



CCC-GSP01-02

BROTHERHOOD



COMMUNITY-CREATED CONTENT

PAUL GABAT

A TWO TO FOUR-HOUR ADVENTURE FOR LEVEL 1-4 CHARACTERS



Brotherhood

A Greasy Snitches Adventure



A dear friend of the djinni Rokstasha recently passed away. A funeral ceremony for his friend will be held in three days at the Quivering Forest. Rokstasha needs the assistance of the adventurers to find the other members of the Five-Leaf Clover if ever they are still alive and have them attend the ceremony. Don't be late!

Part 2 of the *Clover Group Series*.

A Two to Four-Hour Adventure for Level 1-4 Characters. Optimized for APL 3.

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ON THE COVER

A very precious memory of Ragvala, the Coinmaker. Here we see Rokstasha, Rem, Ragvala, Rizgrim, and Rudi relaxing during one of their adventures. Artist Ian Viernes perfectly captures how much the original members of the Five-Leaf Clover love each other's company.

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ADVENTURE PRIMER

“I’ve made my peace. But seeing you all here... It’s... more than I can take.”

– Noctis Lucis Caelum, Final Fantasy XV

This adventure is designed for three to seven 1–4 level characters and is optimized for five characters with an average party level (APL) of 3. Characters outside this level range cannot participate in this adventure. This adventure takes place in the areas surrounding the city of Phlan, like the Valhingen Graveyard, the Twilight Marsh, and the Quivering Forest.

BACKGROUND

Around 800 years ago, beings with extraordinary powers united to go on adventures together as a hobby. They call themselves, the **FIVE-LEAF CLOVER**. Most of the members of this group have disguised themselves or shape-shifted into a form that can limit their abilities so they can enjoy the thrill and difficulties of any adventure that they take part of. It was a long time ago, and not much information was known about them, until now.

Recently, an ancient gold dragon has been spotted flying around the **MOONSEA**. Word has spread about it and through the stories sang by the wandering bard, **VAGABOND VICTOR** (from CCC-GSP01-01 *A Dragon’s Breath*) who is currently performing at the city of Phlan, the dragon was identified as the founding member of the Five-Leaf Clover, **RAGVALA, THE COINMAKER**. Unfortunately, Ragvala died while trying to retrieve a magical item with a group of adventurers.

The lifeless body of the dragon is now with that said friend, **ROKSTASHA**, another member of the Five-Leaf Clover. He is now preparing for a burial ceremony, but first, he needs to check if there are still other members of the Five-Leaf Clover who can attend.

OVERVIEW

The adventure’s story is spread over three parts and takes approximately 2 hours to play. The adventure begins with a Call to Action scene. If you’re planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you

plan to play them over several sessions, you’ll want to revisit the Call to Action each time you play.

- **Part 1. Rokstasha’s Request.** The adventurers are summoned to the floating mansion of Rokstasha. They are asked to find the other members of the Five-Leaf Clover and if they are still in this world, convince them to attend the funeral. This is the **Call to Action**.
- **Part 2. Kelemvor’s Faithful.** The adventurers have to convince the great doomguide, **RIZGRIM**, to take a pause from her pilgrimage and attend the burial ceremony by passing the **TEST OF ACCEPTANCE AND PURIFICATION**. Making Rizgrim attend the funeral is **Story Objective A**.
- **Part 3. The Chimney.** The characters explore **THE CHIMNEY** until they get to the smoking room where the lich, **RUDI, THE POLLUTED** is located. They face off against Rudi’s pet shadow mastiffs, before meeting him and an undead version of **REM, THE HERO OF THE NORTH**. Making Rudi and Rem attend the funeral **Story Objective B**.

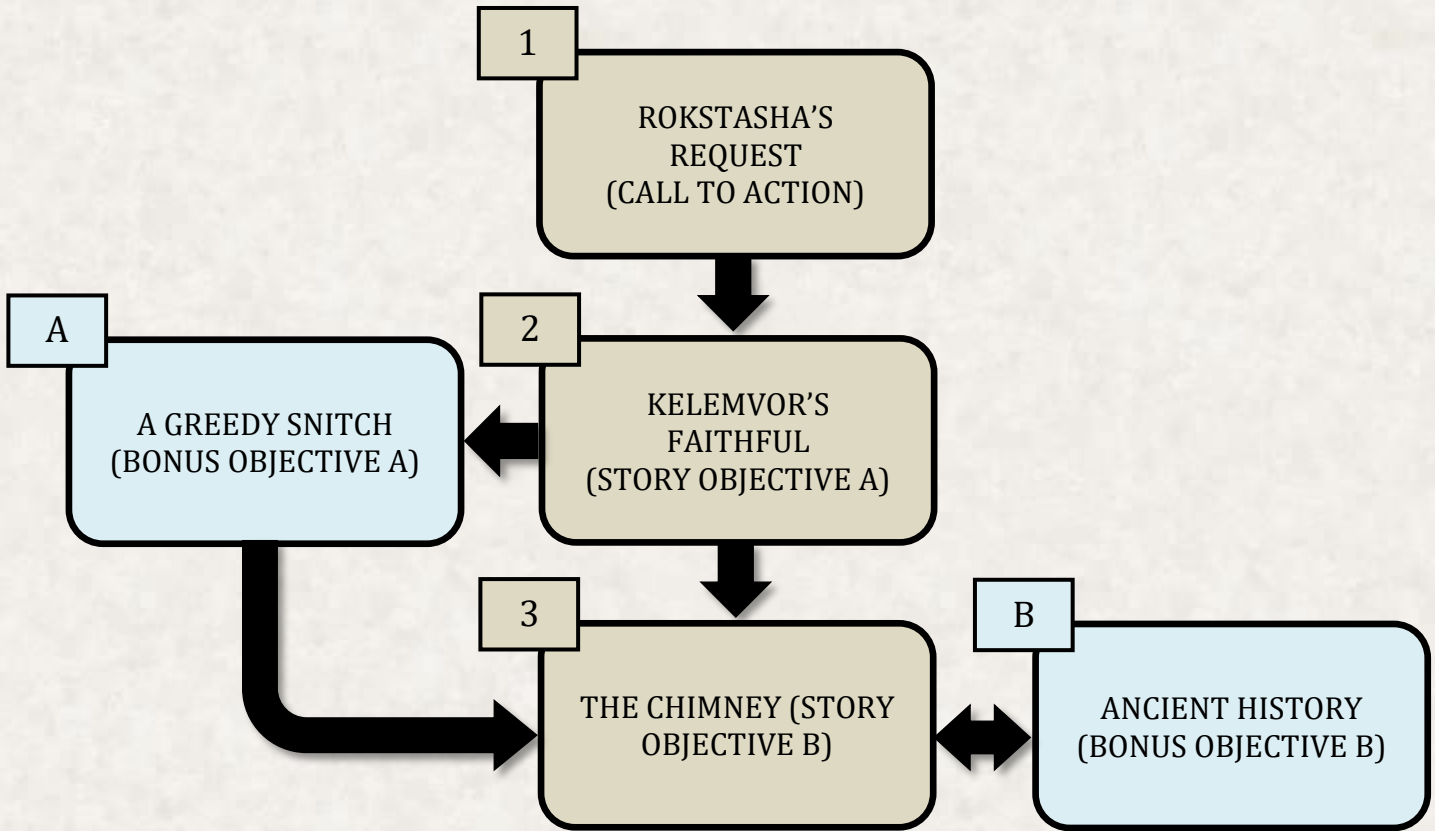
BONUS OBJECTIVES

However, this adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so. These bonus objectives are found in this adventure’s appendices, as follows:

- **Bonus Objective A. A Greedy Snitch.** On their way to The Chimney, the characters encounter a member of the **GREASY SNITCHES**. A necromancer who is trying to steal one of the undead guards of Rudi, the Polluted. Killing the right guard and giving the remains to the necromancer is **Bonus Objective A** and can be found in **Appendix 1**.
- **Bonus Objective B. Ancient History.** Inside The Chimney is a secret room full of information about the history of Rem, the Hero of the North. Collectors, historians, and even the Lords’ Alliance would be interested in getting their hands on this knowledge. Successfully getting information about Rem is **Bonus Objective B** and can be found in **Appendix 2**.

ADVENTURE FLOWCHART

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



PART 1. ROKSTASHA'S REQUEST (CALL TO ACTION)

ESTIMATED DURATION: 0 HOUR 15 MINUTES

A DAY OF MOURNING

It is currently morning and the adventure begins inside the cloudstuff mansion of Rokstasha which is resting on top of a large cittern shaped cloud floating above the Moonsea region.

- **Played Previous Adventure.** If the characters played CCC-GSP01-01 *A Dragon's Breath* right before this adventure, they arrived here two nights ago together with Ragvala before he passed away.
- **Didn't Play Previous Adventure.** The characters accepted a quest to find people who may and may not be alive. They were asked to go to the northern border of the Quivering Forest to meet the quest giver, where a flight of stairs made of pure cloudstuff descends upon them.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The great hall of the djinni's floating castle is tall and vast. Large pillars are lined up on each side of the room. The walls and the ceiling are dark blue in color with no windows. Every part of this place is made out of pure cloudstuff.

Lighting. Candles of different shapes and sizes litter the marble textured floor, each one is lit with green flame, providing dim light.

Smells and Sounds. The hall is gloomy and quiet. The smell of burning candles is present throughout the area.

Ragvala's Corpse. At the center of the room is a gargantuan, ancient gold dragon, who appears to be in a peaceful slumber on top of a raised platform that is partially covered by a single black, velvet cloth. Ragvala is encased in a magical, transparent wall of force.

CREATURE INFORMATION

Rokstasha of the Five-Leaf Clover (an ancient djinni) meets with the characters in this room to provide them the details of their quest.

He is a large blue skinned man with red eyes and short trimmed white beard, wearing a black turban decorated with jewels and gold trinkets. What's

unique about this creature is that the lower part of his body is engulfed in black smoke.

Objectives. With the death of his friend, Rokstasha wishes to bury Ragvala, 3 days from now in the Quivering Forest. A map is given to the adventurers. He wants to find out if other members of the Five-Leaf Clover are still here in this world, and if they are, he wants them to join him at the funeral ceremony.

