

A STITCH HERE, A SNIP THERE

A GREYHAWK CROSSOVER

NOAH GRAND & AYANNA JONES-LIGHTSY

Enjoy this D&D Adventurer's League – legal adventure for
characters level 11-16 for the world's greatest roleplaying
game.



A Snip Here, A Stitch There



Mysterious dead magic zones are popping up in areas consecrated to gods, with deadly consequences. Can you get to the bottom of it before more lives are lost?

A Four/Six Hour Adventure for Tier 3 Characters. Optimized for APL 13.

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Adventure Primer

"The pyramids themselves, dotting with age, have forgotten the names of their founders."

- Thomas Fuller

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

This adventure occurs in Phlan.

Background

Barovia is a cursed land, where **STRAHD** can torment and break even the most powerful visitors. A legendary mage traveled to the Demiplane of Dread to try and free the people but lost to the vampire lord. He lost all memory of who he was, along with his spellbook, falling to the grips of madness. All on his own, he wandered the land as a recluse, known by locals as the **MAD MAGE OF MOUNT BARATOK**.

Eventually the Mad Mage remembered enough of his spells to find a way out of Barovia, but not all the way home. Instead, he made his way from the Quivering Forest to **PHLAN**. Research at the Great Library could help him plan his next move.

Unfortunately, **BILARRO** heard stories about the wizard who tried to help the Barovians. Now Bilarro fears his old companion the Mad Mage has gone beyond "restoring the balance" to actively helping the forces of good. Bilarro uses ancient magic in the **POOL OF RADIANCE** to disable the **WEAVE** in temples throughout Phlan, hoping to ambush the Mad Mage and prevent any potential clone from animating.

As people die in the streets, the Mad Mage tries summoning his old adventuring party to restore the balance. Since he doesn't remember his companions, he summons the adventurers instead!

Overview

The adventure's story is spread over **three parts** and takes approximately **4 hours** to play. The adventure begins with a Call to Action scene. It also contains **two optional bonus objectives**—each taking an **additional hour** to play.

- **Call to Action: How Did I Get Here?** Phlan's Temple of Ilmater becomes a dead magic zone in the **Call to Action**.
- **Part 1: The Chase.** Characters chase a mysterious, paranoid escapee from Ravenloft who keeps showing up around dead magic. This is **Main Objective A**.
- **Part 2: In the Demiplane.** Adventurers confront Bilarro in a demiplane, where he holds the secrets of dead magic along with some of the escapee's memories. Finding them is **Main Objective B**.
- **Bonus Objective A: Diversionary Tactic.** An explosion in the streets puts shopkeepers in danger. This bonus objective is found in **Appendix 1**.
- **Bonus Objective B: Making it Right.** The Mad Mage imprisoned the wrong person, and now he wants the party to rescue them. This bonus objective is found in **Appendix 2**.

Adventure Hooks

Characters don't volunteer for this adventure. The Mad Mage conscripts them. However, the reason he chooses *these* characters and not others should align with player and character motivations to solve the mystery!

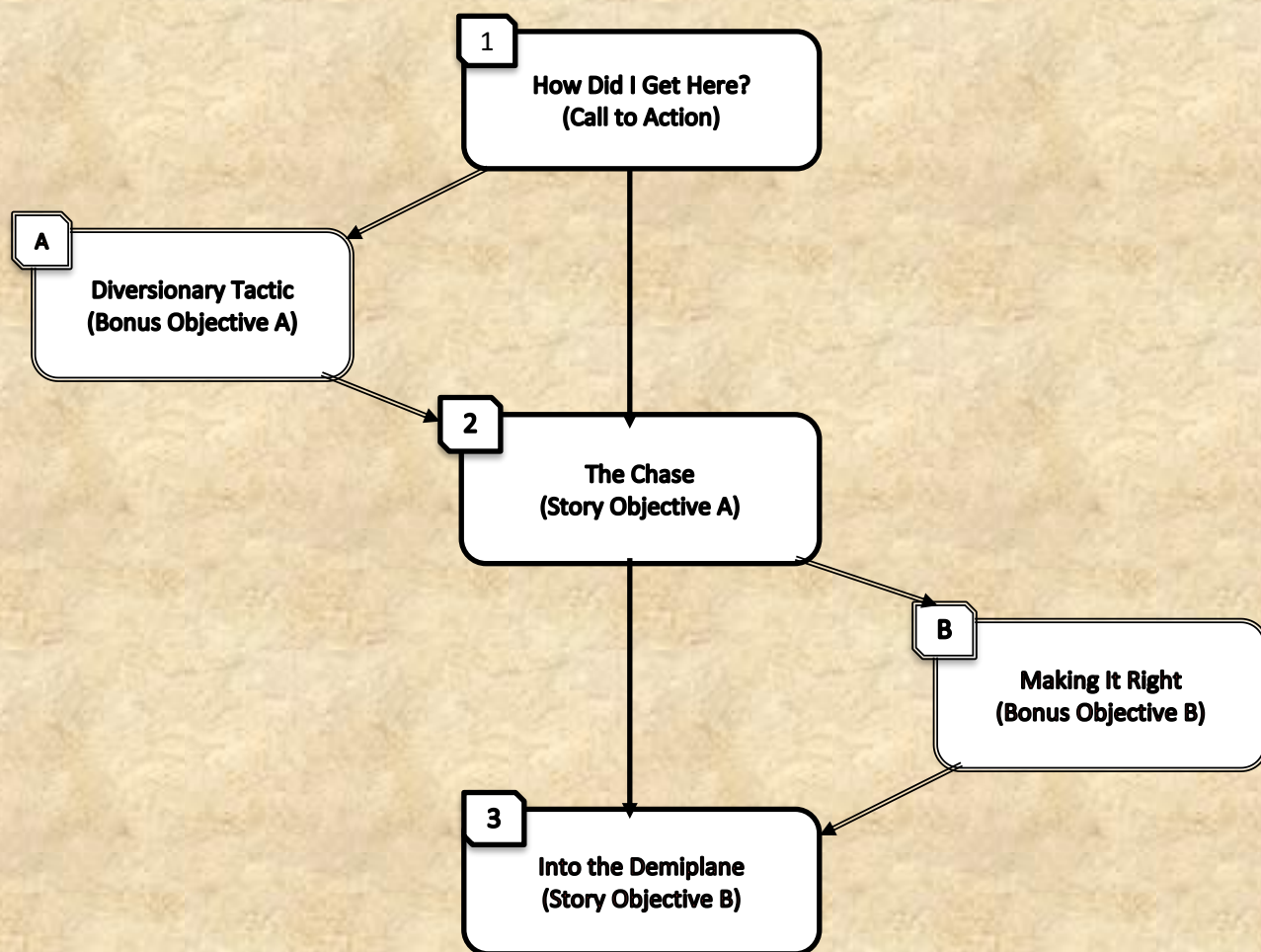
Protecting the Weave. Anyone strong enough to create zones of dead magic in cities is a fundamental threat to Faerun, or intriguing to sages. Also, high level adventurers tend to rely on magic to survive!

Saving Innocents. With the Temple of Ilmater in disarray, Phlan's largest source of healing is disrupted. Violent criminals threaten to take advantage

Fellow Refugee. Characters who escaped Barovia may meet a familiar face.

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.



How Did I Get Here? (Call To Action)

Estimated Duration: 15 minutes



The Mad Mage teleports characters from their daily activities to just outside Phlan's Temple of Ilmater, where they learn someone is creating dead magic zones throughout the city. At first, no one knows the Mad Mage is trying to repair the Weave...even he may not remember!

Before the Adventuring Day

Quickly remind players that they can only do preparations that affect themselves before the clock starts running on their adventure, then please read or paraphrase the following to bring the party together:

Just after noon, you are suddenly teleported outside a large temple, with no explanation of how such magic is possible or why you were chosen. A young acolyte, prostrate on the steps, looks to the sky and asks "Why? Why has Ilmater abandoned us?"

A stern old human replies, "Stop whining and know your faith. We endure. We kept the people together in the time of Vorgansharax, until heroes could arrive. And look, heroes have arrived again."

Area Information

Dimensions & Terrain. The Temple of Ilmater is large and austere, with a holy symbol of bound hands above the entrance. A hastily written sign reads “OUT OF SPELLS FOR MAGICAL HEALING.”

Lighting. Daylight, slightly after midday.

Sounds. Prayers to Ilmater, some panicked and some more resolute.

Dead Magic Zone. The entire temple and a 20-foot radius outside the temple were disconnected from the Weave at sunrise. Treat the area as a gigantic *antimagic field* (see **DM Handout 1** on these fields). Let players investigate via trial and error or give them a copy of the handout on a successful DC 18 Intelligence (Arcana) check.

Creatures/NPCs

Nirav, the human high priest, looks physically and emotionally exhausted after rallying the other clergy. A female hill dwarf named **Ranlynn Strongheart** walks out of the temple to meet adventurers. Her emblem of Ilmater is part of a reflective rainbow chain instead of the traditional red.

Objectives/Goals. Nirav and Ranlynn both want magic restored to the temple immediately, so they can heal the people of Phlan. They have different reasons to expect adventurers to show up just in the nick of time.

What Do They Know? Neither cleric did anything to get adventurers to show up at their temple. Nirav thinks it is a miracle. Ranlynn received a mysterious sealed note 20 minutes after the dead magic zone appeared (see **Player Handout 1**). However, she decided not to say anything about the note or its instructions to “hand it to a confused group of adventurers who would arrive later that day” until adventurers suddenly arrived at her temple.

Nirav can explain how he and most of his clerics’ spellcasting is more powerful in the temple. Without restoring magic here, the clerics cannot meet Phlan’s needs.

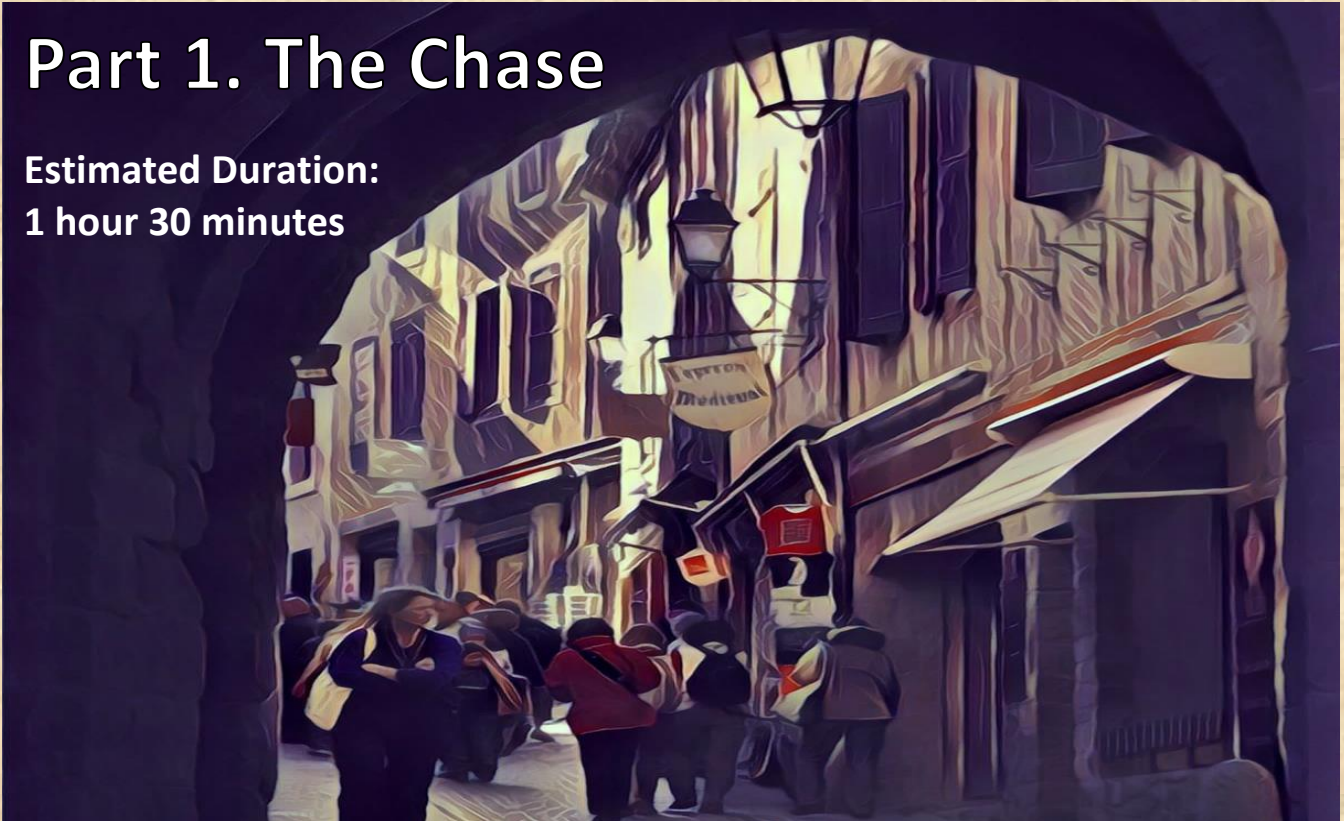
Ranlynn (see CCC-ELF 03-02) arrived from Hillsfar a tenday ago to help with a crime wave. , She assumed the note was her wife playing another prank, but one *sending* spell later she now knows that there are rare, isolated parts of Faerun where magic doesn’t work, because they are disconnected from the Weave. If someone could create dead magic in a temple, they have enough arcane or divine power to threaten the entire continent!

