

DEN OF THE DEAD WITCH



CCC-CIC-15
AN ADVENTURE
FOR CHARACTERS LEVELS 1-4
BY GREG MARKS





DEN OF THE DEAD WITCH

All the mothers of Windy Valley are plagued by foul dreams as mining operations uncover a lost level of the dungeons beneath the ruins of the Tempest Mage's tower. Evil stirs and heroes are called on to reveal its source.

A Two- to Four-Hour Adventure for Tier 1 Characters.

Optimized for APL 3.



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CCC-CIC-15 Den of the Dead Witch (Version 1.0)

ADVENTURE PRIMER

This adventure is designed for **three to seven 1st-4th-level characters** and is optimized for **five characters with an average party level of 3**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in the village of Windy Valley, just south of Mulmaster, in the Earthspur Mountains. While this adventure is designed for two to four hours of play, it is easily expanded for those who enjoy role-playing or exploration.

BACKGROUND

Nearly a half a millennium ago when **MULMASTER** was a growing fortress at the end of the North Road overlooking the River Lis, a follower of the Sorcerer-King, Nesker, retired into the Earthspur Mountains to build a tower and further his studies. His true name was lost time; he is now known only as the **TEMPEST MAGE** after the extreme weather surrounding the peak where he made his home. His servants constructed a small village below, which would come to be called **WINDY VALLEY**, and remains today.

The Tempest Mage studied a wide variety of magic from conjuration to constructs but would eventually succumb to age and pass from memory. While Windy Valley remains due to the presence of a small mine owned by the Von Finklestein family of Mulmaster, the Tower and surrounding buildings are no longer regularly inhabited. Occasional bandits or goblin tribes might lair there, but the story of the Tempest Mage also attracts young adventurers from Mulmaster who seek to test their mettle in the extensive outbuildings, crypts, and tunnels of the complex.



BACKGROUND TIMELINE

The following depicts the timeline of what has come before:

- **2nd of Flamerule:** Mining operations reveal a new level to the dungeons beneath the Tempest Mage's Tower.
- **6th of Flamerule:** The Thayans arrive in Windy Valley.
- **7th of Flamerule:** The Thayans ascend the mountain, break the wards sealing the Den of the Dead Witch, and enter. Bad dreams begin to plague the mothers of Windy Valley.
- **8th of Flamerule:** The Thayans are driven out of the Den and set up a camp outside. If using **Bonus Objective A**, the children are taken this night.
- **9th of Flamerule:** The characters arrive in Windy Valley.
- **10th of Flamerule:** If the characters don't stop her, the Dead Witch abducts another child.

Recently mining operations caused a portion of the mountain to collapse and reveal a lost level of the Tempest Mage's dungeons. Intrigued by the opportunity to plunder lost magic of ancient times, an apprentice **RED WIZARD** named **DULMAH ZHUNE** arrived from Mulmaster three days ago. After interrogating the locals of Windy Valley for a day, he travelled to the site with his retinue and entered the newly uncovered level. His group woke something. The survivors fled outside, but Dulmah is unwilling to leave emptyhanded, so the Thayans camp at the entrance trying to come up with a plan. Meanwhile in Windy Valley, all the mothers are having the same disturbing dream...

OVERVIEW

The adventure's story is spread over **three to five parts** and takes approximately **2 to 4 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: A Town Without Sleep (Call to Action).** The characters arrive in Windy Valley and learn that all the mothers are having the same dreams which started when a group of Thayans went into the dungeons beneath the Tempest Mage's Tower. This is the **Call to Action**.
- **Part 2: Red Greed.** The characters encounter Dulmah and his band outside the dungeons. Uncovering what the Thayans know about the dungeon is **Story Objective A**.
- **Part 3: Den of the Dead Witch.** The characters explore the dungeons in order to defeat the Dead Witch (**Story Objective B**).



- **Bonus Objective A: The Witchstone.** In order to defeat the Dead Witch forever, they need a special weapon hidden within the dungeon. The characters must find it to complete **Bonus Objective A (Appendix 1)**.
- **Bonus Objective B: Lost Children.** Several of Windy Valley's children have been spirited away to secret rooms within the Den. In order to complete **Bonus Objective B**, the party must find and rescue them (**Appendix 2**).

ADVENTURE HOOKS

The adventure assumes that the characters are passing through Windy Valley, on the road either to or from Mulmaster.

Adventure Hook 1. Characters with arcane backgrounds could be fleeing the persecution of the Arcane Edict or attention of the Red Wizards. Windy Valley is the closest town to the south and on the road into the mountains.

Adventure Hook 2. Caravans frequently travel south from Vasa and parts beyond. Travel through the Earthspurs are dangerous at all times of year, and so adventurers are frequently employed as guards.

ADVENTURERS
LEAGUE

RIZZLE FIZZLE'S ALCHEMICAL WORKS

Any character looking for special supplies in Windy Valley might visit Siegfried Rizzle Fizzle to check on his wares. Any character who has the **Partnership with Siegfried Rizzle Fizzle** story award from CCC-CIC-13 *Fun Town* or CCC-CIC-14 *Sticky Situation* is entitled to one free item. Since this is taken from the business inventory, and costs the partnership money, the character must return it at the end of the adventure if not used.

During this adventure he has the following available for sale using normal *Player's Handbook* prices:

- One vial each of acid (25 gp), alchemist's fire (50 gp), and antitoxin (50 gp).
- Three vials of holy water (25 gp each).
- Five *potions of healing* (50 gp each).

ADVENTURERS
LEAGUE

DO YOU WANT TO KNOW MORE?

This adventure is the fifteenth adventure in the village of Windy Valley. You can learn about these other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>. All of these adventurers are able to be purchased at <http://www.dmsguild.com/>.

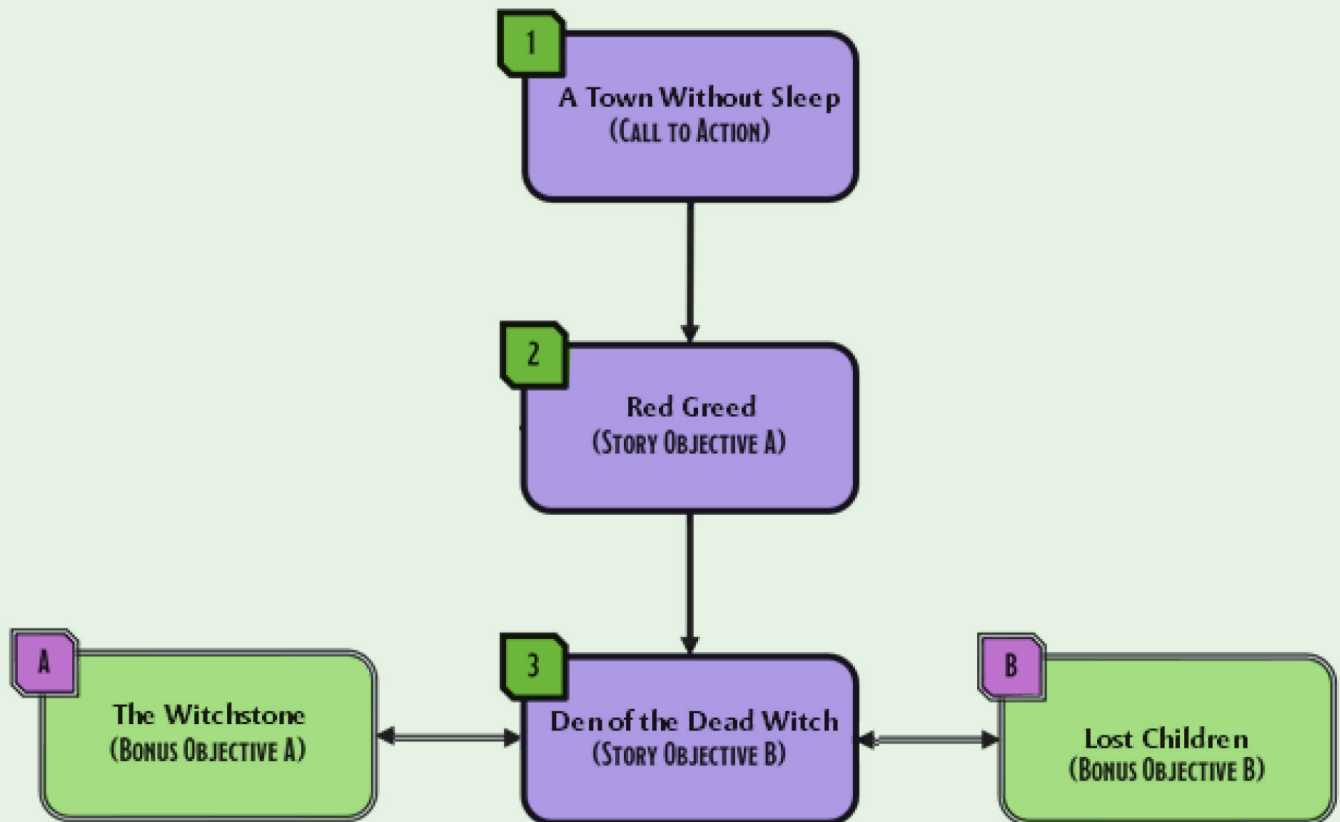
The art in this series has been drawn by artists Ben Siekert and Joe Abboreno.