What Does He Know? Rokstasha is willing to provide the following information:

- There are five original members of the Five-Leaf Clover.
- Each member has a black five-leaf clover tattoo at the back of their hand that can summon green flame.
- It has been around 800 years since he saw the other members of their adventuring group, and it is safe to assume that his friends Rudi Rustypipe, the halfling wizard apprentice and the human Rem, Hero of the North are probably dead now for a very long time.
- Rokstasha, however, is sure that the last member of the Five-Leaf Clover is still alive. The solar Rizgrim, who usually disguises herself as a goliath priest of Kelemvor, the lord of the dead.
- He cannot confirm but every year, Rizgrim descends to this plane and goes on a pilgrimage together with other doomguides and followers of Kelemvor.
- As luck would have it, Kelemvorite priests from different cities have been spotted in Phlan just an hour ago. They are currently headed towards the Valhingen Graveyard.

CALL TO ACTION

Rokstasha wants the characters to find the remaining members of the Five-Leaf Clover. If they are still alive, convince them to go to Ragvala's funeral. If they are no longer here, find any information they can about what happened to them.

The djinni will owe them a favor if they accept this quest, which might prove useful to them in the future. He also offers membership to the Five-Leaf Clover if they complete his quest.

THE FIVE-LEAF CLOVER

A group of adventurers from around 800 years ago. The members of this group are rumored to be powerful beings disguised as normal humanoids. They love the thrill of adventure and overcoming quests within the limits of their humanoid forms. A member can usually be identified by their black tattoo of a five-leaf clover at the back of their right hand.

Founding Members: Ragvala the Coinmaker, Rokstasha the Death Bard, Rizgrim the Archpriest of Kelemvor, Rem the Hero of the North, and Rudi the Polluted.

PART 2. KELEMVOR'S FAITHFUL

ESTIMATED DURATION: 1 HOUR 0 MINUTES

VALHINGEN GRAVEYARD

Parts of the Valhingen Graveyard are still under construction after the attack of the Maimed Virulence, an adult green dragon also known as Vorgansharax (See season 1 DDEX adventures and Season 4 epic, *DDEPo4 Reclamation of Phlan* to know more).

Gardens are being remade. Temples, mausoleums, and even tombstones are being fixed or replaced by Phlan citizens and clerics of Kelemvor that can easily be identified wearing simple, rough-spun grey robes.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Sitting on the northern side of the Stojanow River, outside the city walls, the graveyard is almost one-eighth the size of the city of Phlan itself. Beds of shrubs and newly planted flowers are well-tended here. Stone rubbles and sawed off fallen trees are neatly stacked in different areas.

The Valhingen Graveyard right now is far from being a city of the dead. It is too busy with people, especially today, due to the hundreds of Kelemvorite visitors that have come here as part of their annual pilgrimage. They are now preparing themselves to help the local priests rebuild some of the temples and mausoleums.

Weather and Lighting. Daylight is present throughout the graveyard even if the sky is cloudy at the moment.

Smells and Sounds. Hammers against nails, wood being cut, and priests providing gentle instructions to other workers on what needs to be done for today. With a feint breeze, people can easily smell the flowers that have occupied most of the nearby garden.

STORY OBJECTIVE A

The characters arrive in front of the main gate of the Valhingen Graveyard from the floating mansion through the use of Rokstasha's descending, spiral staircase made out of pure cloudstuff.

The only clue the characters have is that the solar Rizgrim is still alive and that she may be part of the Kelemvorites who are here right now as part of their pilgrimage, disguised as an awkward goliath priest. The Kelemvorites are currently in the Valhingen Graveyard to meet with the local priests and help out on the reconstruction of the place.

The truth is, Rizgrim is here and she is actually the one leading the pilgrimage as an archpriest of Kelemvor. To meet her, the characters have to talk to the one in charge of Valhingen Graveyard, Ser Geran Kelt, a paladin and member of the Knights of the Eternal Order. The characters will be asked to go through a couple of tests before they can meet the archpriest Rizgrim. Once they pass the test, the characters must convince Rizgrim to attend the funeral of the ancient gold dragon Ragvala in the Quivering Forest. This is **Story Objective A**.

ALL ABOUT KELEMVOR

Some terms and names may not be familiar to the characters. If they make a **DC 11 Intelligence (History or Religion) ability check**, you can provide the following information:

Kelemvor. The god of death and the dead. Kelemvor believes that death is a natural part of life and living beings should not be afraid of it, they just have to understand its purpose. He was a human fighter named Kelemvor Lyonsbane before he ascended to godhood. His symbol is a skeletal arm holding up scales in balance.

Doomguide. A cleric or a paladin of Kelemvor. They serve the people of the land by helping them overcome their fear of death and their existence after knowing that everything has an end. They console and guide the dying, the dead, and those whom they have left behind. They also eliminate undead creatures who they see as an abomination and an insult to those who have left this world.

Most Solemn Order of the Silent Shroud. Tasked with keeping the church informed of undead activities and desecration of the dead and their resting site. Membership is not limited to clerics and paladins of Kelemvor only. Cemetery workers like gravediggers and embalmers can become a member of this group as well.

Knights of the Eternal Order. Paladins of Kelemvor dedicated in searching and destroying the undead.

AREA 1. NORTH GARDEN

The characters arrive at the northern part of the Valhingen Graveyard where a statue of Yovir Glandon, the previous caretaker of this place is being built. If they ask around who they can talk to or if they are trying to find Rizgrim, the characters are led to Ser Geran Kelt.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The north garden is a clear rectangular area around 180 ft. long and 90 ft. wide. Tended grass covers the ground and flowers like ajuga and sedum are planted all around its borders.

A statue of a man with a shaved head and a well-groomed beard in the middle of the north garden is being made right now. The statue is standing on a pedestal wearing normal priest robes that seem to appear grass-stained with twigs and leaves tangled on it. A bronze plaque in front of the pedestal reads:

*Doomguide Yovir Glandon
Most Solemn Order of the Silent Shroud*

Weather and Lighting. It is still cloudy but daylight is present within the area. Cold breeze can be felt every now and then.

Smells and Sounds. The smell of fresh flowers and grass. People can be heard talking near the statue of Yovir Glandon.

CREATURE INFORMATION

Ser Geran Kelt (NG, human **knight**) is surrounded by at least 30 Kelemvorites, all wearing grey robes and cowled cloaks with domino masks. Ser Geran's talkative behavior stands out from the taciturn demeanor of his colleagues. He is faithful to the teachings of Kelemvor, but whenever there is a chance, he goes to different taverns in Phlan, drinking madly and telling stories until he passes out. He is a tall and oafish man with wiry black hair. The thumb on his shield hand is missing, bitten off by an ogre, he proudly says to anyone who asks.

Objectives. Ser Geran Kelt is happily giving the visitors a tour of the Valhingen Graveyard, telling them stories about the benevolent acts of doomguide Yovir Glandon and the tragic event

where he got turned into a vampire by the mysterious mist during the reclamation of Phlan.

What Does He Know? Ser Geran and all the followers of Kelemvor in the Valhingen Graveyard know that the archpriest Rizgrim cannot be disturbed during the pilgrimage. They are simply to follow her wherever she goes and respond to whatever she says. They all believe that Rizgrim is blessed by Kelemvor, and they cannot risk having the words of a sinful mortal to taint the archpriest's mind.

If the characters insist that they need to talk to Rizgrim, Ser Geran will inform the characters that the only way they can speak to her is if they go through the **Test of Acceptance and Purification**.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Accepting the test of purification will make the characters fight Rizgrim who will personally relinquish any regret the characters have to those that they know who have passed away. If the characters attacked Sir Geran before the test, he will defend himself while the others call the Blackfist guards of Phlan.

Exploration. Ser Geran Kelt is happy to make the characters join his tour of the Valhingen Graveyard. It will take approximately 3 hours before the tour ends, with Ser Geran pointing at different mausoleums and statues, telling exciting tales about each one of them.

Social. Accepting the test of acceptance and purification will give the characters plenty of opportunity to flesh out their backgrounds and story. If the characters decide to interact with the Kelemvorites before the test, they can reveal any information in the **All About Kelemvor** section on page 9.

TEST OF ACCEPTANCE

The characters who accepted to take the tests are asked to stand in front of Ser Geran Kelt. For each character participating, a doomguide wearing grey robes with a domino mask attached to their face stands behind them. With open palms they touch each character's head, chanting a prayer repetitively to summon the powers of Kelemvor. Harmless blue flame bursts out from the doomguides' mask as they continue with their prayer. Ser Geran and the rest of the Kelemvorites join the chant shortly after.

The characters receive a vision from Kelemvor. Each participating character will live through the event leading to their death. While within their vision, it does not matter how long the time flows, it could only be for a minute, a month, a decade, or a millennium, it's up to the player creating the story to decide how long the death event lasts and at what point in that character's life it will happen. In the real world, only a minute has passed, but those who lived through their vision might feel like time has flowed differently.

Once the characters are free from their vision, have them roll a **DC 13 Wisdom saving throw** or gain one level of exhaustion.

Ask each participating character if they have accepted how their life would end and that it is but part of life. Those who accept their fate and their future as to how they will die, pass the test. Only those who passed the test of acceptance can proceed to the test of purification.

HOW THE VISION WORKS

- Have each participating player roll a d20 for the Creature, Activity, and Location columns in the Death Scenarios table.
- Have the players write down the results on a piece of paper and have them write their character's name on it as well.
- Each participating player will give their results to the person on their right. You can also have each player place the results in a container and have people randomly get one. You decide the method as to who gets which one, as long as a player does not get his own paper.
- Give each player 5 minutes to come up with a story as to how the character written on the piece of paper that they received will die. The player needs to incorporate the results on the Death Scenarios table.

Example: Results - Deity, Sleeping, Tower.

"You are now the Blackstaff of Waterdeep, living at the top of the Blackstaff tower. After 100 years, today is the day you completed a special summoning ritual. Asmodeus has finally escaped Hell, thanks to you. Because of your accomplishment, he rewards you with

a painless death, cutting off your head while you are asleep, before setting the whole world of Toril on fire."

- Let the players be creative and don't be shy to give inspiration to the person who can weave the best story.
- Lastly, give time to those who received a vision to roleplay as to how their characters would react after seeing and feeling how they died. Are they still sane? Do they throw up, or just laugh it off?