Examining the Note

The mysterious “M” cast *mind blank* and *nondetection* as excessive protection against *scrying*. History checks could give vague lore but won’t establish the note’s authenticity. However, *legend lore* should give clues about the Mad Mage of Baratok

Part 1. The Chase

Estimated Duration:
1 hour 30 minutes



Setting Description

Characters were teleported in Phlan to see a grave threat, only to get a note from an enigmatic wizard. To unravel the mystery, they must track him down.

Story Objective A

Find the Mad Mage of Baratok and make a deal with him to help restore the balance of the Weave.

Can't We Just Meet?

The Mad Mage of Baratok (correctly) suspects an assassin is targeting temples as part of a trap to ensnare him but doesn't remember why he's such a target. Summoning adventurers to repair the Weave without direct interaction is the best way to elude this trap. "M" has gone in to hiding, relying on *mind blank*, *nondetection*, and Almeka to leave nothing to chance.

However, his rival Bilarro has orchestrated deals with every amenable supplier of magical

goods in Phlan. He knows heroes will eventually pursue, so he wants to use Almeka and the kobolds to soften them up. Weakened heroes may get desperate and beg "M" to come out of hiding for one last ambush.

Bonus Objective A

If you are using Bonus Objectives, an explosion goes off **before characters can reach the kobolds' shop. Plan carefully if you have limited time to play.**

1. A Little Bit of This & That

The characters make their way to "A Little Bit of This and That", on the edge of Podol Market, Phlan's open-air marketplace. This shop sells a wide variety of components for use in magic spells. Three kobolds run the shop, but they like to disguise themselves as one shadowy figure. Most of their customers know this but go along with the ruse because it is harmless.

The kobolds will be very friendly but evasive when questioned. If the characters attempt to

intimidate them, kobolds will disassemble and scatter out the back of the shop into the open-air marketplace.

Area Information

Dimensions. The shop is composed of two separate rooms. The front is 20 feet by 30 feet with 20-foot-high ceilings while the back is 20 feet by 40 feet.

Interior Front Room. Wooden shelves line three of the four walls and they are completely crammed from top to bottom with all manner of bottles, boxes, linen bags, and metal containers full of items. They range in size, but none are larger than a breadbox. In various corners are measuring tools and scales as well as empty vials, and bags. There are neat lettered signs posted all over that read, “Do not mix ingredients!” Along the back wall is a counter with a bar stool behind it. A receipt book lies next to a notepad and paper. There is a smallish door leading to the back of the store.

Interior Back Room. This is a storage area with boxes stacked no higher than 3 feet tall. Crates and barrels are in the corners. A small door leading outside is in the south west corner.

Creature Information

When the party enters the store, they see a large figure heavily cloaked and standing behind the counter. The figure is actually three kobolds that are standing on each other’s shoulders. They believe that their customers will be less likely to take advantage of a large creature rather than something of their actual stature.

Tugs is the female leader. She sits on top and does most of the talking. She has a nervous tick where she rests her head on her chin and taps her cheek with her middle finger. Her primary goals are to make a sale and to overcharge customers. She can be very complimentary to get customers to buy items.

Sneri is the very fidgety second creature who allows Tugs to sit on his shoulders. He is rather mischievous and will tickle Tugs if he is bored with the conversation. If he can get close to another creature while in disguise, he may try to pickpocket them.

Otha is the final Kobold that acts as the anchor and the feet for the trio when they are acting as one. If they are standing still too long, Otha may fall asleep and start to breathe quite heavily.

Objectives/ Goals. They aim to be the primary source for magical components in Phlan and so they are very friendly with all the spellcasters they encounter. To procure the items most in demand, they like to gather all kinds of information about their customers’ activities. It helps them figure out what to keep stocked on their shelves.

What Do They Know? A few days ago, a wildly disheveled and disoriented mage came into their shop. Power radiated off this mysterious figure and they believe that he will prove to be a valued customer. So, when he asks them to deliver a note to a group of adventurers that come asking about the dead magic zones, they enthusiastically agree. However, they are not altruistic, and they have no problem making the adventurers work for the note. Also, the kobolds are very aware of how vulnerable they are to anyone that wants to attack them and potentially take the note by force. To protect themselves they ripped the note and gave half of it to **Feng Marrok**, the owner of “Pour Decisions” tavern as insurance.

If the characters attempt to intimidate the kobolds they will disassemble and scatter out the back of the shop. If the characters attempt to charm or otherwise convince the kobolds to spill what they know, the kobolds will require the characters to prove their worthiness by catching them. Proceed to the next scene “**Tag! Who’s It!**”

With a sufficiently high amount of gold or other valuable item, the kobolds can be bribed to give the characters the half of the note they possess and tell them to visit the tavern to obtain the other half of the note. **Go to Scene 3, “Special Delivery.”**

2. Tag! Who’s It?

Whether through attempted intimidation or charm, the party must now chase the kobolds through several dangerous traps.

Area Information

Dimensions. The open-air market is a large square area that is comprised of dozens of stalls. Each stall has a different set of wares and the stalls are set up in relatively neat rows. Terrain. The market sits atop cobblestones that are skillfully placed but for a few crumbled ones around the outer area.

Hot Pursuit. If the characters attempted to intimidate the kobolds, **Tugs** throws down a glass jar filled with poison gas from an adult green dragon when he leaves the shop. The bottle shatters, releasing a vivid green gas. Any creature within a 60-foot cone must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save or half as much on a successful one.

Trapped at the Gate. Whether or not Tugs throws the jar of poison gas, the other kobolds scatter past a gate. See **Appendix 3** for a map.

A DC 17 Wisdom (Perception) check is required to catch sight of **Otha** heading down a corner to the right of the alley on the other side of an unlocked gate. Right before the gate is a hidden sewer pit. A successful DC 19 Wisdom (Perception) check will reveal small depressions on the wall alongside the gate; these depressions were used by Kobolds to avoid the pit trap. A successful DC 17 Wisdom (Perception) check will reveal the pit trap. It is covered by a sewer grate that is surrounded by loosened stones that fall in whenever a medium sized creature steps on the grate. A creature that steps on the grate falls 20 feet to the ground below. The walls and floor are covered by **brown mold**. DC 13 Nature (Intelligence) check to spot the mold on the walls. The **brown mold** covers several 10-foot squares on the walls and floor of the pit and the temperature within 30 feet of it is always frigid. When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful save.

Getting Out of the Way. Once over the gate the characters need to make a successful DC 17 Wisdom (Perception) check to see if they can spot the kobolds dashing through the

marketplace crowds. If they fail the check, they can make a DC 15 Intelligence (Survival) check to spot the discarded clothing of the kobolds on the ground.

While in hot pursuit of the kobolds, the characters make their way to the edge of the marketplace and come upon an old dwarven woman who is struggling to pull her exceptionally large mule across the street. The mule is pulling a cart of food and various items that she has purchased at the marketplace. Suddenly the mule stops in front of the characters and they must make a DC 18 Dexterity (Acrobatics) or Strength (Athletics) check to avoid slamming into the mule and toppling the cart. After passing the old woman and her mule cart the characters see the Kobolds dash into a tavern called "Pour Decisions".

3. Special Delivery

Area Information

Dimensions. Pour Decisions is a large two-level tavern measuring 60 feet by 100 feet. Each level is 20 feet high. There is door in the front and the back.

Interior. The floor of the tavern is covered by huge wooden planks that are covered in all manner of food stuffs and alcohol. The floor is strewn with fresh pine straw. There are tables and chairs scattered haphazardly throughout and a large stone fireplace attached to a chimney in the middle of the floor.

Creature Information

Currently roasting a massive boar in the fireplace, is a half orc male named **Feng Marrok**. He is giving a lively but off tune rendition of a popular tavern song as he turns the handle on the spit. Sitting patiently at his side is huge red hellhound puppy (a noncombatant), with its tongue lolling out, and its eyes glowing a fiery orange. When the characters walk into the tavern, they see the kobolds dash through the doors to the back kitchen. If the characters try to pursue the kobolds, Feng gives a quick order for his hellhound, Lil Spitz, to block their path.

Objectives/Goals. Feng got into a lot of trouble when he was younger. He made a deal with a

demon and was cast into a demiplane when he refused to honor the deal. An adventuring party eventually rescued him, and he rescued Lil Spitz, a runt in a hellhound litter. He seeks to make his fortune in any way he can, and he recognized that the kobolds would make good business partners for dealings outside the tavern. As a result, he sometimes acts as back up muscle or keeper of precious items for the kobolds...for a price.

What Does He Know? He was given a note by the Kobolds to give to the characters. The note says that the writer is genuinely concerned about the dead magic zones that are popping up in Phlan. It directs the characters to visit Almeka's shop.





4. Everyone Has a Price

The party's search leads them to **Almeka**, a githyanki refugee who deals in art and extraplanar oddities. Little does the party know that Almeka was killed by an **elder oblex** a year ago, and the oblex is now using her shop and identity as a front for an information brokerage.

Area Information

Dimensions & Terrain. 70 feet by 50 feet, with 25-foot ceilings. See **Appendix 4** for a map.

Décor. A sales counter near the back, next to a 15 foot by 15-foot wash basin containing the oblex. Beautiful, completely lifelike statues of monsters adorn the side walls: crystalline minotaurs, marble illithids, behirs and a troll made of smooth polished stone.

Anti-Magic Zone. Almeka has a 20 foot by 20-foot *antimagic field* in the center of her shop. See **DM Handout 1** for key effects. Anyone with a passive Perception of 20 or higher notices the faint outline of a marked off area in the pattern of the rug covering the entire floor.

Anyone standing behind the counter can turn the antimagic on or off as a bonus action. It starts off. Once cycled on then off, it takes a minute (10 rounds) to recharge before it can be activated again.

Creatures/NPCs

Almeka (**elder oblex**) lies in the wash basin, while her simulacrum of the dead githyanki trader stands behind the counter. Two of the statues are **minotaur living crystal statues**, lying in wait as defense mechanisms.

Bilarro gave a command word to animate the behirs and troll, but no deactivation. Almeka avoids using them unless necessary.

An Intelligent Ooze?

Oblexes are a special breed of ooze, created by mind flayer experimentation. They devour the thoughts and memories of other intelligent creatures to sustain themselves, grow, and reproduce. Wizards are ideal meals! (See *Mordenkainen's Tome of Foes*, pp 217). As an **elder oblex**, Almeka has 22 Intelligence, 18 Charisma, and +8 to Deception.

Playing the Pillars

Here are some suggestions for this encounter:

- **Combat.** Almeka studies the party, looking for the perfect chance to launch an ambush via *dominate person* or broker another deal and betray Bilarro. She tries to use spells and *eat memories* against warriors and arcane casters.
- **Exploration.** Almeka has her ooze body in the wash basin and the simulacrum of the githyanki body. They are the same being! Anyone at the counter can look down at her feet to see a thin ooze connecting the bodies. Statues were all sculpted: the absorbed githyanki spent a millennium honing her craft.
- **Social.** If adventurers seem like they wouldn't react violently to a self-serving assassin offering a deal, Almeka suggests a way they could pay her off by giving her some power. See "Life for a Life." Consider making this offer earlier if time is running short.