Adventure Hook 3. Dwarves or characters with backgrounds in mining could be traveling to Windy Valley seeking the iron, copper, or moonstones frequently unearthed there.

Adventure Hook 4. Last year a level was uncovered that had dwarven ruins and so scholars, hermits, or dwarves might come in search of this ancient knowledge. In addition, the level had a tribe of neutral goblins that worshipped Dumathoin (the dwarven god of buried secrets), so even goblinoid characters might be traveling here to learn more of these odd cousins.

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: A TOWN WITHOUT SLEEP

Estimated Duration: 15 minutes

The adventure opens with the characters having just arrived in the small village of Windy Valley in the Earthspur Mountains.

SETTING INFORMATION

It is the 9th of Flamerule and high summer has turned the slopes a lush green with frequent bursts of colorful wildflowers.

Light. It is late morning and full sunlight bathes the town in warmth.

Sound. Hushed and nervous tones mix with the buzzing of summer insects.

CALL TO ACTION

Intun Alderson, a retired adventurer and the village's only guardsman, spots the characters and immediately comes over to enlist their aid.

A. PLEA FOR AID

Intun recognizes a band of adventurers when he sees one and hopes that they might be able to lend aid to the village. He greets them and begs they hear his plea.

CREATURE INFORMATION: INTUN

Intun Alderson (male human [Chondathan]), is an aged warrior now haggard from the weight of drink and a guilt he can't outrun. That said, he loves his town and wants to see it protected.

Objectives &

Goals. Intun wants to protect the town from whatever horror has awoken in the ruins of the Tempest Mage's Tower. At the same time, he would like to avoid attracting any negative Thayan attention to his village. So far Thay has largely ignored them despite the occupied Mulmaster being only a day's ride away.

What Do They Know? Three days ago (the 6th), a group of Thayan soldiers lead by an apprentice red wizard named Dulmah Zhune arrived from Mulmaster. The wizard had heard that the Von Finklestein mines had uncovered a lost level to the Tempest Mage's dungeons, long since thought emptied. In search of magic and wealth, the wizard spent a day interrogating the locals and then ascended the mountain (the 7th). That night all the mothers in the village began having the same dream: a withered crone stealing their children and carrying them up the mountain. While the Thayans have not returned, the dreams have not stopped. Intun begs the characters to climb the mountain and determine the cause of the evil dreams, ending it if possible.

If you are using **Bonus Objective B**, then last night two children, Korovin and Karina Sergeyevich, went missing. He also hopes the party also rescues the missing children.

Before the characters ascend the mountain, Intun suggests they ask around to gather as much information as possible. He recommends the following:

- **Jalie:** The town's baker talked to the red wizard at length and might be able to tell them more about the Thayan party.
- **Turov and Solfrid Sergeyevich:** Among the town's mothers, Solfrid has had the strongest, most vivid dreams.
- **Paramon Rusk:** The overseer for the mining operations of the Von Finklestein family, Paramon tells the characters more about what the miners uncovered.

TREASURE

Intun offers the characters a *potion of healing* now and a sack of coins later if they attempt to end the threat.

B. NIGHTMARES

Assuming the characters take the time to speak to the villagers, they learn additional information. Jalie is found working in Windy Valley's bakery, Solfrid Sergeyevich is at her home, and Paramon Rusk is at the mining office.

CREATURE INFORMATION: JALIE

Jalie (female human [Rashemi]), is a fiery young woman with a quick mind. In many ways she is as much a town leader as Intun. When the characters arrive, she has just finished her morning work and is cleaning up.

Objectives & Goals. While she has no children, Jalie would like to protect those in the village however she can. She is not afraid of speaking out against the red wizards, which her younger brother Nal'qui worries will get her into trouble.

What Do They Know? A few days ago, Dulmah Zhune came into her bakery and grilled her for information about the Tempest Mage's Tower as she has been there. Almost two years ago, cultists abducted her and attempted to sacrifice her to summon some creature from



the Far Realm, but she was rescued by adventurers. She has never been inside the newly discovered area.

As for the Thayans, she knows that there were ten members in their party. Nine warriors that seemed competent enough and the wizard apprentice Dulmah, who had a sharp tongue and seemed particularly greedy. He didn't seem to care much for his men and was only concerned with what lost magic he might uncover. Jalie can't imagine that the soldiers are all that loyal given the way that Dulmah treats them.

CREATURE INFORMATION: SOLFRID

Solfird Sergeyevich (female human [Illuskan]), is distraught either because she fears for her children due to the dreams or (**Bonus Objective B**) because they have gone missing. She is willing to speak to anyone who says they will help her. Solfird is a stout, muscled woman from the Sword Coast. Her husband Turov is a native Mulman who works in the mines and is there when the characters visit.

Objectives & Goals. Solfird wants to protect her children, Korovin and Karina. Their safety is her primary concern.

What Do They Know? For the last two nights, Solfird has had horrible dreams of a cackling crone stealing her children away. The woman is dressed in rags and has needlelike teeth and bleeding gums. She is hunched over with a long, pointed chin that covers her neck. She comes in the night, shying away from the firelight, and puts the children into a black sack before carrying them off to the mountain.

If you are using **Bonus Objective B**, her children are already missing and her dreams include a slight variation. Solfird says that she sees the crone moving through rock walls by touching a strange symbol that looks like a triangle with two lines coming out of it (X). She draws it for the characters. She thinks there are secret passages in the dungeon.

CREATURE INFORMATION: PARAMON

When the characters arrive, Paramon Rusk (male human [Chondathan]) is in the mining office examining survey reports about the side of the mountain that collapsed. He is trying to determine if operations need to be shifted.

Objectives & Goals. Paramon wants to protect the miners and make sure the mine stays profitable as it is the lifeblood of the town.

What Do They Know? Paramon has had trouble with things in the mines before and those problems were solved by adventurers, so he is predisposed to answering the party's questions.

Seven days ago, while digging a new shaft, a part of the mountain gave way and collapsed. The rocks did not fall anywhere near the miners, so the vibrations from digging must have set the fall loose. Because of that, Paramon has slowed their work while he ordered a survey of the area to determine if the fault is worse than it appears. While the survey came back that it is safe to continue, the fall uncovered a strange stone door covered in arcane symbols. Given that they are digging near the ruins of the Tempest Mage's Tower, they often find old knickknacks

and the like, but a whole new level to the Mage's dungeons only spells danger. Paramon ordered the miners to leave the area alone and so they did, until the red wizard showed up and demanded that the miners help clear away some loose rocks. Once done, he let the minors leave, but used some sort of scroll to open the sealed door. The door flashed with a brilliant light and a symbol burned into the stone. It looked sort of like a triangle with two lines coming out of the top (X).

Paramon doesn't think the area is unstable, but if asked for aid, he gives 3 torches, flint and steel, a lantern, two vials of oil, 50' of rope, a hammer, and 10 pitons. It is von Finklestein property, so if not used, he asks they be returned. He also suggests visiting Siegfried Rizzle Fizzle to see what the gnome has.



PART 2: RED GREED

Estimated Duration: 30 minutes

Due to the mine and centuries of explorers, there are ample paths that make climbing the mountain easy. As the characters get near, they see campfire smoke drifting through the afternoon air. The Thayans are clearly camped outside the entrance. From where the characters start, they have not been seen, so they have the option of deciding their approach.

SETTING INFORMATION

The Thayans have made their camp just outside the Den. Dulmah Zhune (human [Mulan], **Thayan apprentice**), First Sword Zokola Thral (human [Turmish] **Thayan warrior**) and three **guards** are in the camp.

Light. It is a bright summer day, but there are occasional shadows in the lee of the many scattered boulders.