DEATH SCENARIOS TABLE

d20	Creature	Activity	Location
1	None	Adventuring	Bridge
2	Aberration	Creating	Castle
3	Beast	Crying	Cliff
4	Celestial	Destroying	Different Plane
5	Construct	Drinking	Dungeon
6	Demon	Fighting	Forest
7	Devil	Flirting	House
8	Dragon	Hunting	Island
9	Elemental	Laughing	Mountain
10	Fey	Meditating	Plains
11	Fiend	Performing	River
12	Giant	Playing	Road
13	Humanoid	Praying	Room
14	Monstrosity	Running	Sea
15	Ooze	Searching	Sky
16	Plant	Sleeping	Swamp
17	Shapechanger	Swimming	Tower
18	Undead	Talking	Void
19	Yugoloth	Writing	Volcano
20	Deity	You Decide	You Decide

TEST OF PURIFICATION

The kelemvorites present in the north garden starts to chant a different prayer. This one is being delivered slower and with a deeper tone. A few seconds later, harmless blue flame erupts on every Kelemvorite's domino mask. As soon as this happen, the whole garden turns to grey. Every other color has disappeared and the characters see through their eyes as if they have darkvision. Ser

Geran is about to take a step forward to start the test but suddenly from behind the characters, an 8-foot tall female goliath approaches, wearing thick layers of priestly vestments with a cowled cloak and a domino mask covered in harmless blue flame. The goliath stops 30 ft. in front the characters. A character who succeeds on a **DC 13 Wisdom (Perception) ability check** notices a black five-leaf clover tattoo at the back of the goliath's right hand. Sir Geran smiles and bows to the goliath before moving his attention back to the characters.

To pass the test of acceptance, Sir Geran tells the characters that they are required to defeat the goliath in combat while revealing everything they want to say to the people they know who are already dead. Should they start talking to Rizgrim about anything else; the goliath does not respond and will only talk to them once the test is over and only to those who succeed. Refer to **Appendix 3** for the map of the area.

HOW THE COMBAT WORKS

This is an opportunity for the characters to release any regret, say what they want to say, and accept what they really feel about the people who have left them behind because they have already passed away. The characters feel and have the urge to do this as long as they can hear the prayer chant of the Kelemvorites.

- Roll initiative like normal.
- The goliath is immune to all damage while the prayer chant is on-going.
- To damage the goliath, every turn, a character must first say out loud a message to anyone in their life who has already passed away. It can be a message of regret, joy, anger, let the players be creative. If the characters do not know what to do, Ser Geran Kelt yells out and gives them instructions on how to defeat the goliath.

Example: One might say *"I'm sorry mama, I've been a bad boy. I killed father but blamed it on my brother."*

- Doing the step above lets the character bypass the immunity and damage the goliath like normal.
- Players who roleplay their characters well and help increase the drama in this encounter can get advantage on their attacks and/or make Rizgrim

vulnerable to all types of damage during their turn. As a DM, you decide when it is appropriate to award these benefits.

PLAYERS MAY NOT AGREE

Players might be sensitive to this kind of scenario, especially since it is possible to roleplay a character's story based on personal experience. As a DM it is important to create a safe space for them during a game. If they are not comfortable in participating, as an alternative, players may roll a **DC 12 Charisma (Persuasion) ability check**. A success would let their characters bypass the immunity of the goliath during their turn.

The goliath is the archpriest of Kelemvor, Rizgrim. While in goliath form, she has the statistics of a **gladiator** with some changes (see her stat block).

ADJUSTING THE SCENE

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

- **Very Weak:** Rizgrim has 80 hp and no **Multiattack**.
- **Very Strong:** Rizgrim uses her **Brute** feature.

Defeating Rizgrim breaks her domino mask which dispels the *true polymorph* spell casted on her.

A 10-foot tall woman with long, silky, silvery-hair, pinkish lips, and eyes that seems to be gold in color appears in front of you. The woman is wearing a thin and simple grey dress that hugs her whole figure. Her skin is pale, but radiant. The woman, from your perspective, is perfect. At the back of her right hand is a black tattoo of a five-leaf clover.

Behind her is a pair of wings attached to her back. However, they are tattered and covered with thick, slimy, black ichor that slowly drips down to the ground. She looks at you with a downhearted expression on her face.

AREA 2. MAIN TEMPLE

With the characters passing the test of acceptance and purification, Ser Geran Kelt leads the characters and Rizgrim to the main temple in the Valhingen Graveyard so they can talk in private and to prevent non-Kelemvorites from panicking after seeing a 10-foot tall angel with wings covered in black ichor.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This stone temple is 30 ft. wide and 50 ft. long. Half of the temple roof is missing and is currently under construction. Two rows of long stone benches fill the center area. At the front is a life-size statue of a man, holding a balanced scale made out of bronze. On the walls, paintings depicting a female, silver-haired angel with white feathered wings guiding the dead to a crystal spire can be seen.

Weather and Lighting. Daylight passes through from the windows and the big hole in the roof.

Smells and Sounds. It is eerily quiet inside the temple. A freshly baked bread is placed at the foot of the statue as an offering. Its smell fills the temple.

CREATURE INFORMATION

Rizgrim (a **solar** of Kelemvor) is standing in front of the statue. She squirms a little bit every now and then, panicking while she is with the characters. She is a very shy person and soft-spoken. She is currently having a hard time figuring out how she should interact with the characters. She also feels insecure and doesn't want anyone seeing her wings.

Objectives. Rizgrim is a fallen angel. She failed to kill a wizard apprentice turned lich centuries ago and befriended it instead. She is trying to seek redemption by performing a pilgrimage every year. Visiting different temples of Kelemvor and taking care of the priests that she meets. She hopes that one day, Kelemvor will forgive her.

What Does She Know? Rizgrim awkwardly interacts with the characters, feeling shy and embarrassed at all times. Every time she speaks, those who can hear her voice must make a **DC 10 Wisdom saving throw** or become charmed and mesmerized. Feel free to make the players roll automatically every time Rizgrim says something. Any character who fails, feel like everything Rizgrim does, like her gestures, her facial expressions, her voice, is just too adorable and perfect. A character can choose to end the mesmerizing effect immediately anytime as long as Rizgrim is not within sight for at least an hour.

If told about Ragvala's death, she starts sobbing and feels guilty for not visiting him, not even once,

ever since the group went on their separate ways around 800 years ago.

- If asked if she can attend Ragvala's funeral, she says yes immediately. But soon after, she asks who else will be coming?
- If it is revealed that Rudi Rustypipe and Rem are not coming, or if the characters do not know where to find them, she hesitates before revealing that Rudi is still alive, somewhat.
- Rudi Rustypipe is now known as Rudi, the Polluted. A lich who lives in an obelisk tower with black smoke flowing out from the top. The tower is located within the Twilight Marsh. Rudi is the reason why she became a fallen angel. She made a promise a long time ago to someone that she will not harm Rudi no matter what. If the characters ask what happened, she is too embarrassed to tell, and would be best for Rudi to explain it instead.
- Rudi surely knows where Rem is. A character making a **DC 15 Wisdom (Insight) ability check** reveals that Rizgrim is hiding something. She is too shy and instead tells the characters that everything will make sense when they meet Rudi.
- Due to being a follower of Kelemvor, she cannot publicly join the characters in meeting Rudi who is now an undead. She provides directions on how to get to Rudi's tower and informs them that she will just meet them together with the remaining Five-Leaf Clover members at the Quivering Forest during the burial ceremony.

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Only Rizgrim, Ser Geran, and the characters are here inside the temple. Assaulting Rizgrim while she is in her solar form, will only result to the characters' death.

Exploration. Looking around the temple, A successful **DC 13 Wisdom (Perception) ability check** reveals a hidden phrase on one of the wall paintings "Death is but part of life: fear it not, evade it not, and view it not as evil."

Social. Rizgrim may be embarrassed and shy, but she will still talk to the characters who passed the test of acceptance and purification. Take note of Rizgrim's charm effect under the **What Does She Know** section.

PART 3. THE CHIMNEY

ESTIMATED DURATION: 0 HOUR 45 MINUTES

RUDI. THE POLLUTED'S OBELISK TOWER

Following the Phlan Path, crossing the Trank River, and searching through the Twilight Marsh, it will take half a day of walking before the characters can reach The Chimney.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The Chimney is an obsidian tower 60 ft. tall. It has four sides, each one being 30 ft. wide. Thick, black smoke pours out endlessly from the tip of the tower.

Surrounding The Chimney are wetlands with water grass, muddy bogs, and deep underwater holes. Each character who fails a **DC 10 Wisdom (Perception) ability check** falls into one of the underwater holes in the area. Those who failed must also make a **DC 10 Constitution saving throw** or gain one level of exhaustion, expending energy trying to swim and/or climb out of the hole.

Weather and Lighting. It is raining hard, making the temperature unusually cold within the Twilight Marsh. Each character must make a **DC 10 Constitution saving throw** or gain one level of exhaustion for being wet all the time while being exposed to the cold weather.

Fog is also common here. The light is as dim as an evening's twilight.

Smells and Sounds. The sound of rain mostly fills everyone's ears. Near The Chimney, the stench of decaying corpses is too much to bear. Each character must make a **DC 10 Constitution saving throw** or gain one level of exhaustion, due to difficulty in breathing.

BONUS OBJECTIVE A

If the characters are pursuing this objective, refer to **Appendix 1** before they attempt to enter The Chimney.

STORY OBJECTIVE B

Rudi is now a lich and part of Rem is also an undead creature. Once the characters enter The Chimney, they have to find them and convince them to attend

Ragvala's burial ceremony. Doing this completes **Story Objective B**.

AREA 1. TOWER ENTRANCE

The tower itself is just one rectangular structure standing up right.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Each side of the wall has a smooth, glasslike texture making it impossible to climb through mundane means. It has no windows or doors. To those who can somehow reach the top of the tower can see that it is engulfed in black smoke, and anyone who can see in darkness spot metal grills on where the roof should be. There is a lock attached to the grill that can be picked with a **DC 15 Dexterity ability check** using Thieves' Tools. A success on this check opens a path which will let the players advance to **Area 3**.

Security Questions. Touching any side of the tower reveals an interface on the surface of the wall. The interface appears on the part of the wall that was touched. It has six magic circles with runes and scripts written in halfling. These are anagrams that the characters need to solve in order to get inside the tower. The smaller magical circles can be touched and dragged in any direction on the surface of the wall. The characters need to drag each of the smaller circles and place them at the center of the correct larger circle.

If the players went through **Bonus Objective A** and got the clue from Icarus, can read halfling, or if they succeed on a **DC 18 Intelligence (Arcana) ability check**, give them the **Appendix 7** in color. Otherwise, provide the players with a black and white version of it. See **Appendix 8**.

Every time a small circle is dragged into the wrong, larger circle, everyone within 30 ft. of the tower must make a **DC 12 Constitution saving throw** or gain a level of exhaustion as their life force is drained by the tower itself.

Answering all of the security questions makes part of the wall fold in on itself and make a 10 ft. by 10 ft. entrance in front of the characters.

