

A VILE WAKE



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Klondras Imdree's necromancer master has been stopped, but the undead illithid is still at large,
and is one step closer to claiming the *Book of Vile Darkness* as his own.

Heroes are called on to go after the mad mindflayer and to stop him at all costs.

*A 4-Hour Adventure for Tier 3 Characters.
Optimized for APL 14.*

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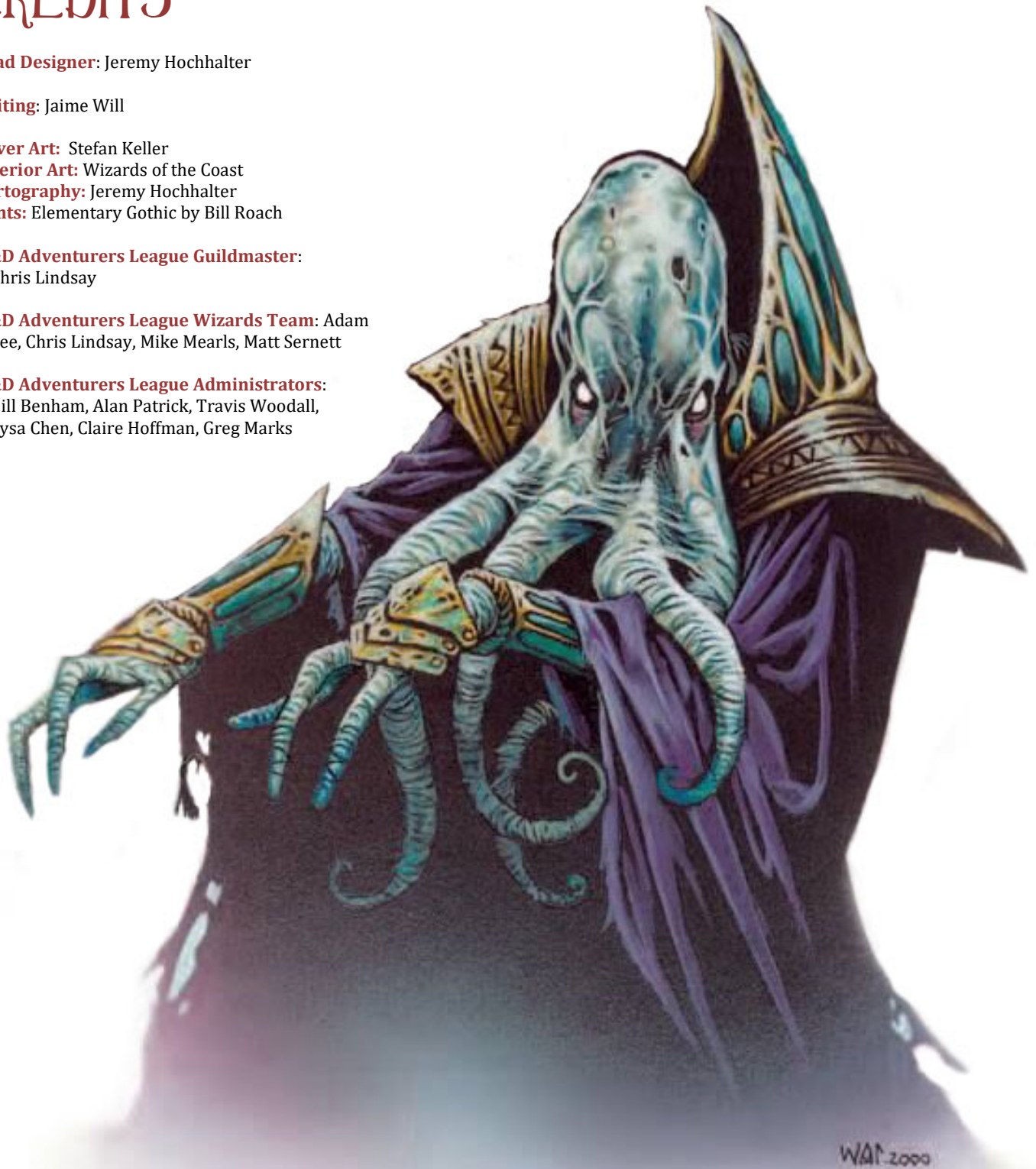
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ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players's characters to the action.

ADVENTURE BACKGROUND

The hunt for an illithid long thought dead led adventurers into the Underdark. There, they found that the mindflayer, Klondra Imdree, had indeed died, but had been raised to be the undead servant of a necromancer named Simon Tiber. The foul wizard had once possessed the *Book of Vile Darkness*, a dark tome of terrible evil, and he sought to reclaim the artifact by tearing through the fabric of space itself. Simon's schemes were undone, and he was defeated, but in the last moments of the ritual, Klondras appeared and leapt into the vortex that was to bring forth the vile *Book*, and disappeared.

Now, heroes are needed to go after the undead illithid before Klondras can lay claim to the *Book of Vile Darkness* himself. There is no telling what terror the mindflayer will bring upon Faerun should he gain the book and bend it to his mad will.

Unbeknownst to the adventurers, and even to Klondras Imdree, the tome the illithid carries is not the *Book of Vile Darkness*, but the *Al Azif*, an equally terrifying book of things both vile and horrific, which will leave a path of destruction in its wake.

ADVENTURE OVERVIEW

The adventure is broken down into four parts:

Part 1. Under Golden Leaves. The adventurers meet with concerned parties under the boughs of the Listening Tree.

Part 2. Finding Klondras Imdree. The heroes delve into the Underdark on the trail of the undead illithid, only to discover a wake of destruction follows him.

Part 3. To Destroy the Darkness. The *Book of Vile Darkness* has been claimed. Now, it is up to the adventurers to find a way to destroy it, or at least hide it away from those who would seek it.

Part 4. Conclusion. The heroes return to Elventree and their just rewards.

ADVENTURE HOOKS

Illithid Activities. Characters may have heard of the exploits of other adventurers who recently uncovered information about a dastardly necromancer (in CCC-HATMS02-01, *Illithid Activities*), and have journeyed to Elventree to lend their skills and swords to stopping him. If characters have leveled up to Tier 3, and took part in the previous module, they have direct ties to the storyline.