Sound. The Thayans are going about camp chores as First Sword Zakola is giving a report to Dulmah concerning treatment of the injured and completion of burials for the dead.

Cairn. Those guards who were killed in the den have been buried under piles of rock.

Camp. The camp consists of four tents (one for Dulmah, one for Zakola, and the other two for the guards) surrounding a small campfire. In Dulmah's tent there is a letter to his superior back in Thay describing what has transpired so far. It is found with a successful DC 12 Intelligence (Investigation) check.

There is only one man on guard and he is watching the doors. He has disadvantage on Wisdom (Perception) checks to notice anyone coming from down the mountain. All the other guards are awake but resting and are prone.

Rocks. The entire surrounding area is filled with rubble from the rockslide. There are ample large boulders to take cover or hide behind. The camp itself has been cleared of loose rocks.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **guards** and replace the **Thayan warrior** with a **guard**.
- **Weak:** Remove two **guards**.
- **Strong:** Add a **Thayan warrior**.
- **Very Strong:** Add a **Thayan warrior** and two **guards**.

STORY OBJECTIVE A

The character's objective is to learn what the Thayans have discovered about the Den. This cannot be attempted until the characters leave Windy Valley in Part 1.

CREATURE INFORMATION: DULMAH

Dulmah Zhune came here with several guards, but now only First Sword Zokola Thral and three others remain. After a first unsuccessful foray, Dulmah is trying to figure out a way to salvage this catastrophe.

Objectives & Goals. Dulmah wants to pillage the lost secrets of the Tempest Mage that he is certain must be inside. He is willing to sacrifice anyone or anything to achieve his goals.

What Do They Know? Dulmah is a recent apprentice of Zulkir Dar'lon Ma and is looking to distinguish himself. If the characters appear friendly, he tries to convince them to join forces "to clear out this evil threat to the village." If they are not in favor of teaming up, he tries to intimidate them into service.

Dulmah knows that dungeon was protected by magical wards, but he used a *scroll of dispel magic* to overcome them and open the doors. Oddly, a symbol (X) burned into the door AFTER he dispelled the magic. Inside there was a small hallway leading to a set of stairs that went up into a very large room. More stairs and a raised area were at the rear and there was a balcony to the left as they entered. They were attacked by small skeletal creatures shortly after entering and several of his men were killed or injured. The skeletal creatures laughed like children while climbing and jumping around like squirrels!

If the characters agree to accompany him and his men, he orders his soldiers to turn on the characters as soon as they get past the skeletons in area 2.

CREATURE INFORMATION: ZOKOLA

First Sword Zokola Thral (human [Turmish] **Thayan warrior**) is a career soldier and is not especially happy about sacrificing her men for a young wizard with no goal beyond his own enrichment.

Objectives & Goals. Protect her men.



What Do They Know? When Dulmah learned that a new level of the Tempest Mage's dungeons had been discovered, he requested and was granted a detachment of soldiers from Mulmaster. She knows about the attack described above, but she also knows that he is a horrible commander with no talent for leading others. Dulmah ordered some of her men to cover their retreat and to their deaths; she loathes him for it.

TREASURE

Dulmah carries an emerald ring with a gold band in addition to a pouch with some coins.



PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. If the Thayans are attacked, the guards move to engage immediately. Zokola stays in the thick of it with her men to take advantage of her *pack tactics* ability and doesn't go out of her way to protect Dulmah. Indeed, should he die, she offers a truce. Dulmah tries to stay out of melee using ranged spells. If a melee combatant engages, he uses *blur*.

Exploration. There are piles of stacked stones all around the area. Any creature lured to the edge of camp is in danger of being crushed should someone push them over. Falling rocks do 14 (4d6) bludgeoning damage and restrain the victim under the rocks. While restrained the character is prone. A successful DC 12 Dexterity saving throw negates the damage and restrained condition.

Social. While loyal to Thay, Zokola's loyalty to Dulmah has been shattered. A character with a Passive Insight of 12 or more notes her scowling at Dulmah and looking at the fresh cairns. A good argument to avoid combat and save her men (DC 15 Charisma (Persuasion) to succeed) convinces her to order her men to walk away. Characters get advantage on this roll if they make it clear that Dulmah will not live to report her.



PART 3: DEN OF THE DEAD WITCH

Estimated Duration: 1 hour 15 minutes

The Den of the Dead Witch awaits the characters to explore it!

SETTING INFORMATION

The Den of the Dead Witch was intended by the Tempest Mage as a place to seal away a dangerous foe that he wasn't sure could ever be killed. It was as much as prison as a memorial to the terror she once caused. Unfortunately, when the Thayans breached the ancient wards, the Dead Witch woke, remembering her endless hunger.

Ceilings. Except where noted, ceilings are 10-feet high.

Light. There is no light but that which the characters bring with them.

Sound. The sound of children's laughter occasionally echoes through the otherwise empty halls.

Doors. All doors are locked unless otherwise noted. They are opened with a successful DC 15 Dexterity check with proficiency in Thieves' Tools or battered down with a successful DC 20 Strength check.

Secret Doors. As the doors above, except they require a successful DC 15 Wisdom (Perception) check to first locate a small Σ symbol on them that opens the door when touched.

STORY OBJECTIVE B

The characters must defeat the Dead Witch and seal her back inside. This objective is attempted any time after dealing with the Thayan's in Part 2.

BONUS OBJECTIVES

The area in **blue** (A1 and A2) only exists if using Bonus Objective A. The area in **orange** (B1 and B2) only exists if using Bonus Objective B.



1. ENTRANCE

A large stone door scrawled with dirt encrusted carvings stands closed but unlocked. The Σ symbol is burned into the door, melting the stone and obscuring some of the carvings, but a successful DC 15 Intelligence (Arcana) check suggests the carvings were a powerful binding keeping something inside.

ADVENTURERS
LEAGUE

REPAIRING THE BINDING

In order to repair the binding and entomb the Dead Witch once again, the characters need to do the following:

- Knock the Dead Witch unconscious (she cannot be killed). This is easily done by targeting the Σ symbol on her throat when she is prone. See her description for more details.
- Recover the iron chalice from area 2 and bless the water within it. Pour the water in a circle around her in area 4.
- Recover the *alapacaram* from 7 and cover it in blood. Place it in the circle in area 4.
- Read the incantation written in the tome in area 4.

2. ENTRANCE HALL

This room is impressively massive. Climbing a staircase, the party enters into the center and a balcony is to their left that overlooks the room while stairs rise up at the rear of an altar. The floor is white marble with the Σ symbol inlaid in black obsidian. There are frescos decorating the walls.

AREA INFORMATION

Altar. A small altar stands atop the plinth of stone that projects between the two flights of stairs. Surrounding it is a magical circle that grants a defense against fey and undead creatures. This functions as a permanently active *scroll of protection* to anyone standing on the plinth. A successful DC 12 Intelligence (Arcana) check recognizes the protective nature of the circle.

The plinth is enclosed by an invisible barrier that extends in a 5-foot-radius, 10-foot-high cylinder. This barrier prevents fey and undead creatures from entering or affecting anything within the cylinder unless a protected creature attacks a creature outside the circle. Each round, a creature attempts to overcome the barrier by using an action to make a DC 15 Charisma check. On a success, the creature ceases to be affected by the barrier.

The iron chalice the characters need to repair the binding is on the altar. The writing in archaic Common on the chalice spells out a ritual that blesses water placed

inside it that is useful in binding powerful fey creatures in a circle empowered by the water.

Balcony. The balcony is 20-feet above this room with a stone lip allowing crouching creatures complete cover from those on the ground.

Bonus Objective A. If you are using **Bonus Objective A**, a 15-ft diameter hemispherical entrance pierces the rear wall, 40-ft above the altar. This leads to room A2. There is no obvious way to reach the hole.

Ceilings. The ceiling in this room is 30-feet high.

Desecrated Ground. The room is tainted by traces of an ancient evil that is revealed by a *detect evil* and *good* spell cast within range. Undead standing on desecrated ground have advantage on all saving throws. A vial of holy water purifies a 10-foot-square area of desecrated ground when sprinkled on it, and a *hallow* spell purifies desecrated ground within its area. Destroying the obsidian X symbol also ends this effect.

Frescos. The walls are covered in faded artwork depicting various scenes including: the Tempest Mage's Tower as it once looked on the side of the mountain, a young wizard summoning a crone-like creature with a long boney chin and needle teeth, the crone creeping into children's rooms to steal children, the crone throwing back her head to swallow an infant. A successful DC 10 Intelligence (Investigation) check notes a faded X tattooed on the crone's throat in the final fresco.