AREA 2. GROUND FLOOR

This is the place where the characters will encounter Rem's soul, Rem(i).

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Roughly 30 ft. wide and 30 ft. long with the ceiling 20 ft. off the ground. The walls are smooth and made out of obsidian with a set of staircase 5 ft. wide, leading up to the next floor.

Weather and Lighting. It is surprisingly warm inside. Bright light emanates from the green flame resting calmly on a large brazier, located at the center of the room.

Magical Wall Interface. On the right side of the entrance, 2 ft. off the ground, a glowing magical circle, almost as big as a halfling hand, can be seen on the surface of the obsidian wall. If one of the characters places their hand on the circle, they hear a female, modulated voice. It speaks and says:

WELCOME TO THE CHIMNEY.
I am Rem(i), the head guardian of this tower.
You are the latest visitor of The Chimney since Uktar 25th, 1185 DR. You are visitor number 4.
Please state your name and the name of your companions for logging purposes."

Once the characters have given their names, Rem(i) asks them:

"Please select your destination."

There are only two destinations the characters can go to from here. **The Smoking Area (Area 3)** where Rudi and Rem(u) can be found and **The Library (Bonus Objective B)** where they can learn more about what happened to Rem, the Hero of the North. If the characters ask where they can find Rudi, she gives them instructions to go up the stairs, to the smoking area in the 2nd floor. The library will only be mentioned by Rem(i) if the characters ask her if

she is actually one of the members of the Five-Leaf Clover.

If the characters ask where else they can go, if there are other rooms available, or asks about any information that is not available in this module, Rem(i) responds by saying that the information they are trying to access is restricted.

Should the characters inform Rem(i) that Ragvala passed away, there is a long, silent pause from Rem(i) before informing them to meet Rudi at the smoking area in **Area 3**. A character who makes a successful **DC 15 Wisdom (Perception) ability check** can barely hear a woman's voice crying, as if the whole tower itself is mourning.

REM(I) VS REM(U)

Before Rem died, Rudi found a way to trap most of her soul so she can still be with him here in the material world. Rem's soul has been connected to The Chimney and acts as its chief guardian. It has access to all its rooms, security, traps, and records. Essentially Rem is now the soul of Rudi's magical tower. Rem's soul decided to call herself Rem(i) to not confuse it with her undead self.

Rem's deceased body on the other hand, has been animated by Rudi and transformed into a powerful death knight together with what's left of her soul. This version of Rem is always beside Rudi but lacks any memories and emotion except for her strong feelings towards him. Her undead body is addressed by Rudi as Rem(u).

AREA 3. SMOKING AREA

Meeting Rudi and Rem's undead body, Rem(u), the characters now need to convince them of going to Ragvala's funeral ceremony.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Going up the stairs from the ground floor leads to another room of the same size, only this time, the ceiling is 40 ft. high and covered in thick smoke. As the characters climb the stairs, they see a huge shadow of a figure who seems to be burning. Upon getting closer to the smoking area, the shadow becomes smaller and smaller until they see a halfling lich engulfed by smoke. See **Appendix 4** for the map of the area.

SETTING THE MOOD

Feel free to describe Rudi's shadow as something the players will be afraid of while they climb the stairs. Have them expect that they are about to fight something massive and threatening on the last part of the module, only to surprise them and generate a comedic relief when they finally see Rudi, as a cute, little halfling lich.

Weather and Lighting. Another large brazier holding green flame rests at the center of the room, shedding bright light.

Smells and Sounds. The smell of burnt tobacco and cigars. A small humanoid creature can be heard laughing like a maniac.

CREATURE INFORMATION

A 3 ft. tall **lich** wearing pristine dark green and black robes. Rudi's body is mostly skeleton but still has a bit of leftover orange beard and a few strands of hair on his forehead. He wears magical rings on each finger and a big gold chain necklace with a large rotating disc pendant. Magical runes and scripts are tattooed on his skull, and his teeth are covered in shiny, glittering gems. Rudi is currently smoking his pipe, but instead of exhaling the smoke through his mouth, the smoke exits throughout his whole body, making him heavily obscured for a few seconds.

Beside him is Rem(u), a **death knight** who is just standing still, wearing ice-themed plate armor and shield with a sheeted longsword attached to the side of her waist. Everything she is wearing seems magical in nature and getting close to her feels cold and chilly. She also wears a full cover helm, with long strands of blue hair flowing down from behind. At the front of the helm, red eyes glow behind the visor and a successful **DC 15 Wisdom (Perception) ability check** reveals rotting flesh surrounding it.

Objectives. Rudi is currently telling Rem(u) jokes while smoking his pipe. He wants to make Rem(u) laugh but instead, he can't help but laugh at his own jokes while Rem(u) remains silent and still.

When the characters arrive, before they can speak, Rudi immediately treats them as intruders by having 2 **shadow mastiffs** and 1 **shadow mastiff alpha** materialize in front of them and attack immediately. Once the misunderstanding and combat is over, and the characters are still alive, he

invites them to relax and hands those who wants to join him a smoking pipe. Rudi is willing to listen to what they have to say. Once he hears the news about Ragvala's death, he nods to the characters, agreeing to go to the funeral ceremony and bringing Rem(u) with him.

What Does he Know? Rudi has been isolated in his tower for at least 400 years and does not know about Ragvala's death. Rudi is very grateful to Ragvala. If not because of him, there will be no Five-Leaf Clover and he wouldn't become a powerful spellcaster as he is now.

He also knows, same as every other member of the Five-Leaf Clover, that Ragvala wanted to change the groups' goal from adventuring, into protecting the realm. The world has given them so much joy through their adventures, but at the same time, it opened their eyes to the truth that there are malevolent forces, some powerful beyond measure, that are plotting and waiting for the right opportunity to destroy everything. Ragvala was about to implement this change 800 years ago, however he and Rokstasha had another stupid fight which is the straw that broke the camel's back. At the end of it, everyone went on their separate ways and the Five-Leaf Clover was no more.

TREASURES

The smoking pipe that Rudi gives out is actually a *Pipe of Smoke Monsters*.

ADJUSTING THE SCENE

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

- **Very Weak:** Remove the **shadow mastiff alpha**.
 - **Very Strong:** Change all the **shadow mastiffs** to **shadow mastiff alpha** and the green flame in the brazier sheds dim light instead.
-

PLAYING THE PILLARS

Here are some suggestions for this encounter:

Combat. Attacking Rudi and/or Rem(u) is not recommended. As a DM, you can warn your players if they really want to attack them. If they are foolish enough to do so, Rudi casts *meteor swarm* on the characters if they attack Rem(u). Rem(u) on the other hand uses **Hellfire Orb** as an action if Rudi is attacked. They show no mercy on the characters.

Exploration. On the north end side of the wall, 2 feet from the ground, there is a small magical circle that the characters can access and touch, which will activate Rem(i). Rem(i) can convince Rudi that the characters are not here to fight and end combat immediately.

Social. Seeing that Rudi is having a hard time making Rem(u) laugh, a character who offers to tell a joke during combat may roll a **DC 20 Wisdom(Performance) ability check** as an action during their turn. If a player delivers a joke and one person in the table laughs, give advantage and +5 to the roll. If everyone laughs, including you, the DM, give +10 to the roll instead. If Successful, they hear a noise that resembles a short burst of chuckle coming from inside Rem(u)'s helm. The combat ends and Rudi treat the characters as friends.

MAGICAL WHAAATTTT?

Rudi and Rem(u) are packed with magic items. Almost everything that they are wearing are magical in nature. Since this is a Tier 1 (Levels 1-4) adventure, the magic items that they are wearing are not specified and will instead be revealed in future, higher tier adventures. As a DM, you are still free to give hints that they are wearing magic items, like the gems and grills on Rudi's teeth may actually be a modified Helm of Brilliance, etc.

CONCLUSION

On the day of the of the burial ceremony, Rokstasha has taken the body of Ragvala to a peaceful area within the Quivering Forest.

At dawn, next to a big pond, the body of the golden dragon Ragvala is about to be buried. Healthy plants and trees that bear different kinds of fruits and berries surrounds the area. Animals and other peaceful creatures are present, most of them with their head down, and showing signs of mourning.

Rokstasha prepares his magic to lower the dragon's body to a hole in the earth that he created.

From the west, a halfling like creature, covered in smoke, approaches. Next to him is a humanoid wearing

blue armor. In silence, they just stand still next to Ragvala's body.

From above, a large angel in a grey dress, with wings covered in black ichor lands right beside Rokstasha. She gives Rudi a quick glance of anger, jealousy, and disappointment, but quickly shrugs off her emotions for him and focuses on Ragvala instead.

A few moments later, the angel Rizgrim takes a step forward and closes her eyes, "May you be guided to the true path of happiness in the afterlife. I am sorry that I cannot guide you myself. We are all grateful for what you have done for us and we ask for forgiveness, letting hate conquer our friendship. If the others agree, then I guess it is time for the Five-Leaf Clover to once again be active in this material plane. Not to adventure, but to protect the place that gave you and us genuine happiness. Perhaps now, with the help of some new recruits. In your honor, we can protect the world of Toril."

Each other member of the Five-Leaf Clover nods in agreement. Slowly they raise their right hand, turning it into a fist to reveal their black-clover tattoo. As some of them start to shed tears, green-flame erupts from their hands and the earth closes in on Ragvala's body. Layers of magical protections are placed around it by all of the members and after that, Ragvala, rests in peace.

Shortly after Ragvala has been buried, Rizgrim turns around in a panic, she senses something evil is spreading within the Quivering Forest! (To be continued in CCC-GSP01-03 *Tainted Love*)

If the characters attended the burial ceremony or befriended one of the members of the Five-Leaf Clover, they can gain the story awards, **Five-Leaf Clover Initiate** and/or **Doomguide of Kelemvor**.

REWARDS

The characters receive rewards based upon their accomplishments. Aside from advancement, these rewards are earned during the session.

PLAYER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind those that express an interest in this that they have a limit to how much gold they can earn per level; 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 Reward	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

STORY AWARDS

The characters unlock the following story award for completing the adventure:

Five-Leaf Clover Initiate. A senior member of the Five-Leaf Clover has taken a liking of you and made you a junior member of their adventuring group. A magical tattoo of a five-leaf clover has been permanently placed at the back of your right hand. When you put your will to it, harmless green flame erupts from the tattoo and engulfs your hand. The flame can provide dim light within 5 feet of you.