Objectives/Goals. Oblexes have some innate magical capabilities, but Almeka wants to become a full archmage herself. Since the Mad Mage's arrival in Phlan, each visitor has promised more and more arcane power. Almeka tries to extract as much information as possible from characters. Bilarro hired her to assassinate "heroic investigators" who come by, but she's willing to betray Bilarro to gain power.

What Do They Know? Bilarro told Almeka a few pieces to the ritual needed to create a dead magic zone, assuming a gossip could never perform the ritual herself. She is eager to barter what she knows about the Temple of Ilmater's dead magic for other arcane secrets. Almeka hid the Mad Mage in a secret tunnel two hours ago, as he sought extra physical protection while falling in to Bilarro's plot.

Almeka knows she can only deflect questions from adventuring types seeking information about dead magic or seeking a powerful arcanist for so long. She must use the possibly animating statues to get a read on the party, then fight or make a deal. Anyone passing a DC 18 Wisdom (Insight) check realizes she knows too much (DC 23 at Strong or Very Strong APL).

Adjusting This Scene

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove a **minotaur living crystal statue**. Almeka will not target more than half the party with a spell or use the antimagic field.
- **Weak:** Almeka will not target more than half the party with a spell or use the antimagic field.
- **Strong:** Add a **minotaur living crystal statue** and a **behir**. Almeka has 150 hit points. A *glyph of warding* from Bilarro on the counter storing *skill empowerment: deception* triggers targeting Almeka when characters enter.
- **Very Strong:** Replace the **minotaur living crystal statues** with **behirs**. Add a **dire troll**. Almeka has 170 hit points. A *glyph of warding* from Bilarro on the counter storing *skill empowerment: deception* triggers targeting Almeka when characters enter.

Destroying Other Statues

Once combat starts, players may fear other statues could animate and try to destroy them. Treat any statue that does not animate as an object with AC 18, 25 HP, immunity to poison and psychic damage. They fail all saving throws but consider rolling dice for the saves anyway to maintain suspense.

Life for a Life

Bilarro promised to teach Almeka 9th level spells if she dispatched any "heroes" who came looking for the Mad Mage. When the adventurers arrive, she starts to suspect Bilarro has no intention of honoring his deal. However, she'd rather take her chances in a fight than let the party pass for free. If adventurers are willing to deal, Almeka asks for three party members to give her power (two on Weak/Very Weak, four on Strong/Very Strong):

Strong Magic. The character expends a 6th or higher-level spell slot or mystic arcanum and must make a DC 18 Wisdom saving throw. They

suffer 44 (8d10) psychic damage on a failure, half on a success.

Skills. The character must have two skills Almeka doesn't know for her to copy. They roll



four hit dice and subtract this total (including Constitution bonus) from their hit point maximum until taking a long rest or completing the adventure.

Other Resources. If the party doesn't have enough spell slots or useful skills, they can offer a rage, a bardic inspiration die, a wild shape, four ki or sorcery points, or some equivalent resource. Any short rest resources given this way do not come back during the adventure. Characters also suffer hit point reduction as with sharing skills.

Searching the Room

If the party fights and kills Almeka, they must find the way to the Mad Mage. One character can attempt an active DC 22 Intelligence (Investigation) or Wisdom (Perception) check to find a button next to the wash basin, which opens a secret door in the back. Another proficient character can help to give advantage. On a failed check, the character accidentally hits a hidden alarm notifying Bilarro for Part 2, then finds the secret door after ten minutes of searching.

Treasure and Rewards

Characters find an *oil of etherealness*, *elixir of health*, and platinum bars behind the counter. If alive, Almeka is happy to give these items to her latest allies.

5. You Don't Know Me But...

In the tunnels the characters will meet a most interesting personage.

Ain't Nothin' But a Hound Dog

Mordenkainen's Faithful Hound is a phantom dog conjured by the Mad Mage of Baratok. It is **invisible** to all creatures except the conjurer and it can't be harmed. When a Small or larger creature comes within 30 feet of it without first speaking the password the hound starts barking loudly. It sees **invisible** creatures and can see into Ethereal Plane. It ignores illusions. At the start of its turns, the hound can attempt to bite one creature within 5 feet of it.

Area Information

Dimensions & Terrain. The stairs lead to underground tunnel with no lighting. The tunnel is 15 feet wide and 10 feet high. A tightly packed mud floor extends 200 feet.

Lighting. The tunnel is pitch black and there are no torches along the wall.

Harassed and Hounded. Once one of the characters moves 30 feet down the corridor, **Mordenkainen's Faithful Hound** starts barking loudly. If no creature speaks the password "Who's a good boy?" the hounds attempts to bite one creature within 5 feet of it (*Melee Weapon Attack*. *Bite*: +9 to hit. *Hit*: 4d8 piercing damage).

Once the characters have proceeded 60 feet down the tunnel, a DC 20 Wisdom (Perception) check reveals several small slits that are 3 inches long and one inch wide at 20-foot intervals along the wall and 2 feet above the ground. The chambers are connected by a small 3-foot crawlspace, traversed by the Mad Mage.

Creature Information

The Mad Mage of Baratok is a disheveled human male who often appears confused by his surroundings. He suffers from paranoia and believes that powerful enemies are hunting him, but he also suffers from a loss of confidence in his own abilities based on some past experiences. As the characters move closer to his location, he uses *thaumaturgy* to cast his voice at various places in the tunnel. He asks the characters about their intentions and why

they have come to the tunnels. As the characters move down the hall, he will cast harangue them with minor annoyances, never intending harm but to shake the characters up. He casts *polymorph* on a random character, changing them into a cute bunny or other innocuous creature, and then changes them back several minutes later. At another point he casts *reverse gravity* and just as the spell is set to end, he casts *feather fall* so that the characters sustain no damage from the fall. He casts *create water*, causing it to fall as rain to drench the characters. As the characters reach the end of the tunnel, and if they are truthful, he eventually believes them and reveals himself.

Objectives/Goals. Haunted by an overwhelming sense of failure for not completing an important task, he is driven to set things right. Because he senses that he has failed at some great task, and believing that he has powerful enemies, he asks the characters to assist him. He knows that he is a powerful magician and he has uncovered a similarly powerful presence in Phlan that is creating dead magic zones.

What Does He Know? Believing the information that Almeka the Elder Oblex fed him, he is heading to the Pool of Radiance in the Dragonspire Mountains.

Treasure and Rewards

The Mad Mage hands the party a *potion of invulnerability*, saying he can do better for himself with a spell if he really needs to.

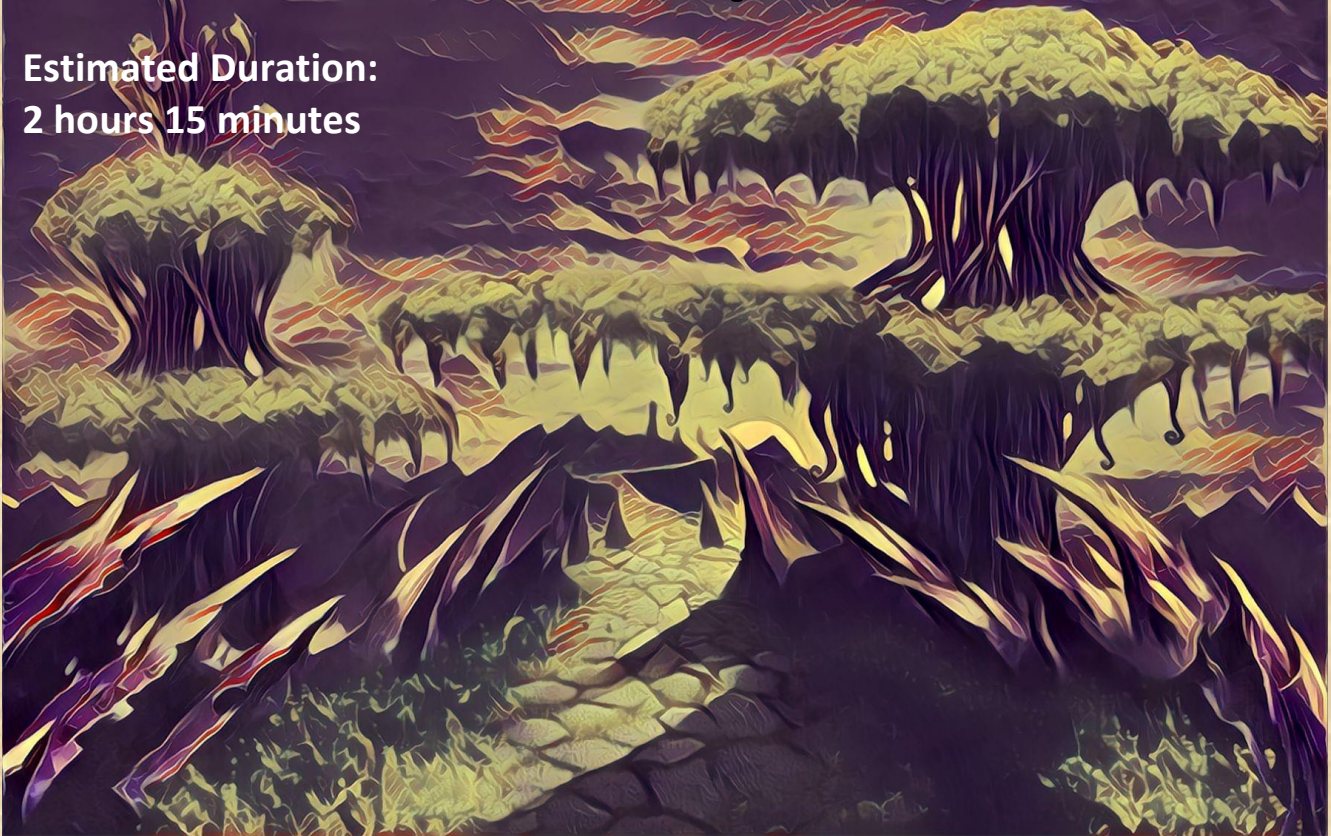
Bonus Objective B

If you are using Bonus Objectives, the Mad Mage vaguely remembers imprisoning a creature that followed him into these tunnels some time ago, believing that this creature was the source of the dead magic zones. However, another zone appeared after he imprisoned the creature. He asks the characters to help him right his wrong and free the creature.

If you are not using Bonus Objectives, the Mad Mage already fixed his mistake and freed the creature.

Part 2. Into the Demiplane

Estimated Duration:
2 hours 15 minutes



Setting Description

Bilarro left the key to reactivate the Weave around Phlan in a demiplane designed to trap mages' souls in their bodies. He hopes to kill his old rival "M" here, and then seal the plane to prevent any potential *clone* from animating.

Story Objective B

Retrieve the key to reactivate the Weave. Bilarro offers a part of his old mentor's forgotten memories as a lure, but adventurers may fail to retrieve it in time.

Demiplane Properties

Planar Seal. Any spell transporting someone outside the demiplane fails. The spell slot is wasted. Anyone who can cast these spells recognizes the effect upon entry.

Overloaded Weave. Casting *detect magic* should seem obviously risky here. Anyone doing so is bombarded with signals of every

school of magic coming from every direction, sucking magic from them. They must succeed a DC 16 check using their spellcasting attribute or lose a 5th level spell slot (4th at Very Weak or Weak APL; round down if slot is unavailable).

Magical Permission. Any attempt to *counterspell* (including NPC mages' attempts) is met with an 8th level *counterspell*. Anyone passing a DC 15 Intelligence (Arcana) check recognizes the ward.

Bound Souls. When someone dies in the demiplane, their soul stays in their body. **This does not affect any ways that PCs typically revive fallen party members** during or after play, but the *clone* spell does not trigger here.

Resting

Parties can take one short rest before reaching the center of the demiplane or earlier in the adventure with no consequences. If they rest more than once, Bilarro shreds the Mad Mage's memories and has more time to prepare.

1. Black Unicorn

As the Mad Mage helps the party locate the source of disruption to the Weave, he recognizes a symbol from his past. The entire area is a trap for him, and possibly other wizards as well! Please read or paraphrase the following to the players:

"I sense a great deal of magical power from a mountain to the northwest," declares your new companion. "We must go there immediately!"

With a wave of his staff, he and the party are suddenly in a mountain crater where a silvery pool shines in the back. A jet-black unicorn hovers one foot above the edge of the pool, absorbing its unnatural glow.

Area Information

The Pool of Radiance is a powerful anomaly in the Weave, a font of magical power linked to other planes (see DDEX 01-13 for more). Bilarro has tapped into the Pool's power to deactivate parts of the Weave elsewhere.

