Throws Wis +2, Cha +4

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Corrupting Touch. Melee Spell Attack: +4 to hit, reach 5 ft., one target. Hit: 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the

banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

"The Artist" (Illithilich)

Medium undead, Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 135 (1 8d8 +54)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Deep Speech,

Challenge 22 (41,000 XP)

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

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *Chill Touch*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

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

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *Psychic Scream*

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

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

Innate Spellcasting (Psionics). The lich's innate spellcasting ability is Intelligence (spell save DC 20). It can innately cast the following spells* requiring no components.

At will: *detect thoughts*, *levitate*

1 /day each; *dominate monster*, *plane shift* (self only)

Actions

Tentacles. Melee Weapon Attack: +12 to hit; reach 5 ft., one creature. Hit: 21 (3d10 + 5) psychic damage. If the target is Large or smaller, it is grappled {escape DC 15} and must succeed on a DC 20 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. Melee Weapon Attack: +12 to hit, reach 5 ft. 1 one incapacitated humanoid grappled by the lich. Hit: 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the lich kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The lich magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 18 Intelligence saving throw or take 27 (5d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Action

The lich gains the following legendary action options, which replace all of the lich's legendary actions.

Tentacles. The lich makes one attack with its tentacles.

Extract Brain (Costs 2 Actions). The lich uses Extract Brain.

Mind Blast (Costs 3 Actions). The lich recharges its Mind Blast and uses it.

Cast Spell (Costs 1-3 Actions). The lich uses a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that it has prepared. Doing so costs 1 legendary action per level of the spell.

Guardian Portrait

Medium construct, unaligned

Armor Class 5 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	14 (+2)	10 (+0)	10 (+0)

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, plus up to two other languages

Challenge 1 (200 XP)

Antimagic Susceptibility. The portrait is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the portrait must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Innate Spellcasting. The portrait's innate spellcasting ability is Intelligence (spell save DC 12). The portrait can innately cast the following spells, requiring no material components:

3/day each: counterspell, Hold Person, hypnotic pattern, Dominate Person

False Appearance. While the figure in the portrait remains motionless, it is indistinguishable from a normal painting.

Alhoon

Medium Undead, any evil alignment

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

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

Skills Arcana +8, Deception +7, History +8, Insight +7, Perception +7, Stealth +5

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

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

At will: detect thoughts, levitate

1/day each: dominate monster, plane shift (self only)

Spellcasting. The alhoon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The alhoon has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *disguise self*, *magic missile*, *shield*