Doomguide of Kelemvor. At the end of the adventure, you have been asked by Rizgrim, an archpriest of Kelemvor if you wish to become a priest for the lord of the dead and probably join her on next year's pilgrimage. Should you agree, Rizgrim will perform a small baptism ceremony for you at the Valhingen Graveyard. you are now an official priest of Kelemvor, also known as a Doomguide. You have received a set of smoky grey priestly vestments with the symbol of Kelemvor and a cowled cloak with a white domino mask that emanates harmless blue flame whenever you wear it. You also gain the following ideal, "Death is but part of life: fear it not, evade it not, and view it not as evil."

More information can be found in **Appendix 10**.

MAGIC ITEMS

If found during the adventure, the characters can keep the following magic items; these items are described in **Appendix 9**.

- *Pipe of Smoke Monsters*

DUNGEON MASTER REWARDS

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

DRAMATIS PERSONAE

The following NPCs and locations feature prominently in this adventure.

Rokstasha (ROKS-ta-SHA). A blue skinned djinni who loves to hear and sing songs about tragic stories.

- **Personality.** An intelligent creature who is always cautious.
- **Ideal.** You only deserve it if you work hard for it.
- **Bond.** He sees Ragvala like a true brother.
- **Flaw.** He expresses his love by teasing them.

Ser Geran Kelt (JARE-uhn KELT). A devoted follower of Kelemvor and member of the Eternal Order of Renown.

- **Personality.** He likes to drink, talk about his life events, and drink some more.
- **Ideal.** "Dying, I am prepared. Living? That's another story."
- **Bond.** He is loyal to the Eternal Order of Renown.
- **Flaw.** He thinks everyone should listen to his stories.

Rizgrim (RIZ-grim). Kelemvor's solar who is now a fallen for failing to kill an undead due to a promise.

- **Personality.** Very shy person and soft-spoken.
- **Ideal.** "I must do everything else that I can to receive Kelemvor's love again."
- **Bond.** Rizgrim is in love with Rem. She was her guardian angel.
- **Flaw.** She always doubt if her ideas and opinions matter in a conversation.

Rudi (RU-di). One of the most powerful lich that exists in the whole multiverse. Also known as the Polluted, since his whole body excretes smoke, due to too much smoking.

- **Personality.** Upbeat and a sensible guy for a lich.
- **Ideal.** "I have discovered a lot of things the world is not prepared for, and thus, will remain hidden here in my tower."
- **Bond.** "I must find a way to fully resurrect Rem and be with her forever."
- **Flaw.** He has amassed a few centuries' worth of exotic dried leaves and other items that he promised to smoke.

Rem(u) (RE-mu). The undead body of Rem that Rudi animated. She always prefers to be next to Rudi at all times. She is always silent even though she has the ability to think on her own and speak.

- **Personality.** Must protect Rudi.
- **Ideal.** "I cannot protect Rudi if I am not next to him."
- **Bond.** "Rudi will bring me back to life. I am sure of it. He made a promise."
- **Flaw.** She lacks emotions except her obsession to protect Rudi due to missing most of her soul.

Icarus (I-KA-rus). A necromancer and a member of the Greasy Snitches.

- **Personality.** "I've read every book in the library and I like to boast about it regularly."
- **Ideal.** Nothing should fetter the infinite possibility inherent in all existence.
- **Bond.** "I sold my soul for knowledge. I hope to do great things to get it back."
- **Flaw.** "I speak without thinking, invariably insulting others."

Lemon Ash (LE-mon ASH). The head librarian and one of the 12 guardians of The Chimney.

- **Personality.** "I must know everything!"
- **Ideal.** "Share all my knowledge to master Rudi."
- **Bond.** Loyal only to Rudi, the Polluted.
- **Flaw.** Easy to trust others as long as they have new information to share.

Valhingen Graveyard. Home of a small contingent of Kelemvor's faithful.

- **Personality.** The graveyard is one of the most peaceful place in Phlan.
- **Ideal.** The graveyard provides a quiet resting place for those who have passed away.
- **Bond.** The Followers of Kelemvor are the caretakers of this place.
- **Flaw.** Mysterious figures looms deep within the crypts of the Valhingen Graveyard.

The Chimney. A Black obelisk tower with unknown number of levels underground. Owned by Rudi and operated by Rem(i), the soul of Rem that has been integrated to the tower itself and has the ability to control everything inside.

- **Personality.** Helpful, and accommodating. As long as you have the right security access, Rem(i) will help you as much as she can.
- **Ideal.** To store all of Rudi's discoveries and his massive hoard of things to smoke.
- **Bond.** Rem(i) is the head guardian of the tower. Other guardians live here as well.
- **Flaw.** The tower looks like a literal black chimney from outside.

CREATURE STATISTICS

KNIGHT (SER GERAN KELT)

Medium humanoid (Human), neutral good

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The knight makes two melee attacks.

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

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

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

GLADIATOR (GOLIATH RIZGRIM)

Medium humanoid (Goliath), chaotic good

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throw Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacked and be wielding a melee weapon.

GOLIATH RIZGRIM

While in goliath form, Rizgrim has the stats of a gladiator with the following changes:

- Rizgrim is not carrying a shield. (AC 14)
- She can speak all languages instead of just Common.
- She does not use her **Brute** feature.
- Instead of a spear, she uses a mundane glaive that looks like an oversized but weightless blue scythe:

Blue Scythe. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 9 (1d10+4) slashing damage.

SOLAR (RIZGRIM, THE FALLEN)

Large celestial, chaotic good

Armor Class 21 (natural armor)

Hit Points 243 (18d10 + 144)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	30 (+10)

Saving Throws Int +14, Wis +14, Cha +17

Skills Perception +14

Damage Resistances radiant, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Senses truesight 120 ft., passive Perception 24

Languages Common, Sylvan

Challenge 21 (33,000 XP)

Angelic Weapons. The solar's weapon attacks are magical. When Rizgrim hits with any weapon, the weapon deals an extra 6d8 radiant damage (included in the attack).

Divine Awareness. The solar knows if it hears a lie.

Innate Spellcasting. The solar's spell casting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*, *invisibility* (self only)

3/day each: *blade barrier*, *dispel evil and good*, *resurrection*

1/day each: *commune*, *control weather*

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

ACTIONS

Multiattack. The solar makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) radiant damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 120/600 ft., one target. *Hit:* 15 (2d8+6) piercing damage plus 27 (6d8) radiant damage. If the target is a creature that has 100 hit points of fewer, it must succeed on a DC 15 Constitution saving throw or die.

Flying Sword. The solar releases its greatsword to hover magically in an unoccupied space within 5 feet of it. If the solar can see the sword, the solar can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the solar's hands. If the hovering sword is targeted by any effect, the solar is considered to be holding it. The hovering sword falls if the solar dies.

Healing Touch (4/Day). The solar touches another creature. The target magically regains 40 (8d8 + 4) hit points and is freed from any curse, disease, poison, blindness, or deafness.

LEGENDARY ACTIONS

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

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

Searing Burst (Costs 2 Actions). The solar emits magical, divine energy. Each creature of its choice in a 10-foot radius must make a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Blinding Gaze (Costs 3 Actions). The solar targets one creature it can see within 30 feet of it. If the target can see it, the target must succeed on a DC 15 Constitution saving throw or be blinded until magic such as the lesser restoration spell removes the blindness.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +3

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Shadow Blend. If the flameskull is destroyed, it regains all of its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile, shield*

2nd level (2 slots): *blur, flaming sphere*

3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

NECROMANCER (ICARUS)

Medium humanoid (High Elf), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages Common, Elvish, Draconic, Abyssal

Challenge 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrip (at will): *chill touch, dancing lights, mage hand, mending*

1st level (4 slots): *false life, *mage armor, ray of sickness**

2nd level (3 slots): *blindness/deafness, *ray of enfeeblement, *web*

3rd level (3 slots): *animate dead, *bestow curse, *vampiric touch**

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

5th level (2 slots): *Bigby's hand, cloudkill*

6th level (1 slot): *circle of death**

*Necromancer spell of 1st level or higher

Grim Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, Icarus regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) necrotic damage.

AMNIZU (LEMON ASH)

Medium fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 202 (27d8 + 81)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	20 (+5)	12 (+1)	18 (+4)

Saving Throws Dex +7, Con +9, Wis +7, Cha +10

Skills Perception +7

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

Damage Immunities fire, poison

Senses darkvision 120 ft., passive Perception 17

Languages Common, Infernal, telepathy 1,000 ft.

Challenge 18 (20,000 XP)

Devil's Sight. Magical darkness doesn't impede the amnizu's darkvision.

Innate Spellcasting. The amnizu's spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The amnizu can innately cast the following spells, requiring no material components:

At will: *charm person*, *command*

3/day each: *dominate person*, *fireball*

1/day each: *dominate monster*, *feeblemind*

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

ACTIONS

Multiattack. The amnizu uses Poison Mind. It also makes two attacks: one with its whip and one with its Disruptive Touch.

Taskmaster Whip. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 33 (6d10) force damage.

Disruptive Touch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 44 (8d10) necrotic damage.

Poison Mind. The amnizu targets one or two creatures that it can see within 60 ft. of it. Each target must succeed on a DC 19 Wisdom saving throw or take 26 (4d12) necrotic damage and be blinded until the start of the amnizu's next turn.

Forgetfulness (recharge 6). The amnizu targets one creature it can see within 60 feet of it. That creature must succeed on a DC 18 Intelligence saving throw or become stunned for 1 minute. A stunned creature repeats the saving throw at the end of each of its turns, ending the effects on itself on a success. If the target is stunned for the full minute, it forgets everything it sensed, experienced, and learned during the last 5 hours.

REACTIONS

Instinctive Charm. When a creature within 60 feet of the amnizu makes an attack roll against it, and another creature is within the attack's range, the attacker must make a DC 19 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including the amnizu or itself. If multiple creatures are closest, the attacker chooses which one to target. If the saving throw is successful, the attacked is immune to the amnizu's Instinctive Charm for 24 hours.

SHADOW MASTIFF

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 13

Languages --

Challenge 2 (450 XP)

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

SHADOW MASTIFF ALPHA

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 54 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 13

Languages --

Challenge 2 (450 XP)

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects.

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it or until the shadow mastiff attacks, is in bright light, or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Terrifying Howl. The shadow mastiff howls. Any beast or humanoid within 300 feet of the mastiff and able to hear its howl must succeed on a DC 11 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any shadow mastiff's Terrifying Howl for the next 24 hours.