Harpers and Emerald Enclave. Faction agents belonging to the Harpers or the Emerald Enclave have been sent to meet with representatives in Elventree. The illithid, Klondras Imdree, must be hunted down and dealt with at all costs.

Zhentarim. Agents with ties to the Zhentarim have learned of the possibility the *Book of Vile Darkness* may be found. While it would mean public confrontation for any faction to attempt to steal the book, characters with the Faction Agent background for the Zhentarim have been sent to join the mission to find the tome, and to attempt to obtain what knowledge they can from it.

Recently Arrived or Lounging About in Elventree. Characters may have simply been in the area, and have been noticed by Sarenolla the Whisperer or Elanil Elassidil. The dragonborn bard and Harper, Krenez, is a former adventurer, and has a good eye in spotting those who would be willing to venture forth for honor, glory and gold...or to do the right thing, there's always that. Whichever NPC has noticed them, the adventurers are asked to join in a meeting under the Listening Tree to discuss matters.

PART 1. UNDER GOLDEN LEAVES

Estimated Duration: 15 minutes

Days after the Highharvesttide festival, the adventurers meet under the Listening Tree in the center of Elventree. The golden leaves of the tree are beginning to fall, though it will be some tendays before the branches are bare. Though the festival has passed, several vendors still have carts set up, catering to lingering tourists that have not left on their journeys home.

The heroes are met by two locals, Sarenolla the Whisperer and Elanil Elassidil. In addition, a dragonborn bard named Krenez, and a human wizard named Karinn Tragidore, join in the meeting. Both are from Waypoint Bindery, a printing press on the northwestern shore of the Moonsea. Finally, a half-elven mage of some renown, Vayu Ashvin from the city of Thentia, is in attendance.

- Krenez is a Harper agent, and was summoned due to his considerable knowledge of lore, and his possession of specific tomes penned by Simon Tiber. Simon appears in CCC-HATMS02-02, *Something Vile This Way Comes*. The dragonborn bard has been asked to stay on while the situation of the *Book of Vile Darkness* resolves itself.
- Karinn Tragidore, a Zhentarim agent, was summoned after the events of CCC-HATMS02-02, *Something Vile This Way Comes*. She has been instrumental in working out some of the magical mysteries regarding that module.
- Vayu Ashvin was the final piece of divining the outcome of CCC-HATMS02-02, *Something Vile This Way Comes*, as well as where the illithid, Klondras Imdree, has gone.
- Sarenolla the Whisperer represents the Emerald Enclave
- Elanil Elassidil speaks for the Harpers.

During their meeting, the adventurers learn the following.

- The local mages of the Harpers, and those learned in such things amongst the Emerald Enclave, have been unable to piece together what exactly it was that Simon Tiber was attempting to do in his lair in the Underdark.
- Karinn Tragidore was brought in to try to find more information about the events that transpired

in the necromancer's lair, and she believes she has done just that. She reveals that Simon Tiber had torn a whole in the fabric of space, and was attempting to pull the *Book of Vile Darkness* though it to his lair.

- Vayu Ashvin furthers the discussion, revealing that he has been able to find where Klondras Imdree teleported to after Simon Tiber's ritual failed. It is to this location that the heroes must be sent, before the mindflayer's trail has completely disappeared. When they are ready, the mage will teleport the adventurers.
- Sarenolla instructs the characters to find Klondras Imdree, and stop him from gaining the *Book of Vile Darkness* for himself. If it is too late, they must wrest the tome from him at all costs.
- Elanil adds that should the adventurers come into possession of the *Book*, great care must be taken. The artifact will attempt to stain their very souls with its evil. However, the heroes must take the *Book* and destroy it if possible. Or, if it cannot be destroyed, it should be hidden away where others who wish to use its power cannot find it.
- **Faction Assignment:** If a Zhentarim faction agent is amongst the adventurers, Karinn Tragidore will add that they have been given special permission, in exchange for the help lent by the Zhentarim, to attempt to remove a single page from the *Book of Vile Darkness*, and to return it to her. She cares not which page, as anything she can glean from it will be worth it. She gives the Zhentarim character written instructions on how to attempt to remove the page.

CALL TO ACTION

This section summarizes both story objectives and presents them as an overall objective of the adventure.

- The adventurers have been called on to hunt down the undead illithid, Klondras Imdree, and stop him from gaining the *Book of Vile Darkness*.
- If the heroes can gain possession of the *Book of Vile Darkness*, they should do everything in their power to destroy it, or hide it away from the world if its destruction is impossible.
- Zhentarim agents should attempt to remove a single page of the *Book of Vile Darkness* before it is destroyed or hidden away.

PART 2. FINDING KLONDRAS IMDREE

1. WAITING IN THE DARKNESS

Vayu Ashvin teleports the adventurers to where Klondras Imdree exited the rip in space, only to find they are not alone.

BOLSTERED BY VILENESS

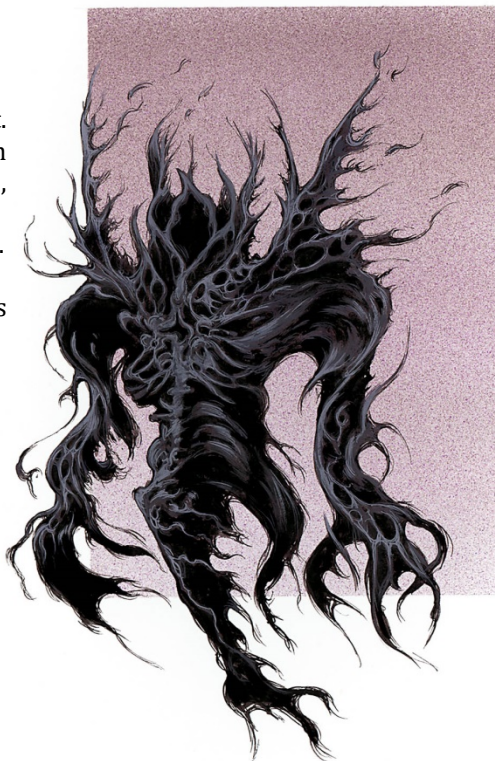
The DC of the allips' saving throws is increased to 16 by the remnant power of the *Al Azif*.