Touching the Pool. Roll a d20. On a roll of 19 or 20, that creature becomes incorporeal for a minute.

Black Unicorn. Bilarro made the entrance to his demiplane resemble his banner.

Creatures/NPCs

The Mad Mage of Baratok realizes he cannot go further with the characters.

Objectives/Goals. The Mad Mage sees a growing disruption of the Weave and knows the only way to stop it is for the party to enter the demiplane.

What Do They Know? While the Mad Mage of Baratok does not fully remember who he is, he recognizes the symbol of the black unicorn as the mark of a legendary assassin. He correctly deduces the demiplane is a trap, designed specifically for him.



2. Gardens of Rust

Adventurers must navigate one or more traps to find Bilarro in the center of his demiplane.

Running This Scene on a Time Limit

DMs should pay careful attention to the amount of time the adventure has taken so far, because many of the social scenes in Part 1 have variable length. Try to leave at least an hour and a half for the boss fight by skipping one of the traps if necessary.

Area Information

Dimensions and Terrain. Bilarro's demiplane resembles a hedge maze. Corridors are all 15 feet wide and range from 150 feet to 250 feet long. Because the maze shifts as characters make their way through – particularly if they cast spells – no map is provided.

The interior of Bilarro's demiplane resembles a tranquil, well-manicured garden maze to the eye. However, every "plant" feels and sounds like cold iron.

Lighting. Magical perpetual sunset in a purple sky, mimicking the Feywild, gives bright light.

Ceilings. Every wall in the garden maze is 50 feet tall. While it appears as though characters could fly over these walls, anyone ascending 50 feet feels cold iron forming a roof, limiting flight. The visage of limitless sky is just an elaborate (and accurate) painting.

Navigating the Maze

The first corridor is 200 feet long, ending with a dead end. Characters can either turn left or right. **When preparing the adventure, DMs should choose either left or right.** Bilarro thought it would be funny if the tactics of a low intelligence warrior work best here, so the party needs to make the same choice every time as they navigate four intersections.

Because smart adventuring parties are unlikely to blindly choose a path, they could use a combination of physical and knowledge skills to navigate the maze. Each character must choose one of the following options as part of a group skill check:

Physical Manipulation. Anyone trying to push through the iron vines looking for clues can attempt a DC 24 Strength (Athletics) or Dexterity (Sleight of Hand) check.

Knowledge. Characters can attempt a DC 19 Intelligence (Nature) or Wisdom (Survival) check to examine the demiplane's properties.

Divination Magic. Bilarro designed his demiplane to frustrate spellcasters looking for shortcuts. Any time someone casts a spell to help them navigate through the maze, such as *locate creature* or *divination*, interior layers of the maze reform and the pattern reverses. The caster can attempt a DC 17 check using their spellcasting attribute to realize they altered the maze. On a failure, they lead the party down the wrong path.

On a successful check, parties can piece together that each layer of the maze could reform. They also find carefully hidden fecal matter from a huge beast pointing in the right direction. On a failure, the party can't learn the pattern and must guess. Remind them that the next intersection may have more clues.

If the party goes the wrong way, they are struck by lightning as they go halfway down the corridor, suffering 11 (2d10) lightning damage.

Adjusting the Encounter

Here are some additional suggestions for adjusting this scene, according to your group.

- **Very Weak and Weak:** Lower all DCs by 2. Choosing the wrong path leads to 5 (1d10) lightning damage.
- **Strong and Very Strong:** Each time a party chooses the wrong path, they take 16 (3d10) lightning damage.

A. Solitaire

After characters navigate the first left-right path, they find a 40-foot-deep *antimagic field* going from floor to ceiling. (See **DM Handout 1** for a summary.) A sign 10 feet before the strip of dead magic reads, "LEAVE YOUR MINIONS BEHIND OR PAY THE CONSEQUENCES. You are strong enough to face me yourselves, right?"

Any *simulacrum*, summoned or planar bound creature passing the sign is targeted with a 9th

level *dispel magic*. Minions left behind are safe for adventurers to get on the way back.

Almek's Revenge. Bilarro casts *screaming* on Almek's shop while characters make their way here. If she is alive or the adventurers did not personally deactivate the trap in her shop, Bilarro has strengthened his defenses to make it painful to re-enter an area with magic.

A small symbol of white jawless skull appears on the sign and the ground at far edge of the antimagic field. Anyone succeeding a DC 16 Intelligence (Religion) check recognizes the symbol of Cyric, the god of lies. The only way to bypass the ward is to carry the sign and its rune. Anyone succeeding the Religion check by 5 or more can teach someone how to replicate the rune, expending a 4th level spell slot each time.

Any character walking out of the *antimagic field* without the rune must make a DC 18 Charisma saving throw. On a failure, they suffer 11 (2d10) force damage for each magic item they are attuned to and 11 (2d10) psychic damage if a spell is affecting them. Anyone passing the save takes half damage.

Adjusting the Encounter

Here are some additional suggestions for adjusting this scene, according to your group.

- **Very Weak and Weak:** Each part of the trap that triggers deals 5 (1d10) damage.
- **Strong and Very Strong:** Each part of the trap that triggers deals 16 (3d10) damage.

B. Binding and Bowling

Characters reach a 200-foot-long, 15-foot-wide corridor with 90-degree corners at the beginning and end.

Tripwire. 20 feet before the end of the corridor is a carefully disguised tripwire, requiring a passive Perception of 21 or active DC 21 check to see. A successful DC 25 Dexterity (Thieves Tools) check is needed to disarm the tripwire; it triggers if the check is failed or if a character unwittingly walks through it. Anyone aware of the tripwire can step over it.

Glyphs of Warding. Two glyphs, each carrying the spell *earthbind*, are embedded in the ceiling above the tripwire. A DC 18

Intelligence (Investigation) check is necessary to spot them. The glyphs trigger when someone tries to fly over the tripwire or when the tripwire is triggered, targeting the nearest creatures with a fly speed (range 300 feet).

Targets must succeed a DC 18 Strength save or their flying speed is reduced to 0 feet for up to a minute. Creatures descend safely, but any falling over the tripwire must succeed a DC 21 Dexterity (Acrobatics) check or snap it.

Giant Boulder. When the tripwire is triggered, a giant boulder comes out of the wall in front of the characters. Roll initiative! The boulder fills the width of the corridor and moves at 80 feet a turn on initiative count 15, eventually disappearing through the wall on the other end of the corridor. If the boulder moves over a character, they must make a DC 18 Dexterity saving throw, suffering 35 (10d6) bludgeoning damage on a failure and half on a success. Here are some ways to avoid or slow the boulder:

- Flying over the boulder or running back down the corridor provide safety.
- A successful DC 20 Strength check keeps it from moving for a round.
- *Animate objects* can lift it to safety.
- Magical walls can buy time, taking 10d6 damage from the boulder if applicable.

Adjusting the Encounter

Here are some additional suggestions for adjusting this scene, according to your group.

- **Very Weak and Weak:** The boulder does 28 (8d6) bludgeoning damage.

C. Time Is Ticking

After reaching the center, if the party has not taken a short rest yet, they have time to take one without consequence.

3. Broken Bands, Breaking Magic

Instead of finding Bilarro at the center of the garden maze, characters find guardians designed to trick other magic users. Please read or paraphrase the following to the players:

Sharp vines cover the edges and ceiling of this dome, unmoving at first. Then the portal vanishes, leaving no escape. The vines reach out in unison, showing sharp iron bands.

Bilarro's voice rings through the dome. "While I have been building an interplanar army, the Mad Mage has...that's it? Guess no one wants to help a teacher who can't even remember his name!"

Area Information

Dimensions and Terrain. The dome has a 50-foot radius with a 30-foot ceiling.

Restraining Vines. Bilarro warded the 20 feet of the outside of the ring to hamper spellcasters, knowing that most wizards prefer the back. **See Appendix 5 for a map.**

Creatures/NPCs

Two **glabrezu** wearing black unicorn badges stand near the center of the dome while two **frost salamanders** shaped to look like ice dinosaurs poke their heads out from the floor at opposite sides of the dome.

Objectives/Goals. Bilarro has bound the elementals and paid all other allies handsomely, so they fight to the death.

What Do They Know? Glabrezu know frost salamanders can largely see through magical *darkness* via tremorsense and use this to coordinate attacks. Frost salamanders know glabrezu are largely resistant to their breath.

Combat Event: Broken Bands

At the end of each round of combat, vines reach out, trying to ensnare within 20 feet of the outside wall or flying more than 10 feet above the floor. Anyone in the area hostile to Bilarro must make a DC 17 Strength saving throw. On a failure, they suffer 11 (2d10) bludgeoning damage, are restrained for the next round by

vines that feel like iron and pushed to the edge of the vine area (but not to safety). On a success, they suffer half damage and are not restrained or pushed.

If the party took multiple rests, there is no safe area. Everyone must make the save.

Anyone trapped by the vines can repeat the saving throw as an action to break the restraint and move into the safe area. Alternatively, another character can break them out and pull them to safety with a successful DC 22 Strength (Athletics) check.

Ending This Wave

At the end of this wave of combat, any negative status effects affecting the characters are dispelled as the vine sphere breaks.

Adjusting This Scene

Here are some additional suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove one **frost salamander**. Replace the **glabrezu** with **blue slaad**.
- **Weak:** Remove a **glabrezu**.
- **Strong:** Add a **star spawn seer**.
- **Very Strong:** Remove a **glabrezu**. Add two **star spawn seers**.

Suggested Combat Tactics

DMs may want to consider the following monster features and abilities to help adjust the difficulty of the encounter on the fly:

- **Frost Salamander Burrowing.** If combat proves too difficult, one or both salamanders can burrow under the surface to "lie in wait" and reduce the incoming damage. Alternatively, if the party is making short work of the encounter by using walls, remember that salamanders can burrow under them.
- **Breathe Often.** Play up how frost salamanders are vulnerable to fire, so they can recharge their breath weapons!
- **Breathe Widely.** Frost salamanders do not mind including demons in their breath weapons. Use this to make combat go faster.
- **Power Word Stun.** Be judicious with this spell, particularly against weak parties or if a player hasn't acted in combat yet. Have one cast *darkness* instead.

4. Beholder at the Disco

Bilarro's simulacrum stays behind to safeguard the Mad Mage's lost memories, presenting a devious kind of puzzle within a fight. Please read or paraphrase the following to the players:

As Bilarro's last minion falls, a blinding light envelops the vine dome. Seven bright gemstones line the outside of this new, much larger room of polished onyx. The south wall is so bright that it is painful to even glimpse at.

"Well done!" Bilarro says from the other side of the bright wall. "What you seek is back here if you are courageous enough to get it! I sure hope my agent doesn't accidentally destroy the only way to reactivate the Weave while you wait."

Lying in Wait

When characters arrive, the main objects they can directly interact with are the *prismatic wall*, the control gems that power it, and Zerdiks' iron shell. Roll initiative but remember that Bilarro's forces hold actions until adventurers interact with control gems or cross the wall. Zerdiks only enters combat before round 3 if interacted with. Some parties may sit back, using the first two rounds to heal.

Area Information

Dimensions and Terrain. 120 feet long by 80 feet wide and 30 feet high. A *prismatic wall* cast by Bilarro (save DC 17) is in the south, 25 feet before the back wall. See **Appendix 6** for a map.

Lighting. Bright light in swirling colors from a 30-foot square floor panel, along with the *prismatic wall*.

Zero Gravity (Inside). There is no gravity on Bilarro's side of the *prismatic wall*. Any creature in the area gains a flying speed equal to its walking speed and can hover.

Ominous Sphere. In front of the *prismatic wall*, on the players' side, a single 10-foot iron sphere containing Zerdiks is mounted into the ceiling. The sphere has AC 18, 50 HP, immunity to poison and psychic damage, and gives Zerdiks total cover. After two rounds or when

the sphere is destroyed, Zerdiks can participate in the scene.

Prismatic Wall Control Gems

Bilarro needs a special ritual to maintain the *prismatic wall* in the demiplane after leaving. Each of the seven magically trapped gemstones maintains a layer; if the party destroys a layer using other means then that gem shatters. Characters can try to pry gems loose or break them, in any order. Gems have defenses that can be neutralized by Zerdiks' eye cone.

Breaking the Gems. Each gem has AC 22, 10 HP per character, and immunity to psychic and poison damage. Attackers know they are trying to hit a fist-sized gem, so precision matters more than raw power.