LICH (RUDI, THE POLLUTED)

Medium undead, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

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

Skills Arcana +19, History +12, Insight +9, Perception +14

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common, Halfling, Abyssal, Celestial, Draconic, Primordial

Challenge 22 (41,000 XP)

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

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

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

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

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

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

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

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

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

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

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

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

9th level (1 slot): *meteor swarm*

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

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 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.

LEGENDARY ACTIONS

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

Cantrip. Rudi casts a cantrip.

Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Rudi's gaze for the next 24 hours.

Disrupt Life (Costs 3 Actions). Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

LAIR ACTIONS

On initiative 20 (losing initiative ties), the lich can take a lair action to cause one of the following magical effects; the lich can't use the same effect two rounds in a row:

- The lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens
- The lich targets one creature it can see within 30 feet of it. A Crackling cord of negative energy tethers the lich to the target. Whenever the lich takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, the lich takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until the lich or the target is no longer in his lair.
- The lich calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that Rudi can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save, or half as much damage on a success. The apparitions then disappear.

RUDI, THE POLLUTED

Rudi's size is Small instead of Medium.

DEATH KNIGHT (REM(U))

Medium undead (Human), chaotic evil

Armor Class 20 (plate armor, shield)

Hit Points 202 (27d8 + 81)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Condition Immunities exhaustion, frightened, poison

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death knight is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave (necrotic)*

Undead Nature. The death knight doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The death knight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

APPENDIX 1. A GREEDY SNITCH

ESTIMATED DURATION: 1 HOUR 0 MINUTES

TWILIGHT MARSH

As soon as the characters see The Chimney, they see a high elf in black robes holding up a parasol and standing on a big slab of rock, trying her best not to get wet from the rain.

BONUS OBJECTIVE A

Killing a flameskull that is not green and bringing its shattered fragments to Icarus before it forms itself back is **Bonus Objective A**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The land is muddy and covered with ankle-deep water due to the rain.

Weather and Lighting. Daylight is still present even while the rain clouds fill the sky.

Smell and Sounds. Thousands of rain drops hitting the trees, plants, and everything on the ground. The smell of rotting flesh that has been exposed to water for a long time.

CREATURE INFORMATION

Wearing black mage robes, the high elf Icarus, former member of House Caelthelonien (a **necromancer**) is holding up a parasol of the same color as her robes with a white emblem printed on it: crossed swords with a polyhedron-shape-like icon above. With long ebony hair and sharp blue eyes that seems to be focused on the three **flameskulls** floating around near The Chimney. The flameskulls all have different colors (blue, red, and green) and are also covered in gems to make them look like a demilich.

Objectives. Icarus is a member of the Greasy Snitches and they've been tasked to do fireworks in Phlan for a celebration. Icarus wants to one up the other members of her group and is now here to steal one of the flameskulls from Rudi, and use it as some sort of makeshift fireworks since it can cast fireball at a certain period of time after it gets hit, like a timer. The fact that it turns itself back to its original form when it dies, means she can use it on multiple occasions once she is able to get control of it.

When she notices the characters, in a deceiving cheeky attitude and sweet voice, she calls them over:

"Hiiiiiiiiiii. Like oh my god this rain. You seem to be wearing cheap clothes and you don't care if you get wet. Are you adventurers? If you are, perhaps I can trade you some information on how to get inside that black smoking tower if you help me catch that green floating skull. Pleaseeeee? I don't want my robes to get wet."

Anyone who rolls a **DC 13 Wisdom (Insight)** **ability check** knows that she can probably kill all of the flameskulls in a heartbeat but there's just something charming about her that makes you want to do what she says, even if she's rude. You get the urge to protect her, serve, and make a whole cult for her. Plus, it's really a shame if her new robes get dirty.

The flameskulls on the other hand are there to scare off anyone who approaches The Chimney. Each flameskull is 40 ft. away from each other and will hold action then cast fireball, centered on itself, at the end of the **third round** once combat starts. Each one will not attack anyone **UNLESS** they get hit first.

What Does She Know? Icarus teaches the characters what they have to read once they touch the walls of the tower. Give the players the colored version of **Appendix 6** once they reach **Area 1** of **Part 3**. She casts *dimension door* on herself right after she gives the information and yells out:

"Byeeeeee witches!" The "w" in the witches didn't sound like a "w" when she said it though.

UHHHH, WRONG SKULL!

Icarus will tell the characters when the flameskull will cast fireball and that they wouldn't attack unless they get hit first. Right after the first round however, Icarus realizes that the people of Phlan is traumatized with the color green. She quickly yells at the characters that they should get her the Blue or Red one instead of the green skull. Good luck!

WHO ARE THE GREASY SNITCHES?

One of the adventuring groups who became pseudo-famous after reclaiming the ancient town of Phlan from an evil dragon overlord named Vorgansharax. It is said that the group has stopped taking on quests by themselves: they have taken the back seat and uses their connections within different factions to recruit other adventurers and do their work. They earn coin without risking their lives.

APPENDIX 2. ANCIENT HISTORY

ESTIMATED DURATION: 1 HOUR 0 MINUTES

THE LIBRARY

Entering the door that magically appears on the ground floor of The Chimney, the characters can enter the library, guarded by its head librarian, Lemon Ash.

BONUS OBJECTIVE B

Getting all the information from Lemon Ash regarding Rem's past and having it in scrolls is **Bonus Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. A 30 ft. by 30 ft. room with shiny wooden floor and furniture. Illusions of large open cabinets and books in light blue hue hugs the walls of this room. A large 5 ft. by 10 ft. nara table is placed at the center with a high-back chair made from the same wood behind it.

Lighting. The illusions provide bright light in the room.

Smell and Sounds. Smell of wood and a hint of lemon are present in this room. The only noise that can be heard is whatever the characters make.

CREATURE INFORMATION

Wearing pristine white robes with black outline, this yellow-green skinned **amnizu** devil named Lemon Ash is sitting behind the large table when the characters arrive. She is thrilled to having visitors.

Objectives. Lemon Ash is excited to learn what's new outside The Chimney. Any information that the characters can give her about current events or book recommendation is highly appreciated.

What Does She Know? If asked how she got her name, she proudly tells them that as part of the 12 head guardians of The Chimney, her master Rudi, graciously gave her the name Lemon Ash. A combination of flavors that Rudi loves. If asked about the history of Rem, Lemon Ash is willing to provide the information but she is only willing to tell it to one person.

CREATURE INFORMATION

Lemon Ash provides the information about Rem to the character who volunteered through telepathy. Right after providing the information, Lemon Ash casts *feeblemind* on the volunteer. If the player who volunteered did a good job converting real-life current events or recommend real-life books into something that fits the campaign setting, give that character an advantage on the save. If the character has the sage background or something similar, it has +5 on the save.

If the volunteer fails the save on *feeblemind*, Lemon Ash immediately performs *Forgetfulness* as an action which the character will most probably fail for the full duration, forgetting everything that Lemon Ash said about Rem, and everything else that happened for the last 5 hours. Lemon Ash is not willing to provide any information anymore after this and the bonus objective is considered a failure.

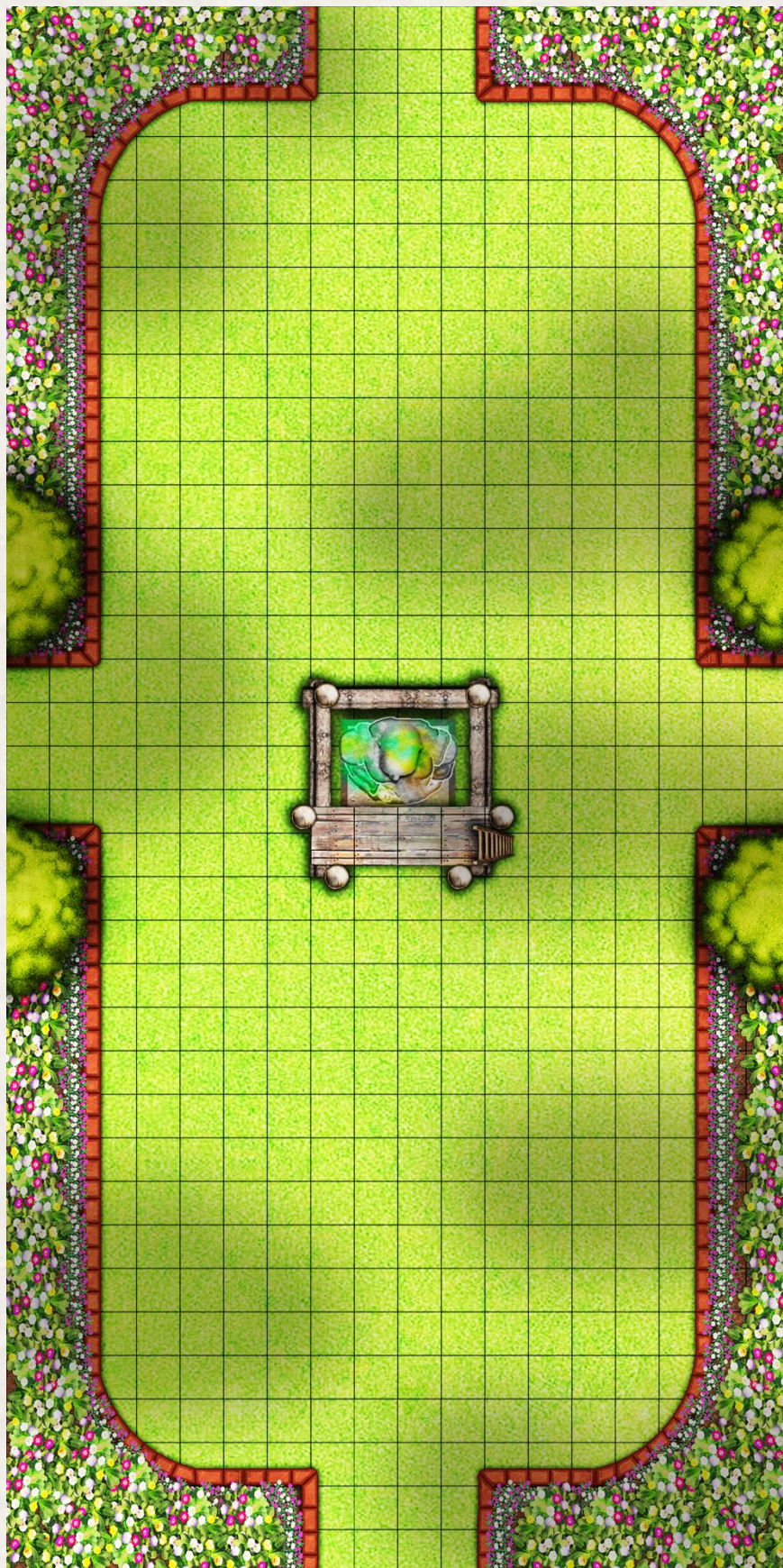
If the volunteer succeeds on the save from Lemon Ash's *feeblemind*, they get the chance to write all the information down on scrolls.