AREA INFORMATION

This area features:

Dimensions & Terrain. The chamber is circular, roughly 30 ft. in diameter, its walls rough-hewn stone. The floor is clear of debris, and has a 20 ft. by 20 ft. teleportation circle carved into it. Only one narrow tunnel leads off into the dark, though four alcoves are carved into the walls around the room.

Lighting. No light exists here except what the adventurers bring with them. All light sources are diminished, producing only half their usual amount. In addition, those with dark vision and who can see in magical darkness have their range of sight reduced by half.



Objectives/Goals. The vile corpulence is a mindless mass that has formed over the time the *Al Azif* has resided here. It only exists to destroy life, and will attack anything living that comes within its reach. The allips are what is left of those that came looking for the tome, poor lost souls who are now damned to haunt this place.

ADJUSTING THE ENCOUNTER

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

- **Very Weak:** Remove three **allips**. The remaining two have no attack actions, but may use their turn to use the Help action to support the vile corpulence's attacks.
- **Weak:** Remove three **allips**.
- **Strong:** The **allips** have advantage on saving throws against effects that would turn undead. In addition, each allip starts with 65 hit points.
- **Very Strong:** The **allips** have advantage on saving throws against effects that would turn undead. In addition, each allip starts with 65 hit points. The **vile corpulence** begins with 168 hit points.

CREATURES/NPCs

Lurking in the dark are the remnants of the *Al Azif*'s stay in this place. A **vile corpulence** rests on the ceiling of the room, while five **allips** haunt the darkness around where the adventurers arrive.

2. THE LOSS OF DURPLEGLURP

The adventurers follow a path of decay and destruction left in the wake of Klondras Imdree, only to find a devastated village of kuo-toa.

AREA INFORMATION

This area features:

Dimensions & Terrain. The village, named Sbloorblop, is a few hundred feet wide in any direction, and sits on the edge of a bay of the Lake of Shadows. Though the village is largely intact, some buildings are still on fire, and several dead kuo-toa are strewn about.

Lighting. Though they do not need them to see, the kuo-toa have torches burning throughout the village to produce dim light.

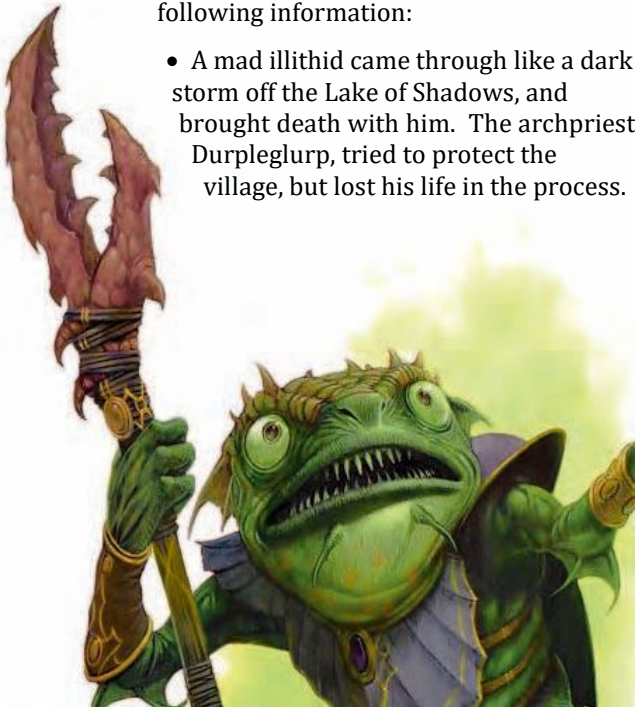
CREATURES/NPCs

While more are elsewhere in the village, the characters take note of a dozen **kuo-toa** huddled near the water's edge. In addition to those, Blipooloop, is a **kuo-toa archpriest**. Accompanying her are Niboolip and Poolp, **kuo-toa monitors**.

Objectives/Goals. Blipooloop has just become the village's leader, as the previous archpriest was slain by Klondras Imdree during the mindflayer's journey through the village. The gathering is preparing Durpleglurp for last rites, his body to be taken out into the Lake of Shadows as tribute to Koshkash ("the Ever-Eating").

What do they know? The kuo-toa can share the following information:

- A mad illithid came through like a dark storm off the Lake of Shadows, and brought death with him. The archpriest, Durpleglurp, tried to protect the village, but lost his life in the process.



- Many kuo-toa were killed, and several rose again as undead to follow behind the mindflayer.
- Before his death, Durpleglurp promised to throw the terrible tome the illithid was carrying into the waters of the Lake of Shadow, there to be eaten by Koshkash ("the Hungering Maw"). The mindflayer seemed fearful of this, and even though he struck Durpleglurp down, he left immediately after.
- The mindflayer went down that passage over there, away from the Lake, and away from Koshkash ("the Bottomless Stomach").
- Blipooloop is convinced that the book the illithid carried can be destroyed by Koshkash ("the Eternal Eater of Things Smaller than Itself"), even though the kuo-toa's magic did nothing to harm it. If the heroes are going after the foul creature, they should steal its book and bring it back here, where they may take it out into the Lake and feed it to Koshkash ("the One Who Shall Consume Us All").

THE UTMOST HOLY AND ESTEEMED ORDER OF KOSHKASH

The kuo-toa who live here worship the kraken of the Lake of Shadows as a deity. The archpriests even seem to draw divine power from Koshkash as any cleric would from their god or goddess.

Whenever someone speaks the name of Koshkash, it is customary for all kuo-toa who have heard it to chant a title for their deity, which have been noted in parentheses and quotes above.