Western Door. On the western wall is a single door inscribed with a long-billed bird taking flight. A successful DC 10 Intelligence (Nature) check recognizes it as a stork. This door is not locked.



THEMATIC SOUNDS

To set the mood, consider playing the sounds of children playing or laughing. Try searching "Creepy Children's Laughter" or "Creepy Little Girl Talking" at YouTube.com for several excellent soundtracks to torment your players.

CREATURE INFORMATION

Many of the children taken by the Dead Witch have returned from death as horrible skeletal mockeries of their former selves. The Dead Witch's children appear as extreme nimble skeletal children, still wearing scraps of their bright clothing now faded with age. Some still carry



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **skeleton** one **warhorse skeleton**.
- **Weak:** Remove one **skeleton**.
- **Strong:** Add two **skeletons**.
- **Very Strong:** Add two **warhorse skeletons**.

a doll or toy soldier. The Dead Witch's big children are Large amalgamations of children's bones, that lumber with none of the smaller skeleton's agility.

Four of Dead Witch's children (**skeletons**) hide on the balcony. They wait until the characters spread out through the room exploring and then begin giggling, heightening tension, before eventually attacking by leaping down on an isolated target. Two of the Dead Witch's big children (**warhorse skeletons**) enter through the western door and engage the nearest foe.

All of the Dead Witch's children fight until destroyed, laughing the entire time.

TREASURE

An iron chalice inscribed with runes is upon the altar. In addition to being key to re-enacting the binding of the Dead Witch, it is worth a few gold pieces if sold.



PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. The Dead Witch's children use their mobility to their advantage, escaping dangerous areas or foes by climbing or leaping away. The three-dimensional nature of the combat really gives mobile and ranged characters a chance to shine.

Exploration. Parties having trouble are able to use the safe area of magic circle on the altar to their advantage. Different heights, the ongoing effects, and the balcony all give the characters opportunities to use the room.

Social. The Dead Witch's children have no interest in speaking, but they do like playing with and terrifying the living. Their unnatural giggling should be eerie and increase tension.



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3. MELANCHOLY FOUNTAIN

Magical moonlight fills this room, illuminating the spraying water of a 10-ft diameter fountain in the center of the room. The water jets up from between statues of a human boy and girl, holding hands and looking sad. Both hold a blooming flower in their other hand. Crying children's faces of many races decorate the perimeter of the basin. Carved into the stone basin is the phrase, *"There is no grief purer than the wilting of a flower that was just beginning to bloom."*

A successful DC 10 Wisdom (Survival) check notes that the water is pure. While the fountain and the light are magical, the water is not. This water is suitable for use in the ritual to re-enact the binding of the Dead Witch.

The walls are covered in hundreds of names; apparently the names of the Dead Witch's victims. A successful DC 12 Wisdom (Perception) check finds that two names, Korovin and Karina Sergeyevich, are just barely starting to fade into view at the end of the list. Watching the names for a few minutes and succeeding on a DC 12 Intelligence (Investigation) check estimates that within 8 hours, those names will be as dark as the other names written on the walls. There is a clock counting down how long the Sergeyevich children have left unless the characters intervene.

4. CHAMBER OF BINDING TIES

Knowing that he may not remain on his mountain forever, the Tempest Mage left behind the details of his apprentice Invanitor's betrayal, and how he bound eventually came to bound the eternal Dead Witch.

AREA INFORMATION

A circular depression is in the center of the room across from a podium that supports a large book. The walls are lined with bookshelves, many of which are missing. There is a desk on the northern wall that appears rummaged through.

Bookshelves. The books appear to be treatises on fey and undead creatures. A successful DC 15 Intelligence (Arcana) check identifies these books as valuable for creating the ritual used here. A character with the Researcher background feature makes this check with advantage. The books are haphazardly placed on the shelves, and a successful DC 12 Intelligence (Investigation) check notes that many are missing. Unbeknownst to the characters, the missing books have been taken by Aed Sourtoes (area 6).

Circular Depression. A six-inch-thick and two-inch-deep carving of 10-foot diameter circle is centered in the room. There are magical carvings in the circle and a successful DC 12 Intelligence (Arcana) check recognizes them as being focused on binding a creature. The circle radiates faint abjuration magic. In order to activate the circle, water must be poured into it from the iron chalice. Inside the ring are two halves of a carved wooden apple, split and rotten.

Desk. The desk drawers are open, blank paper shredded, ink bottles shattered, and all of the pens are missing. Aed Sourtoes (area 6) took them to draw on his walls.

Podium. A heavy tome rests on the podium under a layer of dust. In Common, the tome describes Invanitor's betrayal and the ritual to bind the Dead Witch. See **Appendix 4** for details.

ADVENTURERS
LEAGUE

BONUS OBJECTIVE A

If you are using Bonus Objective A, then on the desk there is a page torn from another book that describes the *Witchstone*; a weapon specifically enchanted to damage and impair the Dead Witch. It says that stone is protected by "holy light" overlooking the central chamber (area A2).

5. WARNING?

The ground around the door to area 6 is stained with old blood and the door itself has two timbers nailed across it. The words, "Beware!" and "Danger!" are scrawled across them.

A successful DC15 Intelligence (Investigation) check made while inspecting the door notes that none of the nails go into the doorframe and there is a faint scuff in the dried blood suggesting the door has been opened several times.

The door is in fact unlocked and opens easily. The timbers are just dressing for a ruse by Aed Sourtoes who lives in area 6, to keep others away and surprise unexpected visitors.

6. AED'S LAIR

A grumpy redcap named Aed Sourtoes was captured alongside the Dead Witch and imprisoned with her. He has made himself a small lair here, where he reads books stolen from area 4, while laying on a rickety bed. The walls of his room are covered in childish drawings of dismemberment and mayhem.

CREATURE INFORMATION

Aed Sourtoes (**redcap**) isn't all that happy being trapped. There are very few people to kill or torture in this prison, so he's relaxed the



centuries away perfecting his drawing skills (he's a long way from success) and reading the books left in the library (which he's not very good at given his fits of rage).

Objectives & Goals. Aed is desperate for some fun; preferably of a bloody nature.

What Do They Know? Aed is aware that the Dead Witch is a powerful fey creature who abducts children and turns them into dead creatures. He was drawn here by a summoning performed by Ivanitor, shortly before the Tempest Mage took notice and dealt with his errant apprentice. Unfortunately for him, he got caught up and imprisoned with the Dead Witch, whom he's not all that fond of.



TREASURE

Under Aed's bed is a sack filled with books, brass pens, and a few coins looted from the rest of the complex.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Aed has been so bored that he's pretty much ready for a good slaughter. If he gets the chance, he lets the party be fooled by his door and move on to area 7, before he sneaks up and attacks them from behind after some of them hopefully have succumb to the sleeping curse.

Exploration. His small room contains various books looted from area 4 that the DM should use to fill in any blanks in the history of the Dead Witch's Den that the characters have missed.

Social. Aed has been very bored. If he is unable to surprise the characters, he might be willing to talk to them, particularly if they offer living creatures to torture. The characters avoid a fight if they offer him something live to play with and make a successful DC 15 Charisma (Persuasion) check. The characters get advantage on this check if the plaything is sentient, like say a red wizard's apprentice. Good characters should feel uneasy offering up any creature to be tortured.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Aed has 36 hit points, +5 to hit, and does 8 (2d4 + 3) slashing damage.
- **Weak:** Aed has 36 hit points.
- **Strong and Very Strong:** No change.

7. THE ALAPACARUM

The floor of this room is freshly turned dirt. Old bones poke through the rich soil here and there. A successful DC 12 Wisdom (Medicine) check confirms that all the bones are from children. Despite the lack of sunlight or water, an apple tree grows here. Any apple picked from the tree immediately hardens until it becomes a wooden apple with X carved into the side. This is the *alapacarum*.

The Sleeping Curse. The smell of the tree is intoxicating. So much so that each character must succeed in a DC 10 Wisdom saving throw or curl up and sleep beneath its branches for 24 hours. At the end of every 24 hours, a sleeping character attempts another saving throw to wake up. Those that fail, sleep another 24 hours and gain a level of exhaustion. This is both a charm and poison effect. A creature that uses an action to do so, wakes a sleeping creature. An awoken victim remains sleepy for a hour; suffering disadvantage to Wisdom (Perception) and Initiative checks.