The volunteer learns and writes the following:

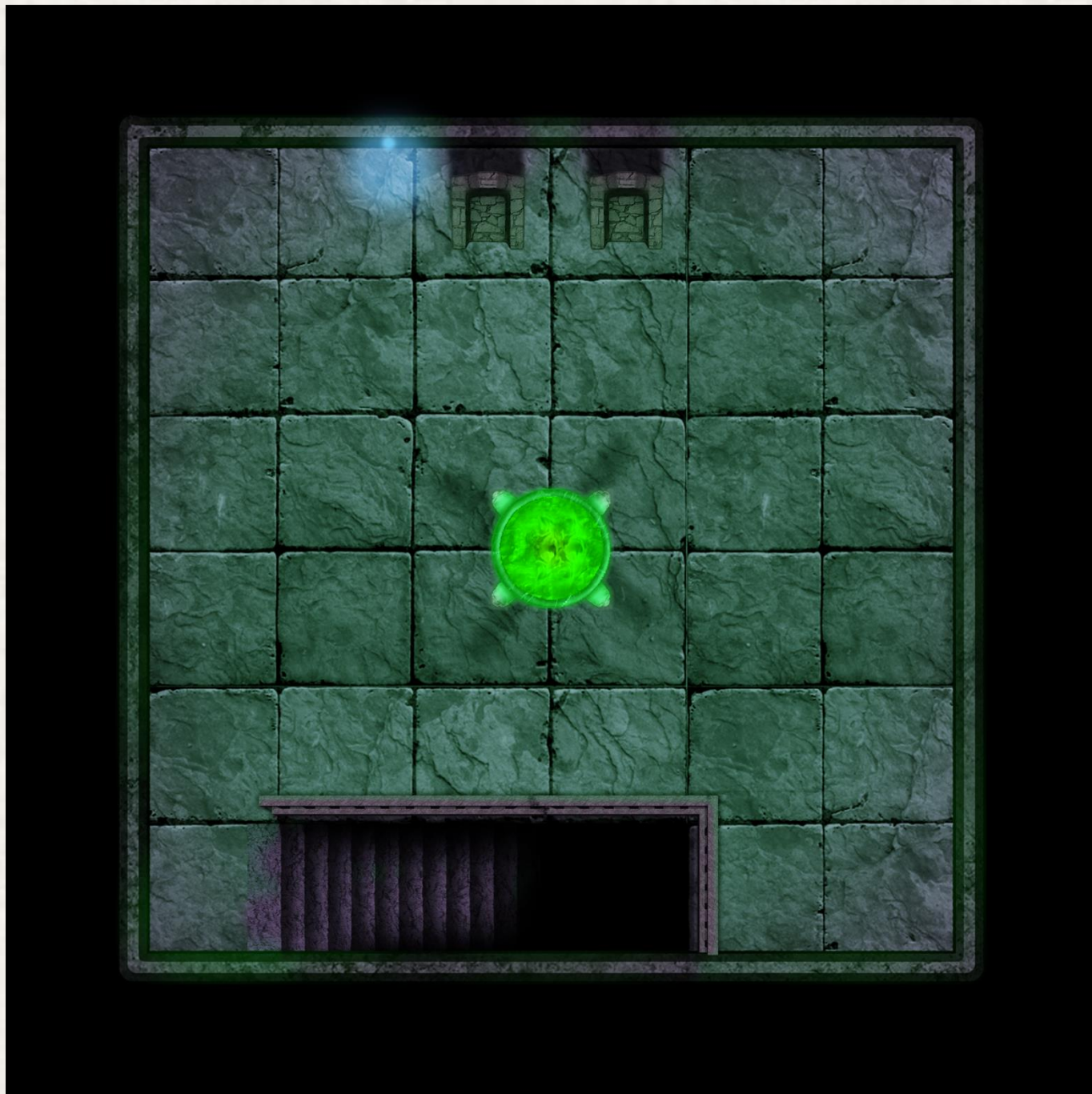
- Rem was a human villager turned knight around 800 years ago when monstrosities plague the north.
- She was described as having light blue hair and perfect blue eyes. She wielded spells and weapons that possess powerful ice magic.
- Unable to die, even when the odds are against her during her fight with the monstrosities, it is said that she had a guardian angel, one named Rizgrim, who is in love with her.
- One of the most powerful monstrosities, a flying whale-like creature, was said to have travelled to the Moonsea in which Rem followed.
- There she met the rest of the Five-Leaf Clover and became a member together with Rizgrim.
- The Five-Leaf Clover found the monstrosity near Mulmaster. Unable to defeat it and using most of Rem's magic, she trapped the creature in what is now known as the Glacier of the White Worm.

- Rem stayed with the Five-Leaf Clover for more adventures and fell deeply in love with a halfling spellcaster named Rudi.
- Rem knew how much Rizgrim hated Rudi, especially after he started practicing necromancy.
- On her death bed, Rem made a selfish act and wished for Rizgrim to not harm Rudi, no matter what, in which the solar painfully accepted.