An interesting fact for those who have been to Sloobludop, far away in the Underdark (as it appears in *Out of the Abyss*), Blipooloop is closely related to Ploopploopeen, the archpriestess of the Sea Mother there. Blipooloop feels her destiny is being fulfilled, as she has risen to the position of archpriestess here, in the name of Koshkash ("the Divine Chewer of Meat and Bone and Other Things"). She pities her family's choice to follow the teachings of the Sea Mother.

If the adventurers wish, they may remain to watch the ceremony of Durpleglurp's burial in the Lake. Blipooloop and the kuo-toa monitors wrap the body in what they believe their kraken-god will find tasty (kelp, the skin of sharks, entrails of eels) and then swim him out of the bay, allowing him to sink into the darkness of the Lake.

3. JERDOR'S FATE

The illithid's trail grows warmer as the heroes find a stone giant battling what appears to be remnants of his former friend.

AREA INFORMATION

This area features:

Dimensions & Terrain. The tunnel the adventurers are following begins to expand, until it is 30 feet wide and 50 feet tall. Chunks of stone litter the ground, some larger enough to provide cover.

Lighting. A single large torch lying near Jerdor sputters, creating 20 feet of bright light and then 20 feet of dim light. The torch will go out after a few rounds.

CREATURES/NPCs

As the characters approach, they see Jerdor, a **stone giant**, doing battle with a **vile remnant**, or what appears to be the head of another stone giant that has been severed, but has grown spider-like legs. Several other stone giant bodies are strewn about, many dismembered.

Jerdor has 50 hit points remaining, while the vile remnant has 70 hit points remaining. The vile remnant has one use of *fireball* remaining, and has used up its casting of *cloudkill*.

Objectives/Goals. Jerdor has fought to save his life against what was left of his friends and fellow giants. Once the last is defeated, he is in shock, though will desire to return home once he has had a bit of a rest.

What Does He Know? If the adventurers help Jerdor to defeat the vile remnant, he will sit down, exhausted by the ordeal of combatting his own friends and tribemates. He is able to speak Common, as well as Giant.

- He and his fellows were returning their village in the Underderak after a long time away, when a mindflayer happened to cross their path.
- Though the giants have no trust of illithids, they saw no reason to be alarmed by the single creature.

- The mindflayer began speaking to them, uttering curses in a language so foul that the words themselves seem to cause Jerdor and his people pain. Soon, his friends were writing on the ground, their flesh ripping apart and then animating in horrendous ways, coming after him.
- He had lit the torch to burn the things, though they seemed to not be affected by it like he had hoped.
- His best friend, Nonnus, was the head he was fighting when the adventurers arrived. Jerdor grows silent for a moment, the loss of his fellow giants heavy on his mind and heart.
- If asked about the mindflayer, he gestures down the tunnel, saying the foul mage continued on that way.

Though he proved to be more resilient against the curse that claimed his kin and friends, Jerdor too is being changed by the magic cast upon him by Klondras Imdree. As the characters speak with him, he begins to look ill, then his flesh ripples slowly, and he expresses discomfort. A DC 13 Intelligence (Arcana) check reveals that his body is changing like that of the other giants, and he will soon perish. *Remove curse*, *greater restoration*, or similar magic will halt the process and save him. If the adventurers cannot or refuse to help him, he lets loose a terrible cry, and his body is torn asunder.

Moments after his death, his flesh begins to warp, joining with other dead flesh of the giants around him, rising as a **hydratic equation** and attacking any creatures nearby.

TREASURE & REWARDS

If he survives, Jerdor gives the group a **potion of greater healing**. In addition, he presses a **stone of good luck** into one of the characters hand, saying, "I hope this brings you better luck than it did my friend." If he should perish, the potion and stone are found amongst the corpses.

4. CORNERED!

The adventurers catch up with Klondras Imdree, who had turned around at a dead end and now must face his pursuers.

AREA INFORMATION

This area features:

Dimensions & Terrain. This area is a mishmash of narrow tunnels all leading back upon themselves. Only the tunnel the adventurers arrived through leads back out, and the skeletons of other creatures who have gotten lost down here rest in the darkness as a warning to those who follow to not get lost.

Lighting. No light exists here except that brought by the adventurers.

CREATURES/NPCs

Klondras Imdree, who is an **alhoon**, has been cornered by the adventurers. The mindflayer has gone mad, speaking to a presence that no one else can see. He grips the a large tome to himself as though his life depends on it, and commands a **yochlol** that is with him to protect him. Whatever his intentions were concerning what appears to be the *Book of Vile Darkness*, it should be obvious that the vile tome now controls the alhoon instead.

ADJUSTING THE ENCOUNTER

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

- **Very Weak:** Remove the **yochlol**.
- **Weak:** The **yochlol** begins with only 65 hit points.
- **Strong:** The **alhoon** begins with 176 hit points.
- **Very Strong:** When the encounter begins, the **alhoon** has 176 hit points and the **yochlol** has 192 hit points.

Klondras and the demon fight to the death, though it may be possible to wrest the tome from the undead illithid, then break the tome's hold over him with magic such as *remove curse* or *greater restoration*. If this is the case, the alhoon regains his senses, and tells the adventurers of his plan to lock the vile book away forever; a plot that obviously did not go according to plan. He is supportive of the adventurers returning to the kuo-toa village to follow through with their plan to destroy or hide the book, though the illithid refuses to join them,



knowing the destruction he wrought upon the fish people. Should they attempt to force him, Klondras will attempt to flee in any way possible, or will resume his fight to escape.

KLONDRAŠ IMDREE

The tome, *Al Azif*, has bolstered the mindflayer's powers.

Vile Aura. Enemies within 30 feet of Klondras must make a DC 18 Charisma saving throw. On a failed saving throw, they take 16 (4d8) psychic damage, or half as much on a success. In addition, the alhoon and any allies are immune to effects that would teleport them or send them to another plane without their consent, such as *banishment*.

Reactions

Blocked by Darkness. Klondras brandishes the *Book of Vile Darkness*, blocking all damage done to him from a single source or attack.

The adventurers find the strange tome that Klondras carried is not the *Book of Vile Darkness*, but a tome entitled *Al Azif*, an equally horrific work. If Simon Tiber did have the true *Book of Vile Darkness*, its whereabouts are unknown at this point.