8. BAKERY

The door to this room is warm and not locked. Inside two large ovens flame away, filled with loaves of bread. Two of the Dead Witch's Children (**skeletons**) are kneading bread at a counter using the bone flour being made by one of the Dead Witch's big children (**warhorse skeleton**). The Dead Witch's big child is wearing a chef's hat while grinding children's bones into flour with a massive mortar and pestle.

The cooks are hard at work and do not take any action against the characters unless they are themselves attacked. If a character makes an attack, give that ONE character a surprise round and then go to Initiative. All of the Dead Witch's children fight until destroyed, laughing the entire time.

COMPLICATION

If the characters do not destroy the Dead Witch's children in the bakery and you feel they need an additional challenge, they respond to her cackles for aid when the character's find her in area 11, or when she is drawn to the binding circle by the *alapacarum*.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **skeleton**.
- **Weak:** No change.
- **Strong:** Add one **skeleton**.
- **Very Strong:** Add one **skeleton** and one **warhorse skeleton**.

9. NURSERY

A candle lights and a music box begins playing as the characters enter this perfectly appointed nursery. The bureaus and closets are filled with children's clothing for boys and girls, all different sizes and amount of wear, all from long lost time periods from across the lands of Faerun. There is a crib and a pair of bunk beds with a chest at their base filled with children's toys. While this room offers no threats, it should be particularly creepy.

The music box stops playing if removed from the room. Unless somehow prevented from playing, the music alerts the Dead Witch to the character's approach.

ADVENTURERS
LEAGUE

THEMATIC SOUNDS

To set the mood, consider playing the sounds of a music box; the creepier the better.

10. CELL

This small dark cell is blocked by a locked iron door with a barred window. Inside there are two sets of manacles attached to the wall. Both are sized for children. There is no one here.

11. DEN OF THE DEAD WITCH

Freed of the binding circle when the Thayans breached the outer door, the Dead Witch lairs here, close to her nursery.

AREA INFORMATION

The Den looks like a dreary classroom. There is a cracked chalk board on the wall, covered in dust and cobwebs. Three rusty and rotten child-sized desks face the board and children's drawings, all depicting horrifying scenes, hang on the walls. Parts of necromantic spells, fragments of recipes for poisons, and other twisted lessons are hung throughout the room.



Light. A faint light from a magical chandelier fills the room with gloom and dim light. A dolly hangs from the chandelier with a hangman's noose around her neck.

Smells. The room smells of dust, rotting meat, and the sadness of crushed childhood dreams.

ADVENTURERS
LEAGUE

THEMATIC SOUNDS

To set the mood, consider playing the sounds of a cackling witch, a child crying, or the sounds of a schoolhouse.

Sounds. Disembodied whimpering and sniffing is heard, despite no obvious children. If excited, the Dead Witch's children giggle and she cackles with glee.

CREATURE INFORMATION

The Dead Witch (reflavored **siren**) and three of the Dead Witch's children (**skeletons**) are here participating in a mockery of a classroom lesson. If they are aware of the approach of the characters, they prepare an ambush with the Dead Witch using her *greater invisibility* spell to hide and the skeletons moving around the corner to entice more of the characters to enter the room. All of them make good use of their climb speed to move along walls and the ceiling.

The Dead Witch believes herself effectively immortal, so she and all of the creatures she commands fight to the death.

Objectives & Goals. Feast on the characters!

What Do They Know? The Dead Witch knows all about her past presented above, as well as the threat of anyone with the *witchstone*. Characters trying to bind her again quickly become targets.

ADVENTURERS
LEAGUE

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **skeletons**.
- **Weak:** Remove one **skeleton**.
- **Strong:** Add one **skeleton**.
- **Very Strong:** Add one **redcap**.

TREASURE

The dolly hanging from the chandelier is wearing a *necklace of fireballs*.

COMPLICATION

If the characters did not destroy the Dead Witch's children in the bakery (area 8), and you feel they need additional challenge, they respond to her cackles for aid if the characters attack her.

12. OSSUARY

This room is filled with the bones of thousands of children: The Dead Witch's many child victims. The bones are 10 feet deep and the room is considered difficult terrain.

TREASURE

A successful DC 15 Wisdom (Perception) check while searching the room locates a bone decorated with rubies that has been crafted into scroll tube. Inside is a *spell scroll of Tasha's hideous laughter*.

WRAPPING-UP

If the characters are able to defeat the Dead Witch and reinstate the binding, they are hailed as heroes. If they are unable to do so and are forced to retreat and rest, the Dead Witch abducts another child, storing them in area 10, giving the characters another reason to return!

REWARDS

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

PLAYER REWARDS

The characters can earn the following rewards:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive **1 advancement** and **1 treasure checkpoint** for each story objective that they complete, as follows:

- **Story Objective A:** Learn the Thayans secrets.
- **Story Objective B:** Defeat the Dead Witch.

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

- **Bonus Objective A:** Recover the *Witchstone*.
- **Bonus Objective B:** Rescue the Children.

MAGIC ITEM UNLOCK

The characters unlock the following magic item(s) for **completing the adventure**:

- **Necklace of Fireballs.** While wearing this necklace, a tattoo in the shape of X appears on throat. The tattoo disappears if the necklace is removed. This necklace has 6 beads. This item is described in **Appendix 5**.
- **The Witchstone (Walloping Ammunition).** This large stone is covered in Celestial runes marking fey and undead creatures as its enemies. This item is described in **Appendix 5**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement** and **treasure checkpoints** for the characters' completion of objectives, above.

You may complete DM Quests for running this adventure. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.



DRAMATIS PERSONAE

The following NPCs and locations feature prominently in this adventure.

- **Dulmah Zhune (Dull-MA ZOON).** Dulmah Zhune is a recent apprentice of Zulkir Dar'lon Ma in Mulmaster and is searching for enough arcane power to improve his position. He enjoys hiding behind the image of the helpful and good Red Wizards who have come to Mulmaster to help rebuild.

Personality: I'm your friend, until you are no longer useful to me.

Ideal: I will sacrifice anyone or anything to achieve my goal of power.

Bond: I must achieve power before Zulkir Dar'lon Ma finds someone more worthy and eliminates me.

Flaw: Greedy and power hungry to the core, with no concern for others.

- **First Sword Zokola Thral (ZO-Ko-La Thrall).** First Sword Zokola Thral is a career soldier in the army of Thay and is not especially happy about sacrificing her men for a young wizard with no goal beyond his own enrichment.

Personality: I do as I am told without emotion, unless it endangers my men.

Ideal: Soldiers must adhere to a code of honor or they are little more than monsters.

Bond: My men are my charge and I will protect them.

Flaw: I do not trust Dulmah Zhune and would lie to cover up his death.

- **Intun Alderson (In-TUNE ALD-r-son).** Over twenty-five years ago Intun Alderson fought for Mulmaster against a number of foes and was good at his job; not because he was a great warrior or had any grand mind for strategy, though he were passable at both, but because he knew that his men had to work as a team in order to survive. He became their sergeant and kept them alive. It is his great, and secret, shame that he eventually abandoned them. One night, while in his cups with several other natives of Windy Valley who had joined up with him, he got to talking. It would be easy to slip away from the Soldier. What did he owe some Mulman noble and the crusade against the goblinfolk? There was no great glory or pay in war! No, but with the weapons, armor and training he now had, the dusty dungeons below the Tower would lay their treasure bare before him. And so, to his shame, he let his friends talk him into abandoning his commission and leaving his men on the eve of a battle. He deserted.

In the haze of drink and big stories he and his fellows made their way to the mountain ruin and broke into the old tombs. None of the others survived. He remembers the goblins, but the creatures worshiped other things; horrible things, with tentacles and fanged maws. The dreams still haunt him. He fled again leaving his friends

to die, taking a magic sword and what coins he could carry on the way, and going back to the village of his birth; forever in the shadow of his guilt.

Personality: I am gruff but loyal, with a long distant stare.

Ideal: Someday the bill comes due and we all pay for our mistakes. When the time comes, you just hope you can settle the tab.

Bond: I owe the people of Windy Valley. They are my family now.

Flaw: I have trouble dealing with my past and drink to forget.

- **Jalie (Jaw-LEE).** Jalie is a fiery young woman with a quick mind whose words carry great weight in Windy Valley. She has no children, but has a younger brother named Nal'qui who works with her in their bakery.

Personality: I am quick to anger in the face of injustice. In particular, I am openly an enemy of Thay.

Ideal: Lies are the deepest sort of cowardice.