Casting *dispel magic* on a gem does 10 damage per level of the spell.

When the gem is damaged, a magical bolt streaks towards the attacker, who must make a DC 18 Dexterity saving throw. They suffer radiant damage equal to half the damage they dealt to the gem on a failed save, or one quarter of the damage on a successful save. Treat a full round of attacks as one instance of damage.



Adjusting the Control Gems

Here are some suggestions for adjusting this scene, according to your group.

- **Weak and Very Weak:** Control gems have AC 20 and 5 HP per party member.

Prying the Gems Loose. A character can spend an action to pry a gem loose with a successful DC 23 Dexterity (Sleight of Hand) or DC 18 Intelligence (Arcana) check. Grant advantage if the gem is in the antimagic cone. DMs are empowered to allow other skills, but physical skills are harder than knowledge skills.

On a failed check in the antimagic cone, nothing happens, and the check can be repeated.

If magic is not suppressed, any failed attempt to pry a stone loose triggers its magical defenses. The character must make a DC 18 Constitution saving throw, suffering 35 (10d6) radiant damage on a failure and half on a success. At normal and weaker APL, this destroys the control gem.

Playing the Pillars

Here are some suggestions for how and when to have the NPCs in this encounter start taking actions:

- **Combat.** Parties may use the first two rounds as a respite to heal and regroup. The archmage also casts buff spells but does not otherwise engage until players cross or start dismantling the *prismatic wall*. Remember any NPC can walk through the *prismatic wall* safely.
- **Exploration.** Successful DC 19 Intelligence (Arcana) or Wisdom (Insight) checks can deduce how the wall and force gems work. DMs need to pay attention to party capabilities and composition, allowing alternate skill checks for unusual groups. Some of the simulacrum's spells make destroying the gems much more difficult.
- **Social.** Be ready to remind players that they have no idea if the beholder will be hostile. If Zerdiks starts attacking the party, Bilarro's simulacrum keeps giving encouragement, suggesting he knows the alliance with Zerdiks is tentative at best.

Creatures/NPCs

Bilarro's simulacrum (**archmage**) is hard at work, shredding the Mad Mage's memories beyond recovery, while an **awakened**

tyrannosaurus rex keeps watch. Zerdiks the **beholder**, once free from captivity, could join either side.

Objectives/Goals. Bilarro arrogantly believes some adventurers are rash, so the *prismatic wall* is enough to split the party. If the party starts breaking down the *prismatic wall* instead of crossing via *dimension door*, the simulacrum gets much more aggressive. Any animals with the simulacrum are loyal soldiers but can be reasoned with if their employer is defeated.

Zerdiks blames everyone for their captivity and wants to blast their way to freedom. If characters did not attack the iron cage, Zerdiks asks what is going on and can be persuaded to a truce with a successful DC 22 Charisma (Persuasion) check (DC 18 at Very Weak or Weak APL).

If characters attacked the cage, Zerdiks felt it and asserts they are a bigger threat than Bilarro. Any attacker must spend their next round attacking Bilarro's forces or control gems before anyone in the party can start negotiations by spending their action.

What Do They Know? Bilarro's simulacrum knows if he can hold on for five rounds, he can tap enough of Zerdiks' life force to keep some of the Mad Mage's memories sealed in the demiplane, with no easy hope of recovery. However, he is smart enough to quickly shift to assaulting a weakened party.

Zerdiks knows their *antimagic cone* cannot suppress the *prismatic wall*, so adventurers may be useful temporary allies to get access to Bilarro's simulacrum. **The beholder does not understand being immune to the wall!**

Wrapping Up

The conflict with Bilarro's simulacrum and Zerdiks can end a few different ways. Some groups will have a few members get around the *prismatic wall* to handle the simulacrum while others deal with Zerdiks. Some groups will kill the beholder, while others make an uneasy truce that the beholder abides by.

Regardless of how adventurers resolve the conflict, they can find the mostly full barrel of powdered iron and small obsidian portal that were a part of Bilarro's ritual, along with

severed eyestalks from Zerdiks. If the party ended on good terms with the beholder, they explain how they were an unwilling material component for Bilarro's ritual. As characters take the powdered iron and portal out of the demiplane, the Mad Mage of Baratok waits expectantly.

Bilarro's entire demiplane sinks into the Pool of Radiance after the characters exit. The Mad Mage reaches a *mage hand* in to the Pool and fishes out a jet-black sphere of rusted iron, which he hands to the characters. These *Iron Bands of Bilarro* are clearly magical; see below for details.

Success. If the party defeated Bilarro's simulacrum in five rounds or less, he remembers that his role throughout the centuries was to protect the balance of the multiverse. He produces an ivory portal and uses it to reverse Bilarro's ritual, restoring magic to the Temple of Ilmater. Characters earn the story award **The Mad Mage Remembers**. See Appendix 9.

Partial Success. If the party did not defeat Bilarro's simulacrum in time, the Mad Mage tries different spell components for hours before stumbling in to using the ivory portal to end the ritual.

Failure and Death. Any characters who died in the demiplane can be recovered. Even in the unfortunate case of an entire party dying, the Mad Mage eventually finds another group to go in and recover the characters' bodies. If everyone dies, Bilarro eventually restores the Weave himself, just to torment the Mad Mage.

Revenge? Bilarro left the demiplane before characters arrived and prepares another plot. If characters let either Almeka or Zerdiks live, everyone earns the **Noticed by Bilarro** story award. Otherwise, only the character who kills Bilarro's simulacrum gets the award. See Appendix 9.

Treasure and Rewards

Characters get the Band of the Black Unicorn (*Iron Bands of Bilarro*). See Appendix 10.

The Mad Mage of Baratok pays them in rubies for a job well done. He insists on giving financial compensation, not favors.

Adjusting Bilarro's Forces

Bilarro's simulacrum is treated as a human archmage and cannot be dispelled. It has the following additional changes to better complete its guardian task:

- **Spellcasting.** Replace the spells Bilarro's simulacrum can cast at will with *shield* and *Nystul's magic aura*.
- **Spells Prepared.** Replace *detect magic* with *false life*, *identify* with *thunderwave*, *detect thoughts* with *gust of wind*, *counterspell* with *dispel magic*, *banishment* with *ice storm*, *scrying* with *telekinesis*, *teleport* with *prismatic spray*, *mind blank* with *maddening darkness**

* Spell from *Xanathar's Guide to Everything*

Here are some additional suggestions for adjusting this scene, according to your group.

- **Very Weak:** The **archmage** has used its 8th and 9th level spell slots. Replace the **tyrannosaurus rex** with a **minotaur living crystal statue**.
- **Weak:** The **archmage** has used its 9th level spell slot. Replace the **tyrannosaurus rex** with a **giant ape**.
- **Strong:** The **archmage** has 130 hit points. A *glyph of warding* below the **tyrannosaurus rex** releases a stored *haste* spell when someone gets within 40 feet.
- **Very Strong:** The **archmage** has 162 hit points. Add a **tyrannosaurus rex**.

Adjusting Zerdiks

- **Languages.** Zerdiks the beholder speaks common.

Here are some additional suggestions for adjusting this scene, according to your group.

- **Very Weak and Weak:** The **beholder** chooses to only use two eye rays on its turn and saves a legendary action to shoot Bilarro's simulacrum.
- **Strong and Very Strong:** The beholder has 250 hit points.

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 successfully **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 Items

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 10**:

- *Oil of Etherealness*
- *Potion of Invulnerability*
- *Elixir of Health*
- *Iron Bands of Bilarro*

Dungeon Master Rewards

For running this adventure, one of your character gains a level. That character receives gold based on their tier prior to advancement:

Tier	GP Earned
1	80 gp
2	240 gp
3	1,600 gp
4	6,000 gp

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



Dramatis Personae

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

The Mad Mage of Baratok (bah-rah-TOK), he/him. A legendary archmage who escaped Barovia after failing to free its people from Strahd's influence. He does not even remember his own name and how he has found himself in Phlan.

- **What They Want.** Something is wrong with the Weave, and it must be my responsibility to restore the balance.
- **Who Are You Again?** The Mad Mage has recovered enough of his faculties to not be an immediate threat to *everyone* around him. However, he knows he is being hunted and does not remember who his friends are.

Bilarro (bill-ARR-OH), he/him. The Mad Mage's former colleague, until betraying his old adventuring party in a quest for power.

- **What They Want.** After killing some of the Mad Mage's other colleagues a long time ago, Bilarro seeks vengeance on his former leader for straying too far to the side of good.
- **So Many Tools, So Little Time.** A charming fellow, Bilarro is quite adept at making friends to further his schemes. However, he is willing to use and betray anyone to meet his goals.

Tugs (she/her), Sneri (he/him) and Otha (she/her). The kobolds that own A Little Bit of This & That. Tugs is the leader. Sneri is the second in command, and Otha is the final female of the trio.

- **What They Want.** Greed is the reason behind everything they do. They want more money than they know what to do with.
- **A Little Bit of Fun.** Running a shop can be a tad bit boring so the trio is not above shenanigans to have a good time. Ultimately, they are harmless.

Almeka (awl-meh-kah), she/her. An elder oblex working as an information broker.

- **What They Want.** Every oblex can innately cast some magic, but Almeka dreams of becoming a full wizard as well. She made a deal to double cross the Mad Mage to maximize her power.
- **"Just a Gossip"** Almeka loves to take advantage of rich and arrogant old men, who consistently underestimate her magical capacity.

Zerdiks (zer-dicks), they/them. A beholder trapped by Bilarro to help drain the magic of Phlan.

- **What They Want.** Freedom! Revenge! Zerdiks is happy to blast everyone!
- **NO WHAT NOW?** After a week of painful captivity, Zerdiks lashes out like a wounded animal. If the party does not hurt them, they can make a new friend.

Henk (hen-k), he/him. A 14-year-old half-orc urchin tricked in to delivering an explosive device in Bonus Objective A.

- **What They Want.** Some food in his belly and a chance to reach adulthood.
- **I've Gotta Eat.** Despite being big and strong for his age, Henk has no desire to do violence to others. However, he cannot afford to ask too many questions when someone offers coin.

Jasper Brightmoon-Cilar (see-LAR), he/they. A paladin who retired to become a baker after a life-changing injury.

- **What They Want.** Peace, love, and mercy, even for the person who accidentally destroyed their bakery.
- **Healing Body and Soul.** No matter how they have suffered personally, Jasper reaches out to others with a depth of understanding and a slow cooked meal.

Creature Statistics

Archmage

Medium humanoid (and race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (-1)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages Any six languages

Challenge 12 (8400 XP)

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

Spellcasting. The archmage is a 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

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

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *scrying*, *wall of force*

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

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Bilarro's Simulacrum

Bilarro's simulacrum is treated as a human archmage and cannot be dispelled. It has the following additional changes to better complete its guardian task:

- **Spellcasting.** Replace the spells Bilarro's simulacrum can cast at will with *shield* and *Nystul's magic aura*.
- **Spells Prepared:** Replace *detect magic* with *false life*, *identify* with *thunderwave*, *detect thoughts* with *gust of wind*, *counterspell* with *dispel magic*, *banishment* with *ice storm*, *scrying* with *telekinesis*, *teleport* with *prismatic spray*, *mind blank* with *maddening darkness**

* Spell from *Xanathar's Guide to Everything*



Arcanaloth

Medium fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Dex +5, Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +9, Insight +9, Perception +7

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

Damage Immunities acid, poison

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 12 (8400 XP)

Innate Spellcasting. The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:

At will: *alter self*, *darkness*, *heat metal*, *invisibility* (self only), *magic missile*

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

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

Spellcasting. The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *identify*, *shield*, *Tenser's floating disk*

2nd level (3 slots): *detect thoughts*, *mirror image*, *phantasmal force*, *suggestion*

3rd level (3 slots): *counterspell*, *fear*, *fireball*

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

5th level (2 slots): *contact other plane*, *hold monster*

6th level (1 slot): *chain lightning*

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

8th level (1 slot): *mind blank*

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. The arcanaloth magically teleports, along with any equipment it is wearing, up to 60 feet to an unoccupied space it can see.



Behir

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7200 XP)

Actions

Multiattack. The behir makes two attacks, one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10+6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10+6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5-6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 ft. of movement, exiting prone.

Beholder

Large aberration, lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

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

Skills Perception +12

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 22

Languages Deep Speech, Undercommon

Challenge 13 (10000 XP)

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Actions

Bite. *Melee Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Charm Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The

creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. Petrification Ray. The targeted creature must make a DC 16 Dexterity 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.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The beholder can take 3 legendary actions, choosing from the options below. Only one legendary action can

be used at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random eye ray.