2nd level (3 slots): *invisibility*, *mirror image*, *scorching ray*

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

4th level (3 slots): *confusion*, *Evard's black tentacles*, *phantasmal killer*

5th level (2 slots): *modify memory*, *wall of force*

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

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

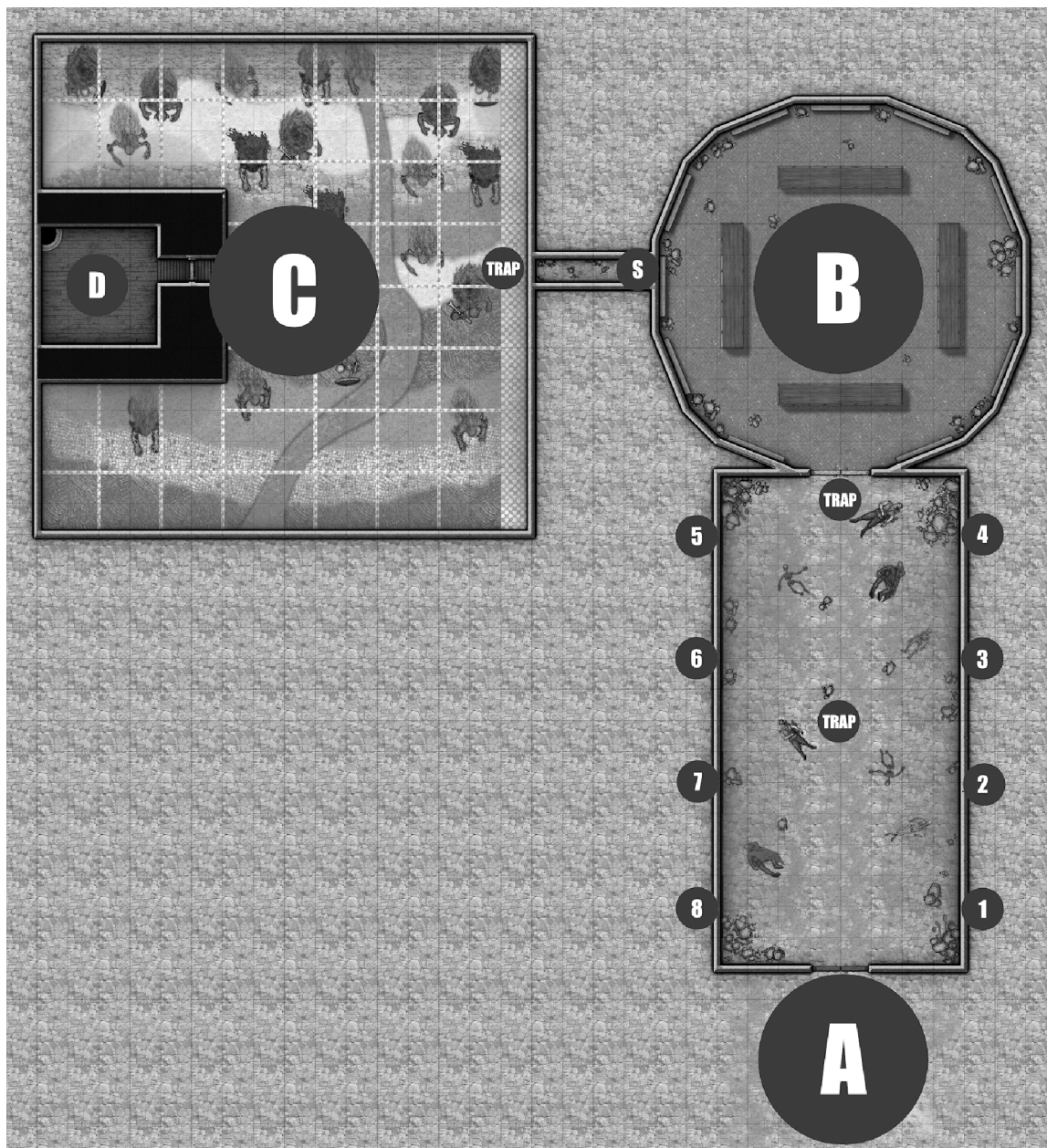
Actions

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

Mind Blast (Recharge 5-6). The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Appendix A: Map

This appendix includes a keyed map for the DMs reference. A blank, colored one has also been included with your purchase.



Appendix B: Character Rewards

Daerun's Instant Fortress

Wondrous item, rare

You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word (The command word is Inspiration.) that dismisses it which works only if the fortress is empty.

The fortress is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*.

Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the fortress (this use of the spell counts as replicating a spell of 8th level or

lower). Each casting of *wish* causes the roof, the door, or one wall to regain 50 hit points.

This item has the appearance of black stone and anyone who knows of this item's past with The Artist is likely to view it and its owner with suspicion.

This item can be found on Magic Item Table G

Appendix C: Story Awards

During this adventure, the characters may earn the following story awards:

Banned: Maladomini

Maladomini's prevailing theme is truth, and the truth is... you've violated the laws of this place. Whether you've done so knowingly or not, Baalzebul, lord of the seventh layer of the Nine Hells, has deemed you guilty of this transgression and has banned you from ever returning. You can't participate in further adventures in this place.

A character with this story award may visit other areas of the Nine Hells but has been banned from Maladomini.

Appendix D: Dungeon Master Tips

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

New to D&D Adventurers League?

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

New to the Annual Storyline?

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

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

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 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) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure 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

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

Appendix E: DWB D&D

What is DWB D&D?

We are an online community based around a mutual love of D&D and one of the largest online groups for Adventurers League play.

We like to provide access and opportunity for anyone interested in participating in this wonderful hobby of ours so they can connect with others and play regardless of barriers. We are an inclusive and accommodating group and we specialize in helping people learn to play and use the tools available for online play.

How to Get Involved?

The best way to get involved is to join us on discord! We have games everyday, a team of mentors ready to answer your questions and assist you, and a library of prepared games to save you time preparing them yourself.

Join the discord at: <https://discord.gg/yldzGmR>

Or you can contact me directly!

Twitter: twitter.com/Daddywarrbuxx

Facebook: facebook.com/Daddywarrbuxx

Email: daddywarrbuxx@gmail.com

Please reach out to me!

One of the things we are hoping to do is enable more writers an opportunity to share their work. We (try) to host an epic every three months, so if you are looking for an event to submit a CCC on or would like to create an adventure using the premade bundles let me know!