Bond: Sentient beings are deserving of respect, food, and shelter. I will do what I can to protect them.

Flaw: I still have nightmares about being kidnapped and nearly sacrificed in the Vault of the Devourer beneath the ruins of the Tempest Mage's Tower.

- **Paramon Rusk (Para-MON RUSK).** Paramon Rusk is an overseer for one of the mining operations of the Von Finklestein family. In his early years Paramon tried his hand at adventuring with the hope of easy profits. He threw his lot in with several different groups and all most all ended in failure. Recognizing that he lacked the skills (and courage) to crawl through remote ruins, he turned to mining. After several years he was able to stake his own claim and hire his own workers to mine copper. While he did not become wealthy, he did gain a reputation as an ably skilled miner almost the equal of any dwarf. This reputation attracted the attention of the Von Finklestein family with an offer to buy out his mine and a long-term contract to manage some of their operations.

To this day, the business relationship has worked out to the mutual benefit of both. He no longer has to risk his health mining and draws a percentage from what ore is sold. For the Von Finklestein family he is honest and willing to deliver bad or good news to the any of the Mulmaster merchant-noble class.

Paramon does not like to take many risks and does not gamble with the lives of his workers. The increase in mining near Windy Valley has begun to attract immigrants looking for work but lacking essential training in mining. Because of this he generally has at least two mining operations that are just beginning and offer no real danger to trainees.

Personality: I am honest and above bribes. Those who treat me with respect receive the same. I am loyal to my

employers and will go out of my way to lend aid to loyal hard-working employees.

Ideal: A trustworthy person is worthy of respect.

Bond: Loyalty to my employer and workers above all.

Flaw: I am not patient or good in social situations and always chooses the direct response.

- **Solfird Sergeyevich (Soul-*FEARD* Ser-GAY-Ah-Vich).** Solfird Sergeyevich moved here from the Sword Coast when she married her husband, who works in Windy Valley as a miner. She has been having very detailed dreams since the opening of the Den Dead Witch. In them, she dreams her children have been taken by some creature and so she is desperate for aid for herself and her family.

Personality: I am reliable to my neighbors, but fear for my children.

Ideal: Family first.

Bond: Protect my husband, Turov, and my children Korovin and Karina.

Flaw: I make questionable deals or take unlikely chances to save my family.

- **The Dead Witch (Ded Witch).** The fey creature known as the Dead Witch accumulated power by forming pacts with foolish spellcasters. She enjoys torturing children and turning their remains into undead children to serve for eternity after feasting on their flesh. She is a monster that plays at humanity.

Personality: Want to play a game child? I hope so, or there will be consequences...

Ideal: I am eternal, as your suffering shall be.

Bond: Soon you too will be one of my children!

Flaw: The heart of my power is my neck and I protect it.



CREATURE STATISTICS

FIRE SNAKE

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses Darkvision 60 ft., passive Perception 10

Languages Ignan understands but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.



MODIFICATIONS (RADIANT ELEMENTAL)

The **fire snake** has the following modifications:

- The radiant elemental is N.
- All instances of fire damage are instead radiant damage.
- Change its damage vulnerability to necrotic and damage immunity to radiant.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



MODIFICATIONS (THAYAN GUARDS)

The **guards** are LN humans that speak Thayan.

REDCAP

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (–1)

Skills Athletics +6, Perception +3

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

SIREN

Medium undead, chaotic good

Armor Class 14

Hit Points 38 (7d8 + 7)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	14 (+2)	16 (+3)

Skills Medicine +4, Nature +3, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Amphibious. Siren can breathe air and water.

Innate Spellcasting. Siren's innate spellcasting ability is Charisma (spell save DC 13). She can innately cast the following spells, requiring no material components:

1/day each: *charm person*, *fog cloud*, *greater invisibility*, *polymorph* (self only)

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

ACTIONS

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Stupefying Touch. Siren touches one creature she can see within 5 feet of her. The creature must succeed on a DC 13 Intelligence saving throw or take 13 (3d6 + 3) psychic damage and be stunned until the start of Siren's next turn.



MODIFICATIONS (THE DEAD WITCH)

The **siren** has the following modifications:

- The Dead Witch is a CE fey.
- Remove her amphibious trait.
- Replace her ability to cast *polymorph* with the ability to summon two Dead Witch's children or one Large Dead Witch's child.
- Replace her swim speed with a climb speed.
- Reflavor her shortsword as a bite.
- The Dead Witch gains the prone deficiency, rejuvenation, and weak point traits:

Prone Deficiency. If the Dead Witch is knocked prone, roll a die. On an odd result, the Dead Witch lands upside-down and is incapacitated. At the end of each of its turns, the Dead Witch must make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Rejuvenation. If the Dead Witch is dropped to 0 hit points, after 10 minutes she teleports to area 11 and is returned to full hit points. If affected by the binding ritual, this trait does not function.

Weak Point. The Σ symbol on the Dead Witch's throat is the seat of her power and a weak point. Normally her throat is entirely covered by her huge, boney chin but when knocked prone, it is exposed. To hit the symbol while the Dead Witch is prone requires a successful hit made with disadvantage (though with the advantage for being prone, the attack is now made normally). If hit, the Dead Witch must succeed on DC 13 Constitution saving throw or be stunned until the end of her next turn.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

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

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



MODIFICATIONS (THE DEAD WITCH'S CHILDREN)

The **skeleton** has the following modifications:

- The skeletons are Small.
- Reflavor their shortsword as claws that do slashing damage.
- Reflavor their shortbow as thrown toys that do bludgeoning damage.
- The skeletons gain a Climb speed of 15 ft. and a Jump of 30 ft.
- The skeletons can't speak but do emit a child's laughter when they attack or when they wish to rattle enemies.

SKELETAL ALCHEMIST

Medium undead, lawful evil

Armor Class 11

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	15 (+2)	14 (+2)	10 (+0)	9 (-1)

Skills Arcana +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The skeletal alchemist makes two Lob Acid attacks.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Lob Acid. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) acid damage.

THAYAN APPRENTICE (DULMAH ZHUNE)

Medium humanoid, any non-good alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	15 (+2)	13 (+1)	11 (+0)

Skills Arcana +4

Senses passive Perception 11

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion. Within the Doomvault, the apprentice has advantage on saving throws against being charmed or frightened.

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

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

1st level (4 slots): *burning hands*, *detect magic*, *mage armor*, *shield*

2nd level (3 slots): *blur*, *scorching ray*

ACTIONS

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



MODIFICATIONS (DULMAH ZHUNE)

The Thayan Apprentice is a LE human.

THAYAN WARRIOR (ZOKOLA THRAL)

Medium humanoid, any non-good alignment

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Perception +2

Senses passive Perception 12

Languages Common, Thayan

Challenge 2 (450 XP)

Doomvault Devotion. Within the Doomvault, the Thayan warrior has advantage on saving throws against being charmed or frightened.

Pack Tactics. The warrior has advantage on an attack roll against a creature if at least one of the warrior's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The warrior makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



MODIFICATIONS (ZOKOLA THRAL)

The Thayan Warrior is a LN human.

TOPI

Small undead, chaotic evil
Armor Class 13 (natural armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	12 (+1)	6 (–2)	10 (+0)	5 (–3)

Damage Resistances bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1/2 (100 XP)

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

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

ACTIONS

Venomous Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 +2) slashing damage plus 2 (1d4) poison damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned until the end of the target's next turn.

WARHORSE SKELETON

Large undead, lawful evil
Armor Class 13 (barding scraps)
Hit Points 22 (3d10 + 6)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (–4)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages --

Challenge 1/2 (100 XP)

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



MODIFICATIONS (THE DEAD WITCH'S BIG CHILDREN)

The **warhorse skeleton** has the following modifications:

- Reflavor their hooves as claws that do slashing damage.
- The warhorse skeletons can't speak but do emit a child's laughter when they attack or when they wish to rattle enemies.

APPENDIX 1: THE WITCHSTONE

(BONUS OBJECTIVE A).

Estimated Duration: 1 hour

PREREQUISITE

If you are using Bonus Objective A, it occurs any time after the characters have begun Part 3. These rooms are entered via the door to the stairs in area 7, or through the opening in the wall 40 feet above the floor in area 2. The area in **blue** (A1 and A2) only exists if using **Bonus Objective A**.

BONUS OBJECTIVE A

In order to successfully complete Bonus Objective A, the characters must recover the *witchstone*.