THE AL AZIF

While the *Book of Vile Darkness* is a legendary tome of evil and corruption, many lesser known books exist across the planes of existence. The *Al Azif* is one such book, and its pages are covered with unintelligible, scrawling handwriting, diagrams of horrific creatures, and symbols that hold such power as to drive mortal minds mad. The title itself takes a DC 17 Intelligence check to comprehend. Those who succeed on a DC 25 History (Intelligence) check can recall hearing or reading about the tome, though only in vague mentions in some obscure text. The *Al Azif* is all but unheard of within the Forgotten Realms.

The writing within the *Al Azif* is incomprehensible, and magic that would allow someone to read it is powerless to interpret it. However, should a person spend an hour poring over the book, the tome will reveal some of its secrets. A character that does so must make a DC 20 Charisma saving throw, or gain an indefinite madness (*Dungeon Master's Guide*, page 260). In addition, they receive the **A Vile Taint** story award. No matter how they try, the tome will not grant them further information for the duration of this adventure. However, it will allow the page the character read to be removed, fulfilling the Zhentarim faction mission. This adventure leaves it to the imagination of the Dungeon Master as to what terrible truth (or lie) the *Al Azif* shows a character.



PART 3. TO DESTROY THE DARKNESS

The heroes now strive to destroy the *Al Azif*, or at least hide it away forever.

1. RETURN TO SBLOORLOP

AREA INFORMATION

This area features:

Dimensions & Terrain. The village is the same as when the characters left it earlier, though the fires no longer burn.

Lighting. The kuo-toa have built large bonfires to drive away the darkness, ready for the return of the terrible tome.

Blipooloop has gathered her most trusted guards, and stands next to a large bonfire built near the Lake's edge. A shrine made of wood, a the shell of a giant crab, and what looks to be the tentacles of at least a dozen octopi, stands where the water's edge meets the land.

She tells the characters that she a vision was granted to her by Koshkash ("the Devourer in the Dark"), a way to bind the foul book to them so they may take it further without it escaping their grasp. They must, however, pay the price for the magic to work, and they must protect her while she binds the book to them. The ritual requires 30 years of life must be willingly given, divided even amongst them. Blipooloop knows not what will happen when the *Book* begins to defend itself, but she must complete the ritual or the tome will escape. Even now, it is sensing the danger it is in. Blipooloop is uncaring that the tome has a different title, she knows from her vision that this was the danger she has prepared for.

Once the ritual is over, characters who agree will have aged however many years is appropriate for their group size. Only *wish* or similar magic can reverse this aging.

If all or some of the characters refuse to pay the price for the ritual, Blipooloop will smirk, and will proudly pay the years herself. Other kuo-toa in the village step up and pledge to do so as well, until thirty of them have volunteered, and each will age only one year. They treat the adventurers with disdain for their cowardice from now on, though they continue forward with the plan to bind the *Book* to them.

The *Al Azif* is bound in chains and attached to the altar.

CREATURES/NPCs

Once the ritual begins, the *Al Azif* begins to thrash in its chains. Blipooloop, a **kuo-toa archpriest**, is accompanied by Niboolip, Poolp and Pliililii, **kuo-toa monitors**. The four of them will perform the ritual, while seven **kuo-toa** villagers sway and chant 20 feet upshore.

As they watch, a tearing noise is heard, and from the *Al Azif* issues a vile smelling substance that boils into the air like smoke, but is much more solid. A **vestige of vile darkness** appears over the shrine, and begins to defend the tome. The vestige cannot use its plane shift ability to free the *Al Azif*.

The ritual requires one minute to complete, and at least one of the ritual performers to survive until the end. As long as at least one other performer lives, Blipooloop may take an action or cast a spell that does not require concentration.

DURING THE RITUAL

On Initiative count 20, any creature that is unconscious within 30 feet of the vestige automatically fails a death saving throw. Unconscious creatures that are stable become unstable and must begin making death saving throws again. Any creature that has died is raised as a **wraith**, is commanded by the vestige, and cannot be commanded by anyone else.

Once the ritual is completed, the vestige disappears if it is still alive, as do any wraiths. The *Al Azif* becomes quiet, and the characters feel a great weight upon them. The tome cannot remove itself from their care for the next 12 hours.

The kuo-toa provide them with a large skiff, one end of which has a huge hunk of fish rest on it, along with what appears to be a very large fishing pole. The kuo-toa explain where the adventurers must go now to wait for Koshkash ("the Supreme Belly"). Once there, they must place the *Al Azif* into the meat and, for a less than divine way to put it, go fishing for Koshkash ("because, hey, everybody has to eat"). Blipooloop also points out the meat eating fish that reside in the Lake, so they should not allow the meat to sit in the water while they wait, or the *Book* may be freed from its meaty morsel prison.

2. HUNTED

AREA INFORMATION

This area features:

Dimensions & Terrain. The Lake of Shadows is vast, and the adventurers can only barely make out the wall of the cavern they sailed away from. The water is calm, barely a ripple to be seen.

Lighting. There is no light here except that which the adventurers bring with them.

The characters journey by skiff into the wider cavern that holds the Lake of Shadows. They are not alone, however, and those who are hunting them were promised things by Klondras Imdree.

CREATURES/NPCs

While on the water, a small ship of githyanki approaches, ordering them to surrender the *Book*. Onboard the ship are the captain, a githyanki kith'rak named Syate, and three githyanki gish.

Objectives/Goals. The githyanki were promised knowledge from the *Book of Vile Darkness* in exchange for their help. Though Klondras Imdree is no longer an issue, and the book is not the one expected, they still expect their reward.