APPENDIX 3. NORTH GARDEN AREA MAP



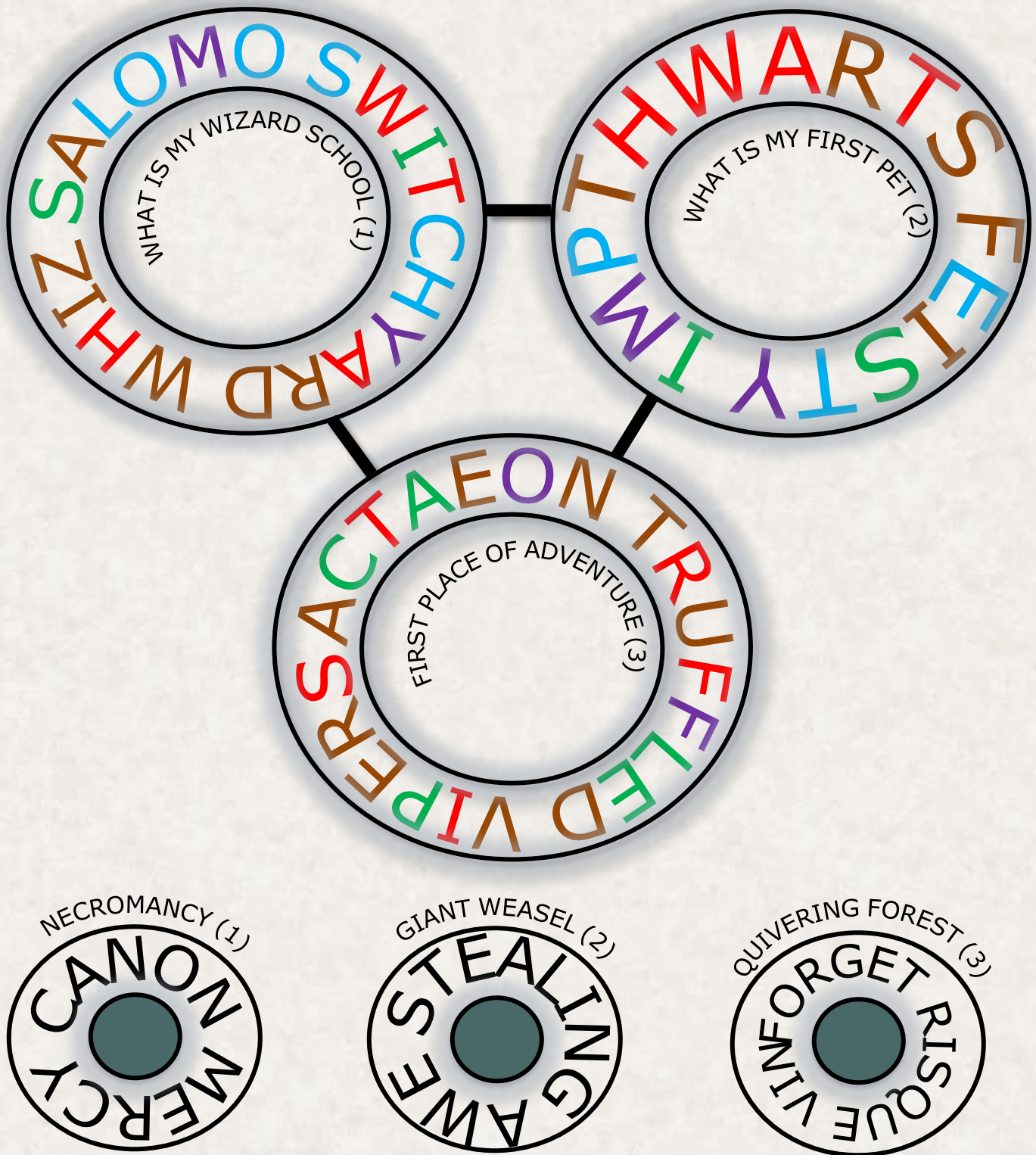
APPENDIX 4. THE SMOKING AREA MAP



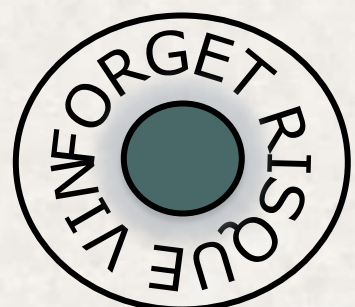
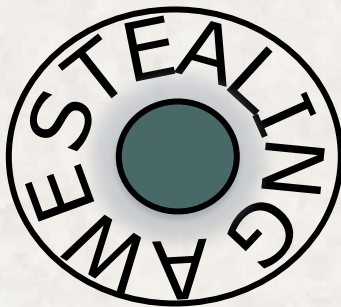
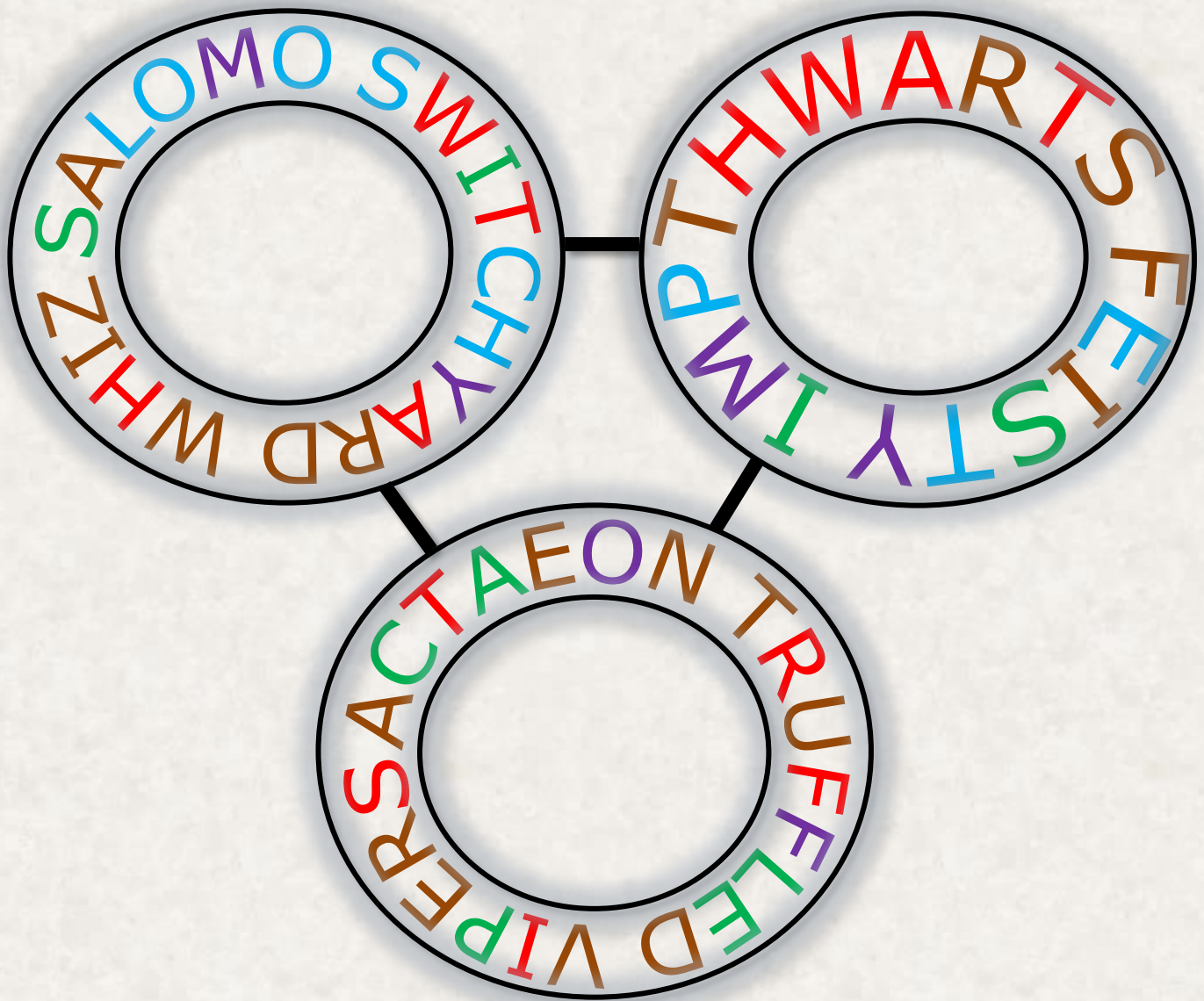
APPENDIX 5. TWILIGHT MARSH AREA MAP



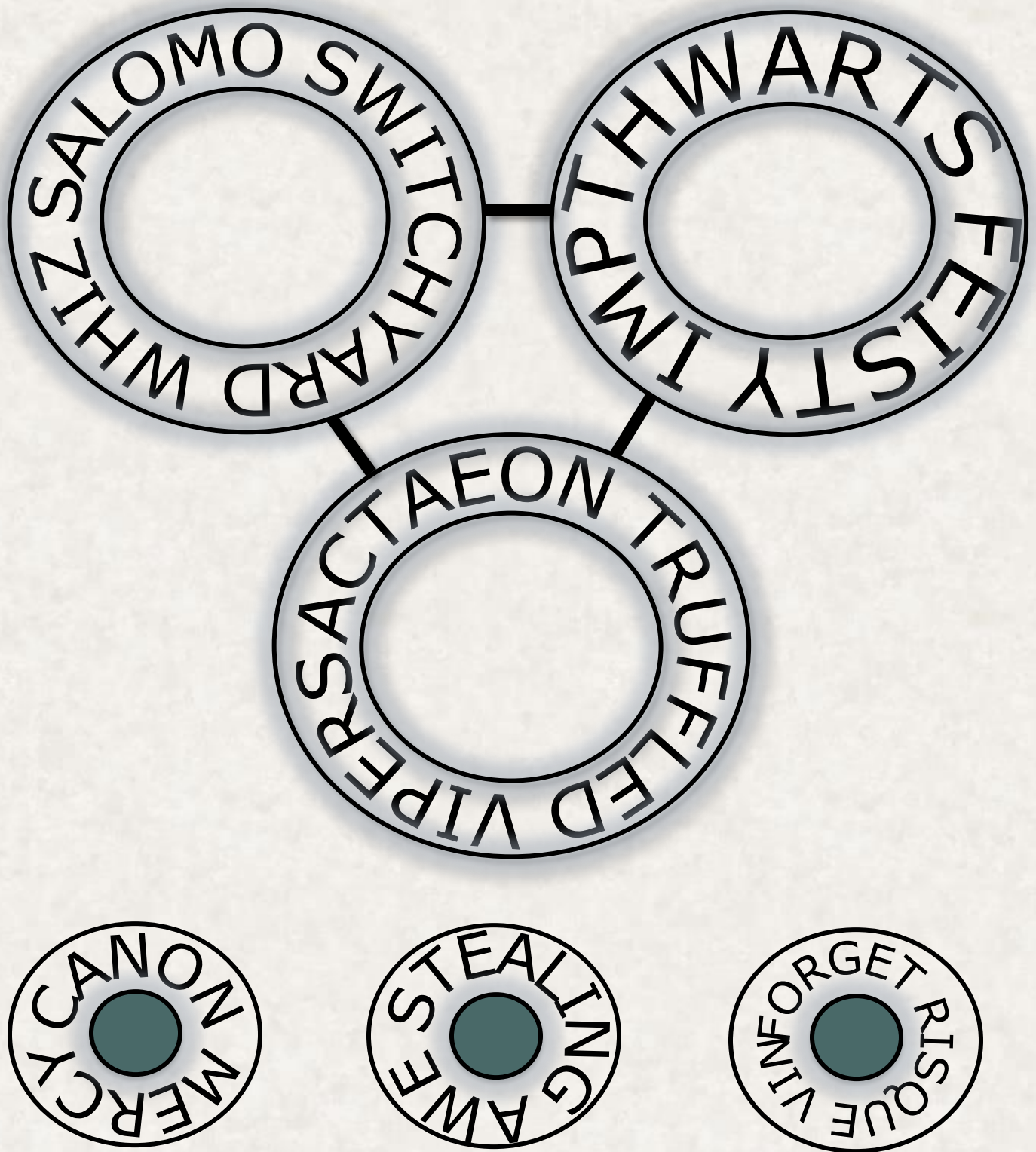
APPENDIX 6. SECURITY QUESTIONS (WITH ANSWERS)



APPENDIX 7. SECURITY QUESTIONS (COLORED)



APPENDIX 8. SECURITY QUESTIONS (BLACK & WHITE)



APPENDIX 9. CHARACTER REWARDS

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

PIPE OF SMOKE MONSTERS

Wondrous Item, common

While smoking this pipe, you can use an action to exhale a puff of smoke that takes the form of a single creature, such as a dragon, a flumph, or a froghemoth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.

This antique wooden pipe has an engraving on it in tiny halfling script, coiled around it that reads “Chillaxin’ ding-a-ling-a-ling”. The item acts as a normal Pipe of Smoke Monsters except when the words have been read out loud. While smoking this pipe and the engraved words have been read out loud, the letters faintly glow in green color. You can then use an action to exhale a puff of smoke that takes the form of a naked halfling male that looks like Rudi, flexing his muscles, instead of any single creature such as a dragon, a flumph, or a froghemoth. The form must be small enough to fit in a 1-foot cube and loses its shape after a few seconds, becoming an ordinary puff of smoke.

This item is found in the Minor Items, Common Magic Table in the *Xanathar’s Guide to Everything*.

APPENDIX 10. STORY AWARDS

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

FIVE-LEAF CLOVER INITIATE

A senior member of the Five-Leaf Clover has taken a liking of you and made you a junior member of their adventuring group. A magical tattoo of a five-leaf clover has been permanently placed at the back of your right hand. When you put your will to it, harmless green flame erupts from the tattoo and engulfs your hand.

DOOMGUIDE OF KELEMVOR

At the end of the adventure, you have been asked by Rizgrim, an archpriest of Kelemvor if you wish to become a priest for the lord of the dead and probably join her on next year's pilgrimage. Should you agree, Rizgrim will perform a small baptism ceremony for you at the Valhingen Graveyard.

you are now an official priest of Kelemvor, also known as a Doomguide. You have received a set of smoky grey priestly vestments with the symbol of Kelemvor and a cowled cloak with a white domino mask that emanates harmless blue flame whenever you wear it. You also gain the following ideal, "Death is but part of life: fear it not, evade it not, and view it not as evil."

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>

NEW TO THE ANNUAL STORYLINE?

<https://dnd.wizards.com/dndlive2019>

<http://dndadventurersleague.org/storyline-seasons/descent-into-avernus/>

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character’s adventure logsheet (if not, get one from the organizer) with their starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session. The adventure information and your information is added at the end of the adventure session — whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

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

APPENDIX 12. GREASY SNITCHES - ABOUT US

WHO WE ARE IN THE REAL WORLD?

We are a group of nerds based in the Philippines who love playing Dungeons & Dragons, specifically D&D Adventurers League. We recently sold our souls and swore eternal servitude to a mysterious benefactor, and long story short, we are now tasked to bring all adventurers together. We do so by creating events where we promote fun and friendship through adventures of all kinds. (TL;DR: we run tabletop RPG events!)

HOW TO REACH US?

Find out what we're up to by following us on social media, or contact us for any collaborations you might want to do. You can check the links below.

Website: www.greasysnitches.com

Facebook: fb.com/greasysnitchespresents

Instagram: [@GreasySnitchesPresents](https://www.instagram.com/GreasySnitchesPresents)

Twitter: [@GreasySnitches](https://twitter.com/GreasySnitches)

Email: GreasySnitches@gmail.com

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