Modifying Zerdiks the Beholder

- **Languages:** Zerdiks speaks Common, along with Deep Speech and Undercommon. Years of Bilarro's captivity was enough time to learn.

Blue Slaad

Large aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 7 (2900 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

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

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6+5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 12 (2d6+5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it can cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

Dire Troll

Huge giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+3)	21 (+5)	9 (-1)	11 (+0)	5 (-3)

Saving Throws Wis +5, Cha +2

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities frightened, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Giant

Challenge 13 (10000 XP)

Keen Senses. The troll has advantage on Wisdom (Perception) checks that rely on smell or sight.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The troll dies only if it is hit by an attack that deals 10 or more acid or fire damage while the troll has 0 hit points.

Actions

Multiattack. The troll makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8+6) piercing damage plus 5 (1d10) poison damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) piercing damage.

Whirlwind of Claws (Recharge 5-6). Each creature within 10 feet of the troll must make a DC 19 Dexterity saving throw, taking 44 (8d10) slashing damage on a failed save, or half as much damage on a successful one.

Elder Oblex (Almek)

Huge ooze, lawful evil

Armor Class 16

Hit Points 115 (10d12 + 50)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	21 (+5)	22 (+6)	13 (+1)	18 (+4)

Saving Throws Int +10, Cha +8

Skills Arcana +10, Deception +8, History +10, Nature +10, Perception +5, Religion +10

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 15

Languages Common plus any six

Challenge 10 (5900 XP)

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

Aversion to Fire. If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components:

At Will: *charm person* (as 5th level spell), *detect thoughts*, *hold person*

3/day each: *confusion*, *dimension door*, *dominate person*, *fear*, *hallucinatory terrain*, *hold monster*, *hypnotic pattern*, *telekinesis*

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 2d6 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

Actions

Multiattack. The elder oblex makes two pseudopod attacks and uses Eat Memories.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (4d6+3) bludgeoning damage plus 7 (2d6) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 18 Wisdom saving throw or take 44 (8d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the greater restoration or heal spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except any saving throw proficiencies.

Frost Salamander

Huge elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 60 ft., climb 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	7 (-2)

Saving Throws Con +8, Wis +4

Skills Perception +4

Damage Vulnerabilities fire

Damage Immunities cold

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 14

Languages Primordial

Challenge 9 (5000 XP)

Burning Fury. When the salamander takes fire damage, its Freezing Breath automatically recharges.

Actions

Multiattack. The salamander makes five attacks: four with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 9 (1d8+5) piercing damage plus 5 (1d10) cold damage.

Freezing Breath (Recharge 6). The salamander exhales chill wind in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 44 (8d10) cold damage on a failed save, or half as much damage on a successful one.

Giant Ape

Huge beast, unaligned

Armor Class 12

Hit Points 157 (15d12 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +9, Perception +4

Senses passive Perception 14

Languages --

Challenge 7 (2900 XP)

Actions

Multiattack. The ape makes two fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6+6) bludgeoning damage.

Glabrezu

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

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

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

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5000 XP)

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

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

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

Actions

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

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

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

Marid

Large elemental, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 229 (17d10 + 136)

Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	26 (+8)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +5, Wis +7, Cha +8

Damage Resistances acid, cold, lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 13

Languages Aquan

Challenge 11 (7,200 XP)

Amphibious. The marid can breathe air and water.

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Innate Spellcasting. The marid's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *create or destroy water*, *detect evil and good*, *detect magic*, *fog cloud*, *purify food and drink*

3/day each: *tongues*, *water breathing*, *water walk*

1/day each: *conjure elemental* (water elemental only)
control water, *gaseous form*, *invisibility*, *plane shift*

Actions

Multiattack. The marid makes two trident attacks

Trident. *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6 + 6) or 15 (2d8 + 6) piercing damage if used with two hands to make a melee attack.

Water Jet. The marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. One a failure the target takes 21 (6d6) bludgeoning damage and, if it is a Huge or smaller, is pushed up to 20 feet away from the marid and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Mezzoloth

Medium fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	7 (-2)	10 (+0)	11 (+0)

Skills Perception +3

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The mezzoloth's innate spellcasting ability is Charisma (spell save DC 11). The mezzoloth can innately cast the following spells, requiring no material components:

2/day each: *darkness*, *dispel magic*

1/day: *cloudkill*

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

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

Actions

Multiattack. The mezzoloth makes two attacks: one with its claws and one with its trident.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 80/320 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) or 8 (1d8 + 4) piercing damage when held with two claws and used to make a melee attack.

Teleport. The mezzoloth magically teleports, along with any equipment it is wearing, up to 60 feet to an unoccupied space it can see.

Minotaur Living Crystal Statue

Large construct, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities force

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

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

Challenge 6 (2300 XP)

Immutable Form. The statue is immune to any spell or effect that would alter its form.

Actions

Multiattack. The statue makes two attacks, one with its greataxe and one with its gore attack.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Reactions

Flying Shards. In response to a creature hitting the statue with a melee weapon attack, the statue deals 11 (2d10) piercing damage to the attacker.



Nycaloth

Large fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal; telepathy 60 ft.

Challenge 9 (5000 XP)

Innate Spellcasting. The nycaloth's innate spellcasting ability is Charisma. The nycaloth can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *mirror image*

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

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

Actions

Multiattack. The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the nycaloth hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12+5) slashing damage.

Teleport. The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Star Spawn Seer

Medium aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	18 (+4)	22 (+6)	19 (+4)	16 (+3)

Saving Throws Dex +7, Int +11, Wis +9, Cha +8

Skills Perception +9

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

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 19

Languages Common, Deep Speech, Undercommon

Challenge 13 (10000 XP)

Out-of-Phase-Movement. The seer can move through other creatures and objects as if they were difficult terrain. Each creature it moves through takes 5 (1d10) psychic damage; no creature can take this damage more than once per turn. The seer takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The seer makes two comet staff attacks or uses psychic orb twice.

Comet Staff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) bludgeoning damage plus 18 (4d8) psychic damage, or 10 (1d8 + 6) bludgeoning damage plus 18 (4d8) psychic damage, if used with two hands, and the target must succeed on a DC 19 Constitution saving throw or be incapacitated until the end of its next turn.

Psychic Orb. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 27 (5d10) psychic damage.

Collapse Distance (Recharge 6). The seer warps space around a creature it can see within 30 feet of it. That creature must make a DC 19 Wisdom saving throw. On a failed save, the target, along with any equipment it is wearing or carrying, is magically teleported up to 60 feet to an unoccupied space the seer can see, and all other creatures within 10 feet of the target's original space each takes 39 (6d12) psychic damage. On a successful save, the target takes 19 (3d12) psychic damage.

Reactions

Bend Space. When the seer would be hit by an attack, it teleports, exchanging positions with another star spawn it can see within 60 feet of it. The other star spawn is hit by the attack instead.

Tyrannosaurus Rex

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages --

Challenge 8 (3900 XP)

Actions

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Modification: Awakened T-Rex

If a tyrannosaurus rex has had the *awaken* spell cast on it, make the following changes:

- **Intelligence:** The creature's Intelligence score is 10.
- **Language:** The creature speaks Common.
- **Not Charmed:** The creature is friendly towards the humanoids it travels with but not considered charmed.

Water Elemental

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

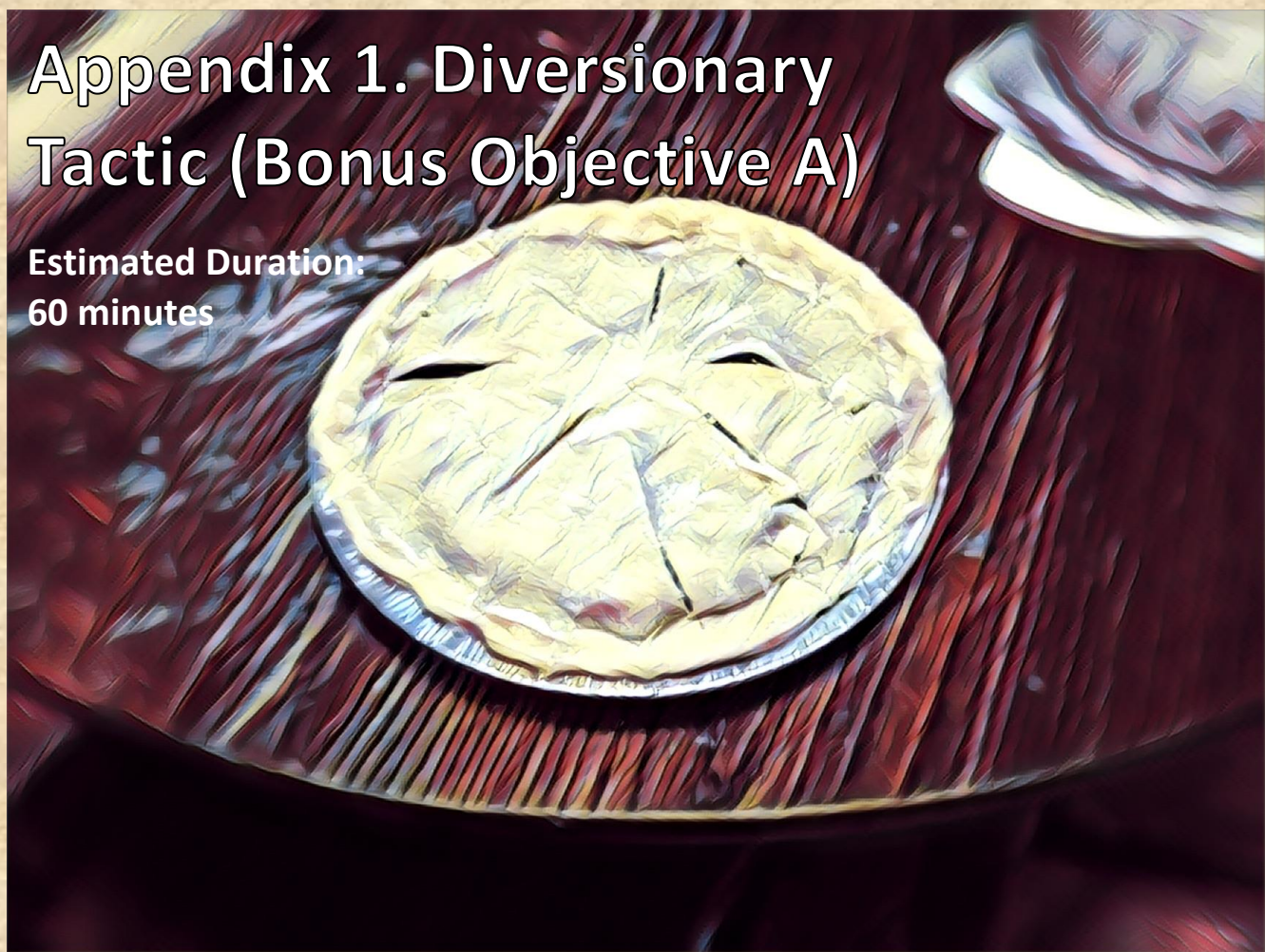
Multiattack. The water elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until the grapple ends the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding.





Appendix 1. Diversionary Tactic (Bonus Objective A)

Estimated Duration:
60 minutes

Setting Description

Bilarro arranged for an urchin to carry a suspicious package through the streets of Phlan. By the time she realized it was a bomb, it was too late to safely dispose of!

Bonus Objective A

Characters need to rescue innocents injured by the explosion, then decide what to do with Henk the urchin.

1. Explosive Pies?

Henk took Bilarro's package to **Jasper Brightmoon-Cilar**, a popular halfling baker, seeking advice. However, the package exploded outside Jasper's shop, threatening dozens!

Area Information

Dimensions and Décor. A row of buildings and storefronts to one side, a crowded market to the other. DMs are encouraged to use theatre of the mind and abstract times / distances instead of a grid.

Lighting. Daylight, but smoke and ash within a 50-foot radius of Jasper's store "Luminous Pies" causes heavy obscurement.

Sounds. Screaming shoppers and nearby buildings about to collapse.

Collapsing Building

The package detonated right in front of Jamieson's hardware, and now the building is about to collapse! A DC 19 Strength (Athletics) check or magic like *telekinesis* is needed to keep the building up long enough to evacuate

survivors. Roll at disadvantage unless someone can clear out the smoke.