What Does He Know? Syate and the other githyanki can tell the adventurers the following. The githyanki were approached by Klondras Imdree many months ago. The illithid came with an offer from a necromancer named Simon Tiber, who requested their service in locating and obtaining the *Book of Vile Darkness*. In exchange, they would receive powerful knowledge from the tome to use against the githzerai, and any other illithids. While they tended to not deal with illithids, but chose to slay them on sight, the githyanki chose to

agree, believing the mindflayer to be Simon Tiber's puppet. In the end, it was the necromancer who betrayed them, using them as fodder for his experiments and to bolster his ranks of undead. It was Klondras who sought to free them from the Simon's magically binding contract. Klondras Imdree was a strange mindflayer, who seemed to authentically care for his githyanki charges. Once he claimed the book, however, he did not journey to meet them at their predetermined rendezvous, so the githyanki came looking for him.

PLAYING THE PILLARS

Combat: The githyanki have no compunctions against fighting the adventurers. If Syate dies, the others will fight until they reach 40 hit points, and will attempt to flee or surrender if possible.

Social: The githyanki have no desire to possess the *Book of Vile Darkness* in its entirety. In fact, they are quite against that, and support the character's decision to attempt to destroy it. They are unsure even a kraken can do so, but at least no one will go looking for it in a kraken's belly. They only wish to glean some information from the book to use to their benefit, and are willing to search the *Al Azif* for such knowledge, even though it was not part of their original deal.

The *Al Azif* will allow each of them to remove one page, knowing it will be best if the pages are loose in the world if it is indeed fed to the kraken.

Should they be asked and well compensated in some manner (in addition to receiving the pages), the githyanki are willing to trade ships, allowing the characters to use their ship to go look for the kraken.

3. FISHING FOR KRAKEN (“HALLOWED BE HIS MAW!”)

AREA INFORMATION

This area features:

Dimensions & Terrain. The waters of the Lake of Shadows are glasslike in their stillness. The walls and ceiling of the cavern cannot be seen from where the adventurers are.

Lighting. There is no light here except that which the adventurers bring with them.

The characters have journeyed by skiff (or ship) into the wider cavern that holds the Lake of Shadows. Now, they must only tease forth one of the most feared and powerful creatures on the face of Faerun. No problem.

Setting up the strange fishing pole, they must put the *Al Azif* into the glob of rotting fish meat, and then dangle the meat out over the water. Though the pole provides some leverage, it is tiring work and more than likely requires more than one person. Up to four people can attempt to hold onto the pole, making a cumulative DC 25 Strength (Athletics) check to keep the meat in the air. If the characters are on the githyanki's ship, it has bulwarks they may use to grant them advantage on their rolls. If they fail, the meat drops into the water, causing a frenzy

of feeding activity from quippers that are just beneath the surface. It can be hauled back out of the water with a DC 18 Strength check, and the characters may try again.

As the meat dangles or is slowly gobbled up by failed attempts to hold it, the attention of the kraken has been piqued. The water begins to churn and the skiff (or ship) rocks ever more violently. Characters that are on deck (all of them would be if they are on the skiff) must make a DC 15 Dexterity or Strength saving throw, or be tossed into the water.

Fortunately for them, the quippers have been scared off by the approach of something far larger.

Whether the meat is in the water or in the air, the kraken breaches the surface in an eruption of water, its maw dwarfing the huge chunk of meat that disappears down its gullet. The ship is tossed through the air and splashes down dozens of feet away, waterlogged but still seaworthy.

The kraken, Koshkash the Hungering Maw, circles the ship, its eyes just above the surface as it stares down the characters, whether they are on the boat or in the water. Then, the surface of the Lake of Shadows grows calm once again, as the kraken gracefully disappears beneath its glassy surface.

PART 4. CONCLUSION, OR RETURN TO THE LIGHT

The heroes return to Elventree for a well-deserved rest. For now, the world is safe from the *Book of Vile Darkness*, *Al Azif* and those who would use the terrible knowledge contained in both tomes. Vigilance is necessary, though, for who knows what vileness may creep from the dark.

- Members of the Zhentarim who were able to procure a page from the *Al Azif* are greeted by Karinn Tragidore, who places the pages into a silver box, which she places into a larger box made of some exquisite crystal. This she heaves into a sack that seems far too small to hold it and ties it shut with a silvered cord. While the pages were not what she expected, she is quite interested in pages from a strange tome that she has never heard of. She bids them farewell, and teleports away.
- Vayu Ashvin congratulates the adventurers on a job well done, and invites them to visit him in Thentia, mentioning that he often has need of adventurers with their talents.
- Krenez is more than happy to buy a round or several at the local tavern and listen to the adventurer's tales. If they take him up on this, they notice he jots down copious notes in a leather book, adding even more excitement to their grand tale.
- Sarenolla the Whisperer and Elanil Ellassidil express their gratitude to the heroes, and tell them they are welcome in Elventree whenever they need a place to rest.



ADVENTURE REWARDS

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive **2** advancement checkpoint and 4 treasure checkpoint for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Hunt down Klondras Imdree and relieve him of the *Book of Vile Darkness*.
- **Story Objective B:** Find a way to destroy the *Book of Vile Darkness*, or at least to hide it away.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Stone of Good Luck. The luckstone appears to be a fossilized shell of some ancient marine creature no larger than a gold piece. This item can be found in **Player Handout 1**.

Note that *Al Azif* is **not available** for a player reward.

STORY AWARDS

Characters playing the adventure may earn:

A Vile Taint. A character who read from the *Al Azif*, will forever be marked by the tome. More information can be found in **Player Handout 2**.

DUNGEON MASTER REWARDS

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.