A1. KEY TO THE VAULT

A simple iron key hangs upon an eyehook jutting from the southern wall. Two small skeletons lie just inside the room. The image of a medusa is engraved into the western wall.

AREA INFORMATION

This room protects the key to the Vault of the Witchstone using a complex trap meant to repel fey and undead creatures. A successful DC 12 Wisdom (Medicine) or Intelligence (Arcana) check realizes that the child-sized skeletons were destroyed by acid.



FROZEN FLAMES TRAP

Complex trap (level 1–4, dangerous threat)

This trap is meant to prevent creatures from proceeding into the room while doing continuous damage.

Trigger. This trap activates when any creature enters the room or the first 10 feet of the hallway between areas A1 and A2.

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

Active Elements. Unseen glyphs activate, paralyzing foes while hidden jets spray acid into the area.

- **Paralyzing Glyphs (Initiative 20).** Magical runes flare into existence, covering every surface of area A1 and the first 10 feet of the hallway between areas A1 and A2. Any creature in this area must succeed on a DC 15 Wisdom saving throw or be paralyzed. Any creature with fey blood (including eladrin, elves, and half-elves) or that are undead suffer disadvantage on this saving throw. At the end of each of its turns, affected targets must make



another Wisdom saving throw. On a success, the spell ends on the target.

- **Acid Spray (Initiative 10).** Hidden jets in the ceiling spray acid in the area affected by the trap, doing 11 (2d10) acid damage. Those creatures who succeed on a DC 15 Dexterity saving throw suffer only half damage.
- **Gusting Winds (Initiative 10).** Once a creature moves adjacent to the key or the gusting winds are active, a violent wind pushes away from key. All creatures within 10 feet of the key must succeed on a DC 15 Strength saving throw or be pushed 10 feet towards the stairs but not onto the stairs.

Constant Element. Any creature who begins their turn within the affected area must succeed on a DC 15 Constitution saving throw or suffer 5 (1d10) acid damage for standing in acid puddles.

Dynamic Element. If any creature moves adjacent to the key, it immediately triggers the gusting winds effect.

Countermeasures. The trap is neutralized or mitigated by never entering the area, destroying the trap, escaping the area, or removing the key.

- **Detecting the Trap.** The trap is spotted with a successful DC 15 Wisdom (Perception check) which sees small holes in the ceiling. (acid jets).
- **Detect Magic.** All surfaces radiate strong abjuration, necromancy, and evocation magic.
- **Glyphs.** The paralyzing glyphs are tied to the medusa engraving which is disabled by two successful DC 15 Intelligence (Arcana) or Dexterity (proficiency with thieves' tools) checks. A creature must be adjacent to the medusa to attempt this check. Once one check has been made, the saving throw to resist the paralyzation effect is made with advantage (or normal if the creature is fey blooded or undead). The engraving also is destroyed by doing 25 points of damage to it.
- **Acid.** The acid jets in one 5-foot square are plugged with a successful DC 15 Dexterity (proficiency with thieves' tools) check. This makes one safe area, devoid of acid.
- **Removing the Key.** While on the eyehook, the key itself is not affected by magic or removeable except by breaking or unscrewing the hook. Unscrewing the hook takes two actions. The eyehook is pulled out with a successful DC 20 Strength check or by doing 25 points of damage to it. Removing the key from the area deactivates the trap.

A2. VAULT OF THE WITCHSTONE

The vault of the *witchstone* is magically locked behind cold iron doors that are only opened with a key found in area A1.

AREA INFORMATION

Inside the room, there is a pedestal in the center of the room with a rune-covered stone (the *witchstone*) atop it. The southern wall opens to the open air, overlooking area 2. There are several scorched, child-sized bones at the lip of the half-moon shaped opening.

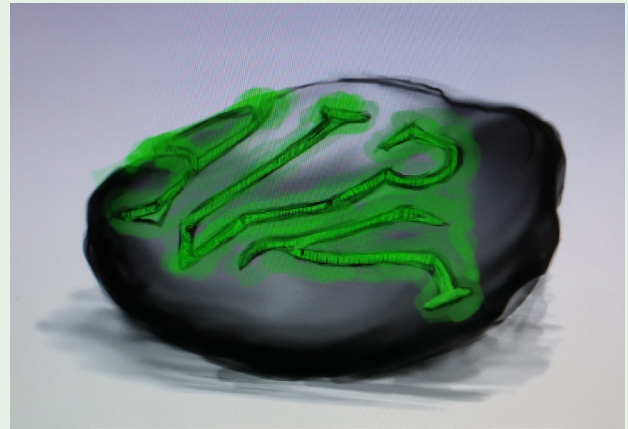
Doors. The doors have no locks and are unable to be picked. The doors open by simply inserting the key into the keyhole. Opening one door automatically opens the other.

Pedestal. The pedestal is 3 feet high and made of stone. The stone radiates magic if checked. The pedestal magically amplifies the weight of the stone so while on the pedestal, it weighs 15 pounds.

Runes. There is a band of runes etched into the walls at the ceiling. The runes are noticed before entering the open doorway by anyone with a Passive Perception of 12 or higher. The runes are written in Celestial and include the words, "Holy Light" along with many arcane runes. A successful DC 12 Intelligence (Arcana) check recognizes it as some sort of magical trap related to radiant energy. Entering the room causes the runes to flare with light, causing any creature in the room to suffer 5 (2d4) radiant damage at the start of their turn. A successful DC 10 Charisma saving throw negates the damage. Any creature with fey blood (including eladrin, elves, and half-elves) or are that are undead suffer disadvantage on this saving throw.

CREATURE INFORMATION

When the runes activate, 3 radiant elementals (reflavored **fire snakes**) are summoned into the room and attack until destroyed. The elementals chase any creature that takes the stone.



THE WITCHSTONE IN THIS ADVENTURE

During this adventure, any character holding the *witchstone* sees through the Dead Witch's *greater invisibility*. In addition, the Dead Witch has disadvantage when attempting a saving throw against the *witchstone* to avoid being knocked prone.

Note that if the *witchstone* is thrown or used in a sling (as intended), the user loses sight of the Dead Witch (if she is using *greater invisibility*) until they pick it up again. Characters are considered proficient in throwing the *witchstone*. It is a perfectly acceptable tactic to have multiple characters retrieve and throw the stone in the same round.



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **radiant elemental**. Decrease the radiant damage from the runes to 2 (1d4) radiant damage.
- **Weak:** Decrease the radiant damage from the runes to 2 (1d4) radiant damage.
- **Strong:** Add one **radiant elemental**. Increase the saving throw to avoid the radiant damage from the runes to DC 11.
- **Very Strong:** Add one **radiant elemental**. Decrease the radiant damage from the runes to 7 (3d4) radiant damage and the saving throw to DC 13.

APPENDIX 2: LOST CHILDREN (BONUS OBJECTIVE B).

Estimated Duration: 1 hour

PREREQUISITE

If you are using Bonus Objective B, it occurs any time after the characters complete Part 2. In order to begin, the characters must locate one of the secret doors that lead to area B1 and B2. The area in **orange** (B1 and B2) only exists if using **Bonus Objective B**.

BONUS OBJECTIVE B

In order to successfully complete Bonus Objective B, the characters must rescue Korovin and Karina Sergeevich.

SETTING INFORMATION

Entombed with the Dead Witch, Ivanitor has since returned as undead and serves her using these side chambers to hide her new children.

Ceilings. Except where noted, the ceilings are 10-feet high.

Light. There is no light but that which the characters bring with them.

Sound. The sounds children's' weeping echoes through the secret halls.

Doors. All doors are locked unless otherwise noted. They are opened with a successful DC 15 Dexterity check with proficiency in Thieves' Tools or battered down with successful DC 20 Strength check. Ivanitor carries the key for both doors.

Secret Doors. As doors above, except they require a successful DC 15 Wisdom (Perception) check to first locate.

B1. LABORATORY

Ivanitor's lab is a place of bubbling chemicals and twisted experiments. He is responsible for watching over the children in area B2, but he is more focused on his studies.

AREA INFORMATION

The following features apply to this room:

Light. The room is lit by a magical chandelier providing bright light.

Table. A large 5-ft by 10-ft table is in the center of the room. A dead pixie is strapped to it, with hoses and needles of toxic chemicals coursing through it. Piles of notes are all over, with no order or reason. They are rambling and incomprehensible.

CREATURE INFORMATION

The skeletal remains of Ivanitor (**skeletal alchemist**) has been experimenting fey in the service of the Dead Witch. He has taken five pixies and twisted them with his corrupting rituals. They have become bloated with massive heads, wicked claws and shriveled wings preventing flight. They are far more dangerous than before (**topi**).



ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **topi**.
- **Weak:** Remove one **topi**.
- **Strong:** Add one **topi**.
- **Very Strong:** Add three **topi**.

TREASURE

A *potion of healing* is found on the table amongst all of Ivanitor's concoctions.

B2. LARDER

The stairs end in a locked door and the sound of weeping emanates from behind. The door is trapped. Korovin and Karina Sergeevich are locked in the room with an apparent third child.

Trapped Door. Any living creature that sees the door triggers a magical charm effect that is resisted with a successful DC 15 Wisdom saving throw. Charmed creatures walk to the door and touch it, setting off a 15-ft. cone of flames that do 14 (4d6) fire damage to all in the area. A successful DC 15 Dexterity saving throw halves the damage. The fire trap is active, even if the charm is resisted.

CREATURE INFORMATION

Korovin, Karina, and "Zavra" are grateful for rescue, though Zavra is actually a **topi** disguised by an illusion similar to a *disguise self* spell that lasts until it attacks.

Objectives & Goals. Korovin and Karina want to get back to their parents. If taken out of the lair, they are confident they are able to walk back to Windy Valley or the nearby mines where their father is. Zavra wants to attack the characters at the most inopportune moment.

What Do They Know? Korovin and Karina were captured by the Dead Witch. They tell the characters about the Dead Witch, her children, Ivanitor, and his

mutated pixie creatures. The pair have only seen B1 and B2, so they know nothing about the rest of the complex beyond the location of the three secret doors. They are terrified.

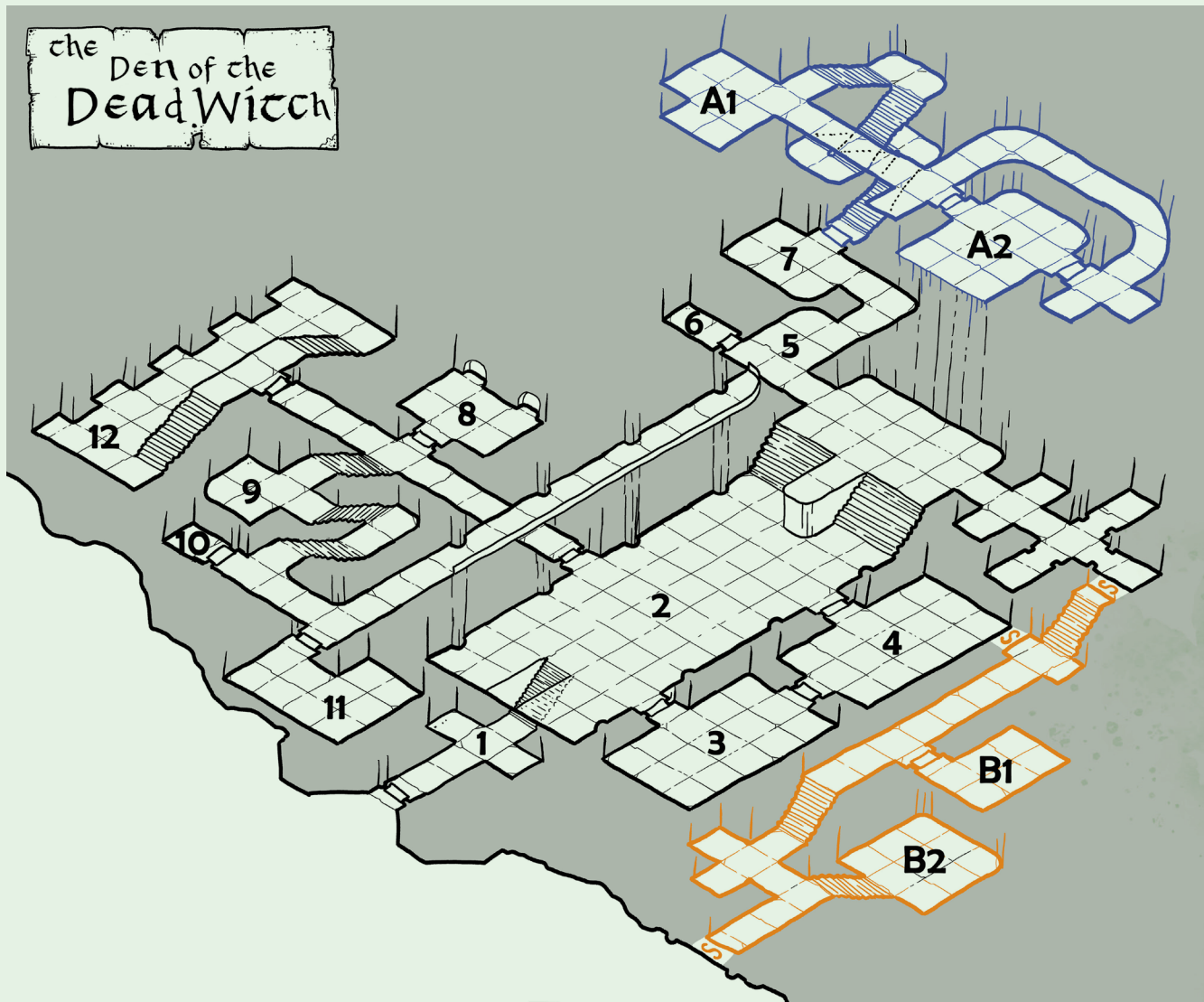
Uncovering the Truth About Zavra. Zavra claims to have been captured from a merchant caravan but she talks with a strange accent and uses unusual colloquialisms. Characters with a passive insight of 14 or higher note that she is hiding something. A successful DC 15 Intelligence (History) check notes that she references coming from a village called Lisle that has not existed for 500 years.

APPENDIX 3:

MAPS OF THE DEN OF THE DEAD WITCH

The area in **blue** (A1 and A2) only exists if using **Bonus Objective A**.

The area in **orange** (B1 and B2) only exists if using **Bonus Objective B**.



APPENDIX 4: TOME FROM AREA 4 (PLAYER HANDOUT)

In tarsakh of 933 dr. Did'ivanitor, my apprentice, conspire with a vile beast from the darkest perversions of the feywild. The creature calls itself the dead witch, and it is but foulness and bile that stealith children and feasts upon their flesh calling for the abominations of their bones. Her symbol is the Σ and through it tis the path to her pow'r.

For all my pow'r, i hath failed to banish or exterminate the creature, so shall it be caged for 'ver to sleep the sleep deeper than death that none should open the gate to its prison.

Pages later

I know that i shall not always dwell in this place and there will come after to me to chance that should the thing rouse from slumber, so shall heroes be called to return the thing to its cage. I have left you all the tools that shalt you need.

Fill pure water in the iron chalice of sharahuel and speak the blessing inscribed upon its surface that the water might to become blest. Pour this into the circle that i have carved into the floor of this room.

Acquire the alapacarum from the tree of death and bathed it shall be in the blood of the living. Place the tainted petrified fruit within the circle that should it attract and bind her.

Then read the incantation i have written below. Ye need not the true pow'r of a mage to say the words, but the symbols of the circle will do the work for you should ye speak them.

APPENDIX 5: CHARACTER REWARDS

NECKLACE OF FIREBALLS

Wondrous Item, rare, Table C

You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level fireball spell (save DC 15).

While wearing this necklace, a tattoo in the shape of Σ appears on throat. The tattoo disappears if the necklace is removed. This necklace has 6 beads.

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

THE WITCHSTONE (WALLOPING AMMUNITION)

Weapon (sling bullet), common, 2 TCP

This ammunition packs a wallop. A creature hit by the ammunition must succeed on a DC 10 Strength saving throw or be knocked prone.

This large stone is covered in Celestial runes marking fey and undead creatures as its enemies.

This item is found in the *Xanathar's Guide to Everything*.

POTION OF HEALING

Potion, common, Table A

You regain $2d4 + 2$ hit points when you drink this potion. Whatever its potency, the potion's red liquid glimmers when agitated.

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

SPELL SCROLL OF TASHA'S HIDEOUS LAUGHTER

Scroll, common, Table A

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

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 11. On a failed check, the spell disappears from the scroll with no other effect. The spell's saving throw DC is 13.

A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC 11. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

This spell scroll is inscribed with the 1st-level spell *Tasha's hideous laughter*.

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

APPENDIX 6: 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 to but if they play a different **hardcover** adventure, they **can't return** to the first if outside its level range.



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PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer) 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 the 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

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