On a failed check, the character(s) trying to hold up the building must choose between leaving innocents to their fate or taking 21 (6d6) bludgeoning damage each to ensure others' safety.

Quick Skill Challenges

Try to keep this part of the Bonus Objective fast paced and give everyone at the table an opportunity to do something heroic!

- Feel free to lower the DCs or give inspiration for creative ideas.
- Let characters work together to use the help action, give *guidance*, etc.
- Tier 3 characters can do a lot of things. Reward creative use of resources but don't expect heavy resource drain.

Taming the Crowd

Panicked shoppers threaten to trample each other as they run from the chaos. A DC 18 Charisma (Intimidation) check gets them to evacuate safely. Less forceful voices are less effective; characters can attempt using Persuasion instead but at disadvantage.

On a failed check, whoever is barking orders gets thrown aside towards a food cart during the stampede. They must succeed a DC 18 Dexterity saving throw or get skewered by a searing iron, taking 14 (4d6) fire damage and 7 (2d6) piercing damage.

Free the Goats

A group of startled goats is running through the market, threatening to trample a young boy 100 feet away. A DC 18 Wisdom (Animal Handling) check or suitable magic stops the goats. A DC 18 Dexterity (Acrobatics) check or alternate means of movement gets through the crowd to the boy in time.

On a failed check, characters suffer 21 (6d6) bludgeoning damage from the stampede. The boy is knocked unconscious and has one failed death save but can still be saved if characters act quickly!

2. What Did You Do?

Henk stands over a large beam, trying impotently to free Jasper. As Henk confesses to his crime, Jasper begs the party to grant forgiveness.

Area Information

Dimensions and Terrain. A 30 foot by 50-foot bakery called “Luminous Pies.” The counter and many tables are sized for halflings and other small humanoids, but severely damaged. The oven is undamaged, and small fires have been put out.

Lighting. Bright light but heavily obscured from smoke unless dealt with earlier.

Creatures and NPCs

Henk (he/him), a 14-year-old half-orc urchin rapidly growing into his adult body, has torn clothes but only superficial wounds. **Jasper (he/they)**, a powerfully built middle-aged halfling with a chronic injury, struggles to get out from the debris without his cane.

Objectives/Goals. Henk and Jasper work together to try and rescue Jasper from his store, then get a merciful sentence for Henk’s crime. They would be grateful for the party’s help. Throughout the ordeal, Jasper maintains a calm and serene gaze, reassuring everyone based on their faith.

What Do They Know? If the party helps Jasper (this does not require a roll) and does not threaten Henk with physical violence or attempted murder charges, the terrified and awkward urchin confesses everything. If the party starts making threats, Jasper tries to defuse them. The retired paladin bases their faith on second chances and reassures Henk that everything is going to be OK if Henk does everything he can to make up for his mistake.

Bilarro lied to Henk, claiming his package was an urgent delivery for of magical reagents for a high paying customer. Henk was suspicious but can’t afford to turn down coin. When foul smoke started coming from the package, he ran to his spiritual counselor and adoptive parent Jasper. In a panic, Henk dropped the package

two doors away, and it exploded as he walked away.

Henk gives an accurate description of Bilarro as a grim-faced man with a goatee and short black hair. He cannot fathom why someone would wreak havoc like this – “not even my orcish mother is this cruel!” He doesn’t know where Bilarro might be going next.

Punishing Henk?

As much as Jasper may prod and guilt the party into clemency, he is in no physical condition to stop the party from doing whatever they want to with Henk. Allow the players to roleplay the moral dilemma if they are interested in doing so. Adventurers can act as their own judge and jury or persuade the Black Fist – Phlan’s police force – to go along with their decision.

Rewarding Good Deeds

Regardless of what characters choose, Jasper cooks pies with some healing properties. See the list below. **Any long-term boons only last until the end of the session!**

- **Saved everyone, Mercy for Henk.** Jasper cooks their specialty apple pie with cinnamon and honey in the crust. Everyone’s hit point maximum is increased by 15 until the end of the session, they gain 15 hit points, and are immune to being frightened.
- **Saved everyone, No Mercy for Henk.** Jasper cooks their specialty apple pie, but some soot falls in the crust and Jasper is too frustrated to notice. Everyone’s hit point maximum is increased by 12 until the end of the session, and they gain 12 hit points.
- **Innocents Died, Mercy for Henk.** Jasper cooks a quick meat pie. Everyone’s hit point maximum is increased by 10 until the end of the session, they gain 10 hit points, and are immune to being frightened.
- **Innocents Died, No Mercy for Henk.** Jasper pulls a set of small meat pies out of a second oven. Everyone heals 2d8 + 4 hit points, but their hit point maximum does not increase.

Appendix 2: Making It Right (Bonus Objective B)



Estimated Duration:
60 minutes

Somewhat guiltily, Mad Mage of Baratok vaguely remembers imprisoning a creature that followed him into these tunnels some time ago. In his confused state, he believed that this creature was the source of the dead magic zones. However, another zone appeared after he imprisoned the creature, proving his theory false. He asks the characters to help him right his wrong and free the creature.

The Mad Mage of Baratok leads the characters to the end of the corridor where the path splits. Fearful and paranoid, he will not follow the characters into the room past the door. Detect Magic will allow the casting creature to sense the presence of magic coming from the corridor on the right, which ends at a metal door (AC 17, HP 50) 30 feet away. The path to the left ends in a stone wall.

Area Information

Dimensions. The corridors narrow down to 4 feet across and 8 feet high. Medium creatures will need to turn sideways and squeeze

themselves down the corridor. They must remove any protruding objects and carry them in front or behind them, including weapons.

Arcane Lock. The door at the end of the right corridor has been magically locked by Mad Mage of Baratok. He cannot remember the password but if the characters ask him to open the lock, he can since he designated himself as a creature that can open the door.

The Cavern. Once the characters have gone through the door, they find themselves in a large round, cavernous room with several chaotic and incongruous features.

Shadowy Doors. On the northern, western, eastern, and southern side of the cavern are shadowy doors that have been turned upside down. The door is unlocked and can easily be opened. Mad Mage of Baratok has cast *demiplane* here to create 3 small extradimensional planes.

Bonus Objective B

Rescue the creature that Mad Mage of Baratok mistakenly imprisoned.

A. Northern Door (Fire Room)

This door opens to a room that is 50 feet by 50 feet. There is a large raised dais measuring 10 feet by 10 feet. Behind the dais is a roaring fire pit with flames reaching 20 feet. On top of the dais is mule, each of its hooves chained to the dais. DC 19 Investigation (Intelligence) check will reveal small glyphs on each of the chains. Mad Mage has cast *symbol* on each glyph. The glyphs are triggered when any creature that is not the mule or Mad Mage, comes within 5 feet of them. Each glyph has one of these effects: *Death* (DC 19 Constitution save), *Sleep* (DC 19 Wisdom saving throw), *Insanity* (DC 19 Intelligence saving throw) and *Pain* (DC 19 Constitution saving throw). The metal chains (AC 18, 60 HP) and the symbols on them. One **arcanaloth** and one **mezzoloth** hover above the mule.

Adjusting the Encounter

Here are some additional suggestions for adjusting this scene, according to your group.

- **Very Weak:** Replace the **arcanaloth** with a **mezzoloth**.
- **Weak:** Replace the **arcanaloth** with two **mezzoloths**
- **Strong:** Add another **mezzoloth**.
- **Very Strong:** Replace the **mezzoloth** with a **nycaloth**.

Playing the Pillars

- **Combat.** The yugoloths will immediately attack any characters they see and focus their attacks on spellcasters first.
- **Exploration.** One of the yugoloths will always remain with the mule just in case the characters attempt to sneak around and free the mule.
- **Social.** Yugoloths can be bribed to release the mule but the price is extremely high, either in gold or with a magical item.

Creature Information

The yugoloths will attack any creature that comes into the room. Mad Mage hired them as the perfect jailers.

Objectives/Goals They are happy to offer their services to any spellcaster wealthy and powerful enough to reward them properly. Their loyalties shift quickly to the highest bidder.

What Do They Know? They know that the Mad Mage is a very confused creature and they have no reservations about taking advantage of this perceived weakness.

B. Western Door (Earth Room)

On the other side of the door is a small room measuring 30 feet by 30 feet. Once the characters step through the door it will disappear until all the constructs in the room are defeated. On the floor is a 5 foot by 15-foot royal blue rug with sweeping gold circles. This is a **rug of smothering** that will grapple the first character that steps on it. Hanging on the far wall is a beautiful longsword, decorated with several runes. This is a **flying sword** that will attack any creature that comes within 5 feet of it. In the corner stands a rusty suit of armor. This is **Helmed Horror** that will attack any creature that comes within 5 feet of it.

C. Eastern Door (Water Room)

This door opens to a cavern that is 75 feet by 75 feet. The cavern floor is completely covered by a water. The water is 20 feet deep. When the characters open the door *magic mouth* is *activated* and the characters will hear a faint call for help from the other side of the cavern. Submerged in the water is one **water elemental** and one **marid**.

Creature Information

The **marid** has an incredibly large ego. In a demonstration of it power she bound the water elemental to it. Mad Mage has bribed the **marid** to act on his behalf and promised that she can

enslave any creature she manages to capture and keep.

Objectives/Goals The **marid** has delusions of becoming nobility and she aspires to be worshipped by lesser creatures. The promise of more slaves is too much for her to resist. The **water elemental** simply wants to be free of service to the marid, even if that means death.

What Do They Know? The marid doesn't care much for anything that happens outside of her domain.

Adjusting the Encounter

Here are some additional suggestions for adjusting this scene, according to your group.

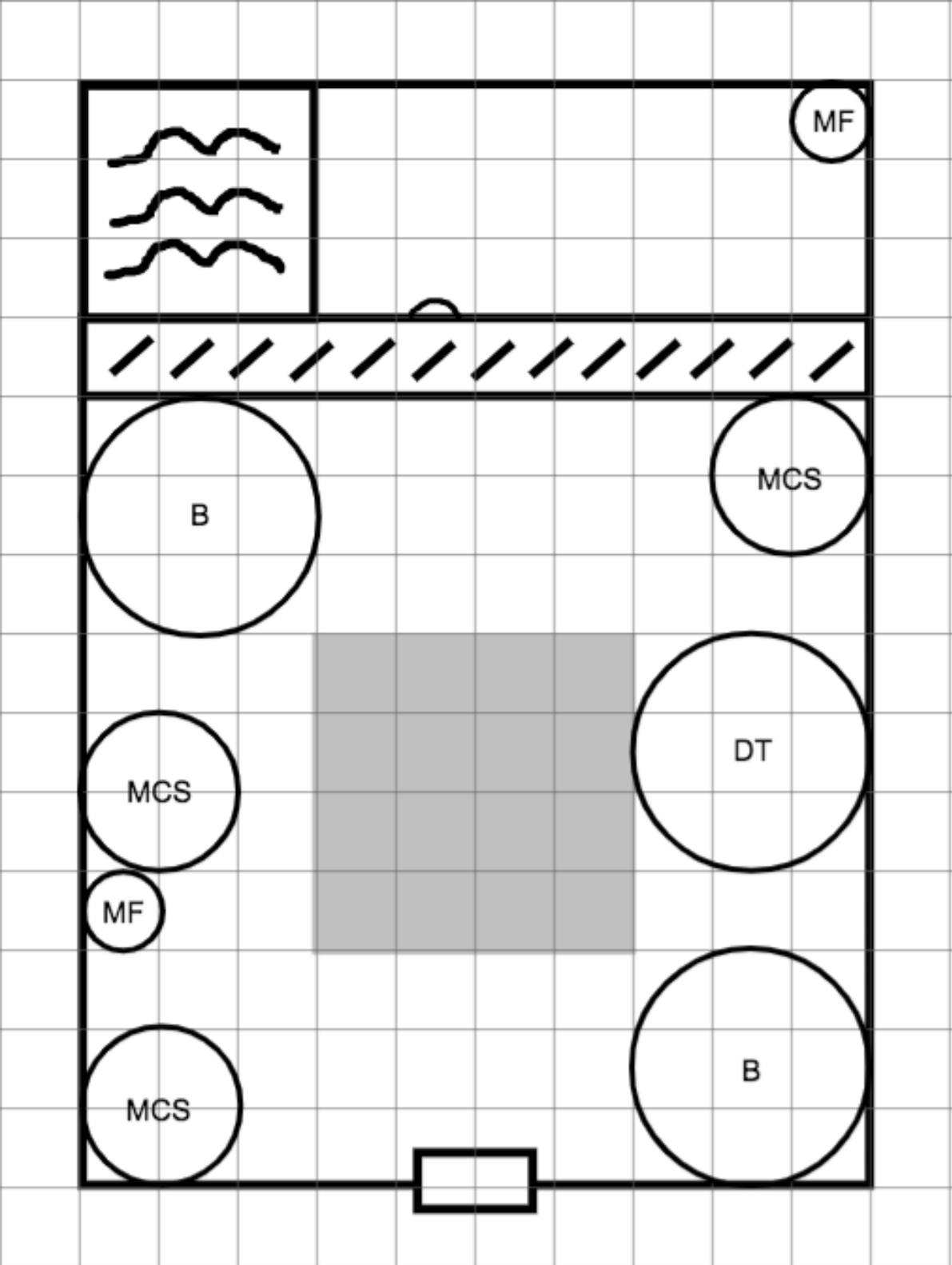
- **Very Weak:** Remove **water elemental**
- **Weak:** Reduce the **marid's** hit points to 150
- **Strong:** Add another **water elemental**
- **Very Strong:** Add another two **water elementals**