APPENDIX 1. LOCATIONS & NPCs

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

- ***Sarenolla the Whisperer (sehr-ah-nohl-ah).*** A gnome druid who has dedicated her life in service to the forest, Sarenolla follows Mielikki and is devoted to protecting the natural world and employs adventurers on related missions. She is quiet and generally prefers to observe from hiding. The druid has an interest in charting the stars and weather patterns, and might be befriended by offering rare information concerning these areas of interest.
- ***Elanil Elassidil (El-uh-kneel uh-LASS-ih-deel).*** Female elf, bard extraordinaire, and member of the Harpers. She resides in Elventree, where she has the title of Moonsilver Herald, and is a bard of some renown in the area around Hillsfar. Elanil is confident in her ability and strong in purpose. She is not afraid to give her opinion on a subject, even when not asked. She is quick to give historical detail to back her opinions and hard on those that do not back their opinions with similar evidence. If things get too heated, Elanil is prepared with a song to lighten the mood and make all forget there was a disagreement. She is an accomplished diplomat and uses this skill regularly as a member of the Harpers.
- ***Krenez (KREH-nezz).*** Krenez is a dragonborn bard, once an adventurer, and now the founder of the Waypoint Bindery on the northern coast of the Moonsea, east of the city of Phlan. The Waypoint publishes books of all kinds, but is also a secret meeting point for all factions in the area. An author in his own right, the dragonborn collects books and knowledge, and has amassed quite the hoard. Characters may have met Krenez previously in the CCC-ROZK01 series.
- ***Karinn Tragidore (KAIR-in TRAG-eh-dohr).*** A human woman of indeterminate age, Karrin is a proud member of the Zhentarim; her wizardly robes have the emblem of the Zhentarim emblazoned upon them. Though haughty, the wizard is helpful in certain situations, particularly those regarding supporting the Zhentarim, or, oddly perhaps, Krenez. Karrin is the Zhentarim representative at the Waypoint Bindery, and

characters may have met her previously in the CCC-ROZK01 series.

APPENDIX.

MONSTER/NPC

STATISTICS

Alhoon

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

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

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

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

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 10 (5,900 XP)

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

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

At will: *detect thoughts*, *levitate*

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

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

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

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

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

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

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

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

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

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

Actions

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

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

Allip

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Perception +5, Stealth +6

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The allip can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Maddening Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble. Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

Githyanki Gish

Medium humanoid (gith), lawful evil

Armor Class 17 (half plate)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Con +6, Int +7, Wis +6

Skills Insight +6, Perception +6, Stealth +6

Senses passive Perception 16

Languages Gith

Challenge 10 (5,900 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no components:

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

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Spellcasting. The githyanki is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The githyanki has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *message*, *true strike*

1st level (4 slots): *expeditious retreat*, *magic missile*, *sleep*, *thunderwave*

2nd level (3 slots): *blur*, *invisibility*, *levitate*

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

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

War Magic. When the githyanki uses its action to cast a spell, it can make one weapon attack as a bonus action.

Actions

Multiattack. The githyanki makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 18 (4d8) psychic damage.

Githyanki Kith'rak

Medium humanoid (gith), lawful evil

Armor Class 18 (plate)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

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

Saving Throws Con +7, Int +7, Wis +6

Skills Intimidation +7, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 12 (8,400 XP)

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

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

3/day each: *blur*, *jump*, *misty step*, *nondetection* (self only)

1/day each: *plane shift*, *telekinesis*

Rally the Troops. As a bonus action, the githyanki can magically end the charmed and frightened condition on itself and each creature of its choice that it can see within 30 feet of it.

Actions

Multiattack. The githyanki makes three greatsword attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 17 (5d6) psychic damage.

Reactions

Parry. The githyank adds 4 to its AC against one melee attack that would hit it. To do so, the githyanki must see the attacker and be wielding a melee weapon.

Hydratic Equation*

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 8 (3,900 XP)

Hydratic equations are formed by horrible, unnatural mathematics found in the *AI Azif*. They are made of warped and combined body parts which become disturbingly elastic, able to reshape various flesh into its new heads.

Hold Breath. The hydratic equation can hold its breath for 1 hour.

Multiple Heads. The hydratic equation has five heads. While it has more than one head, the hydratic equation has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydratic equation takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydratic equation dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydratic equation regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydratic equation makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

*based on the hydra, *Monster Manual*, pg. 190.

Kuo-toa

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor, shield)

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Challenge 1/4 (50 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Net. *Ranged Weapon Attack:* +3 to hit, range 5/15 ft., one Large or smaller creature. *Hit:* The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself of another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Reactions

Sticky Shield. When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's

wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.

Kuo-toa Archpriest

Medium humanoid (kuo-toa), neutral evil

Armor Class 13 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft., swim 30 ft.

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

Skills Perception +9, Religion +6

Senses darkvision 120 ft., passive Perception 19

Languages Undercommon

Challenge 6 (2,300 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*
1st level (4 slots): *detect magic, sanctuary, shield of faith*

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

3rd level (3 slots): *spirit guardians, tongues*

4th level (3 slots): *control water, divination*

5th level (2 slots): *mass cure wounds, scrying*

Actions

Multiattack. The kuo-toa makes two melee attacks.

Scepter. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Kuo-toa Monitor

Medium humanoid (kuo-toa), neutral evil

Armor Class 11 (natural armor)

Hit Points 65 (12d8)

Speed 30 ft., swim 30 ft.

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

Skills Perception +6, Religion +4

Senses darkvision 120 ft., passive Perception 16

Languages Undercommon

Challenge 3 (700 XP)

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kuo-toa makes one bite attack and two unarmed strikes.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Specter

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

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

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. When in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Stone Giant

Huge giant, neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Vestige of Vile Darkness*

Huge undead (titan), chaotic evil

Armor Class 7

Hit Points 225 (18d12 + 108)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	5 (-3)	22 (+6)	25 (+7)	19 (+4)	24 (+7)

Saving Throws Con +11, Wis +9

Damage Vulnerabilities radiant

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

Condition Immunities exhaustion, frightened, paralyzed, poisoned, prone

Senses darkvision 120 ft., truesight 120 ft., passive Perception 14

Languages understands all languages, but utters only obscene nonsense in Dark Speech

Challenge 13 (10,000 XP)

The vestige is a sliver of the power of the *Al Azif* given form. It appears as a horrid, undulating mass of floating flesh tethered to the *Book* by a cord of blackened, rotting flesh.

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

Negative Energy Aura. Creatures within 30 feet of the vestige can't regain hit points, and any creature that starts its turn within 30 feet of the vestige takes 10 (3d6) necrotic damage.

If the vestige is struck by a *vorpai sword*, the wielder can cut the vestige's cord instead of dealing damage. If its cord is cut, the vestige loses this feature.

Turn Resistance Aura. The vestige and any other undead creature within 30 feet of it has advantage on saving throws against any effect that turns undead.

Actions

Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage.

Ray of Cold. *Ranged Spell Attack:* +12 to hit, range 120 ft., one target. *Hit:* 21 (6d6) cold damage.

Life Drain. The vestige targets one creature it can see within 120 feet of it. The target must succeed on a DC 19 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. The vestige regains a number of hit points equal to half the amount of damage dealt.

Summon Wraith (Recharge 6). The vestige summons a wraith, which materializes within 30 feet of it in an unoccupied space it can see. The wraith obeys its summoner's commands and can't be controlled by any other creature. The wraith vanishes when it drops to 0 hit points or when its summoner dies.

Legendary Actions

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

Touch. The vestige makes a touch attack.

Ray of Cold (Costs 2 Actions). The vestige uses its Ray of Cold.

Wail (Costs 3 Actions). The vestige lets out a withering wail. Any creature within 120 feet of the vestige that can hear the wail must succeed on a DC 19 Constitution saving throw or gain 1 level of exhaustion.

*based on the atropal, *Tomb of Annihilation*, pg. 214.

Vile Corpulence*

Large aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	18 (+4)	6 (-2)	15 (+2)	8 (-1)

Saving Throws Con +8

Skills Perception +6

Condition Immunities blinded

Senses blindsight 500 ft. (blind beyond this radius), passive Perception 16

Languages understands Deep Speech, telepathy 1 mile

Challenge 11 (7,200 XP)

The vile corpulence appears as an amorphous glob of black sludge, from which a terrible maw and several barbed tentacles emerge.

Legendary Resistance (2/day). If the vile corpulence fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The vile corpulence makes a bite attack and up to two tentacle attacks, or it makes up to four tentacle attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (4d10 + 3) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 15) and is moved up to 5 feet toward the vile corpulence. Until this grapple ends, the target is restrained, and the vile corpulence can't use this tentacle against other targets. The vile corpulence has four tentacles.

Legendary Actions

The vile corpulence 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 vile corpulence regains spent legendary actions at the start of its turn.

Bite Attack. The vile corpulence makes one bite attack against one creature it has grappled.

Teleport. The vile corpulence magically teleports, along with any equipment it is wearing or carrying and any creatures it has grappled, up to 60 feet to an unoccupied space it can see.

Vanish. The vile corpulence magically becomes invisible for up to 10 minutes or until immediately after it makes an attack roll.

* based on the Balhannoth, *Mordenkainen's Tome of Foes*, pg. 119.

Vile Remnant*

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages telepathy 60 ft.

Challenge 10 (5,900 XP)

A vile remnant is formed from the heads and various other flesh of corpses, the head becoming its main body, while the other flesh is contorted to create spider-like legs and crab-like claws. The remnant is imbued with magical knowledge from the *AI Azif*, which it spews forth to create spell-like effects.

Shapechanger. The vile remnant uses its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The vile remnant's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The vile remnant can innately cast the following spells, requiring no material components:

At will: detect magic, detect thoughts, invisibility (self only), mage hand, major image

2/day each: fear, fireball, fly, tongues

1/day each: cloudkill, plane shift

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

Magic Weapons. The vile remnant's weapon attacks are magical.

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

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

* based on the death slaad, *Monster Manual*, pg. 278.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (=2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. When in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Yochlol

Medium fiend (demon, shapechanger), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Skills Deception +10, Insight +6

Saving Throws Dex +6, Int +5, Wis +6, Cha +6

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Elvish, Undercommon

Challenge 10 (5,900 XP)

Shapechanger. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Spider Climb. The yochlol can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *web*

1/day: *dominate person*

Web Walker. The yochlol ignores movement restrictions caused by webbing.

Actions

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft. (10 ft. in demon form), one target. *Hit:* 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or

carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

PLAYER HANDOUT 1.

STONE OF GOOD LUCK

Characters completing this adventure's objective unlock this magic item.

STONE OF GOOD LUCK

Wondrous item, uncommon (requires attunement)

While this stone is on your person, you gain a +1 bonus to ability checks and saving throws.

The luckstone appears to be a fossilized shell of some ancient marine creature no larger than a gold piece.

This item can be found in the *Dungeon Master's Guide*.

PLAYER HANDOUT 2.

STORY AWARD

During the course of this adventure, characters may earn the following story award.

A VILE TAINT

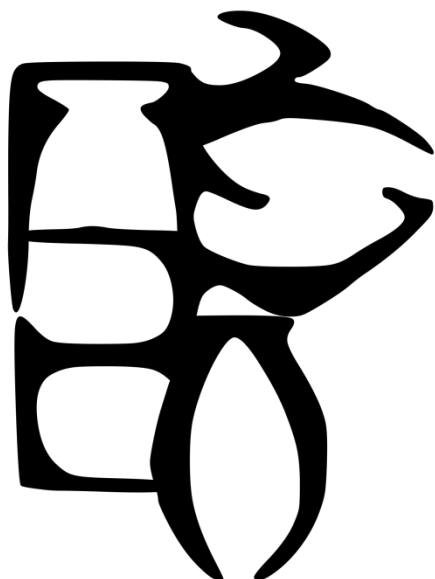
You have done the unthinkable and read from the *Al Azif*. Though you have cast off the terrible tome, it has left its mark on you forever.

You gain one of the following physical features:

d6	Feature
1	Your eyes are completely black.
2	You always smell faintly of rot.
3	When you speak, another voice seems to say the same words along with you.
4	A symbol has been branded somewhere on your body. It reads "VECNA" in Abyssal.
5	Your orifices are always crusted with scabs and pus.
6	Your skin appears as that of an aged corpse, grayed and flaking.

Only powerful magic such as *wish* can remove the taint of the *Al Azif* from your body. Should you perish, and be brought back to life from magic such as *true resurrection* or *reincarnate*, the mark remains on your new body.

This has no mechanical effect on the game.



APPENDIX. DUNGEON MASTER TIPS

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 14**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

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

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure’s level range. 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 one if they’re outside its level range.

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). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These values are updated at the conclusion of the session.

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

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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