Treasure

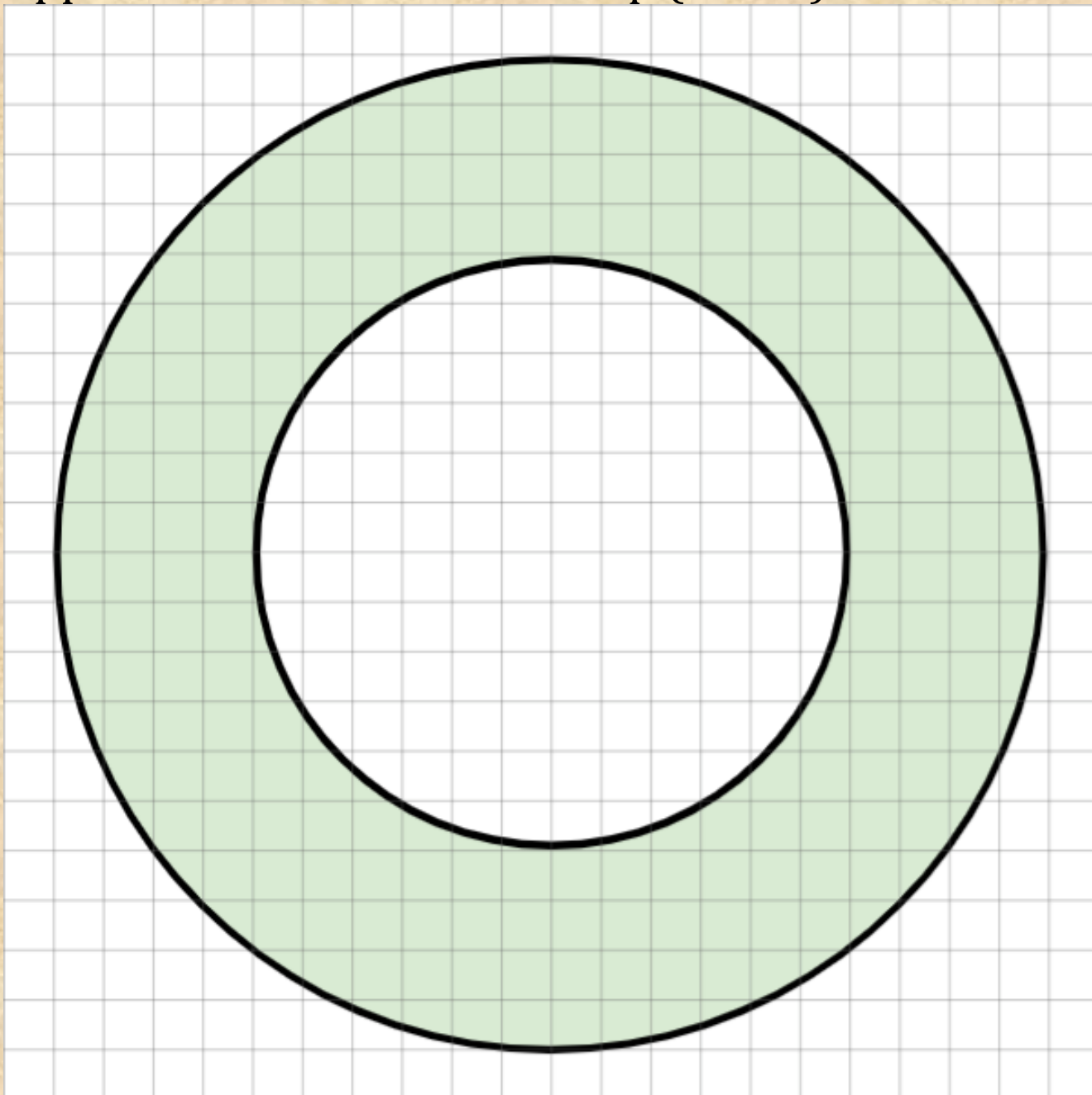
For rescuing the human he falsely imprisoned, Mad Mage will urge the characters to take a short rest to get some of their strength back before proceeding further. He will faithfully keep watch.

[illegible]

Appendix 4: Almeka’s Shop Map (Part 1)

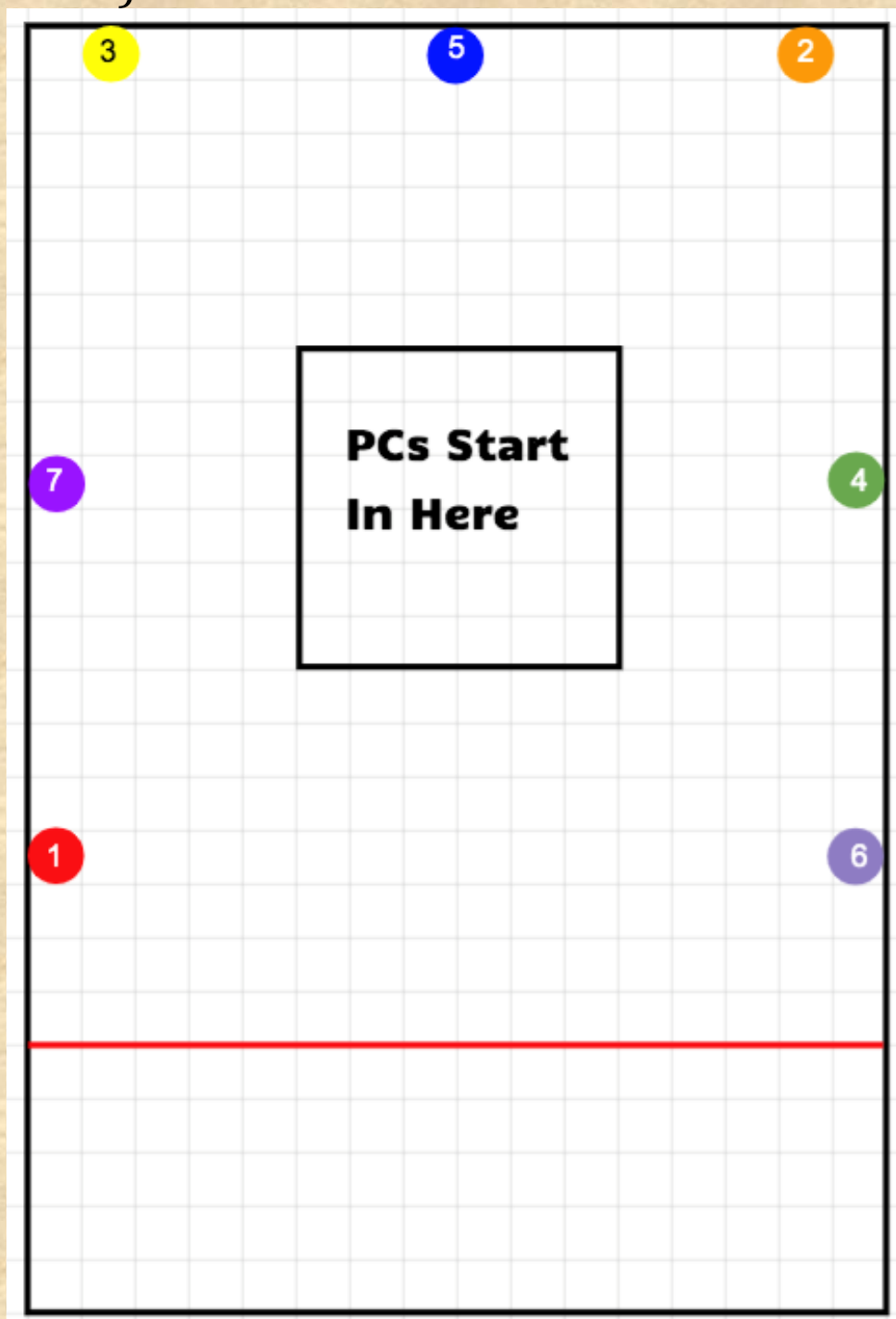


Appendix 5: Broken Bands Map (Part 2)



Characters enter from the south. Anyone standing in the outer area at the end of a round is targeted by the Broken Bands.

Appendix 6: Shielded Memory/Beholder at the Disco Map (Part 2)



Prismatic Wall control gems are coded with both colors and numbers to correspond to different layers of the wall (the red line in the south).

Appendix 7: Antimagic Field (DM Handout 1)

Because antimagic features in several scenes, key effects of the spell are summarized here. A full description can be found in pages 213-214 of the *Player's Handbook*.

Basic Effects (Casting). Spells and magic items are suppressed in the area unless they are created by an artifact or deity. Spells cannot be cast by anyone in the area; the spell slot is wasted. Spells and magical effects that target someone in the area have no effect on that target. Area of effect spells, like a *fireball*, cannot extend in to an antimagic field.

Basic Effects (Magic Items). The properties and powers of magic items are suppressed while someone using them is in an antimagic field. In combat, many players will need a minute to adjust their attacks and armor class.

Suppression, Not Dispelling. Any ongoing spell or magical effect does not function while it is in an *antimagic field*, but spells and effects turn back on as soon as someone leaves the field. For example, let's say someone cast *bless* on Raquel the rogue. If Raquel enters the beholder's eye cone, *bless* does not function. When Raquel dashes out of the eye cone, *bless* is active again.

Magical Travel. Teleportation and planar travel cannot be used to enter or leave the area. If neither the starting point nor the destination are in an *antimagic field*, then these effects function normally.

Prismatic Wall. An *antimagic field* or similar effect (like Zerdiks' eye cone) has no effect on a *prismatic wall*. This is specified in the *prismatic wall* spell description.

Detecting the Field. Antimagic fields themselves do not have a clear visible area of effect. However, many of the things in this adventure that produce an *antimagic field* have visible components.

Appendix 8: Sealed Note (Player Handout 1)



Dearest Traveling Companions,

We must be reunited once more in this strange, unfamiliar new world. They call this place "Phlan", but I have yet to find a tasty dessert! Anyway, someone has discovered a way to deactivate the Weave. As you surely know, such a crime cannot stand.

This criminal, whoever they are, seems to be deactivating the Weave to get to me. As if they could ever be smart enough to track me down. But I'm sure you will all be more than capable. Look for the kobolds in the market. Anyone with access to that many reagents knows more than they let on.

- "M"

Appendix 9: Story Awards

Characters may earn the following story awards during this adventure.

Noticed by Bilarro

Your character has drawn the attention (and likely, the ire) of Bilarro. This story award may come into play in future adventures in this series.

The Mad Mage Remembers

You helped the Mad Mage regain a portion of his identity, if not his memories. This story award may help you in future adventures in this series.

Appendix 10: Magic Items

Characters completing this adventure's main objective unlock these magic items.

Band of the Black Unicorn (Iron Bands of Bilarro)

Wondrous item, rare

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the command word and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to speak the command word again to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more.

A creature, including the one restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn.

When the bands expand, they display the image of Bilarro's black unicorn banner.

Any time the bearer is presented with the opportunity to pursue vengeance against those who appear to have violated their ideals, the item heightens the bearer's urge to do so.

Appendix 11: 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.

New to D&D Adventurers League?

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

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 battle maps.
- 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 log sheet (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 are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate log sheet. 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 exceedingly 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