

**ADVENTURERS
LEAGUE**

THE LOST CITY OF THARN

A 2-HOUR ADVENTURE FOR TIER 3 CHARACTERS



CCC-RCC-01-05

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Optimized For: APL 13

Version: 1.1



THE LOST CITY OF THARN

Throughout your adventuring career, you've collected scraps of information about the lost city of Tharn from scholars, sages, songs, stories, and legends. Many of the accounts are different, but they each have one thing in common: None who have sought Tharn in earnest have ever returned. Will you be the first to find the fabled city and uncover its past?



A Two-Hour Adventure for 11th-16th Level Characters

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ADVENTURERS LEAGUE

INTRODUCTION

Welcome to *The Lost City of Tharn*, a D&D adventure that is part of the official D&D Adventurers League™ organized play system.

This adventure is designed for **three to seven 11th-16th level characters**, and is optimized for **five 13th-level characters**. Characters outside this level range cannot participate in this adventure.

The adventure takes place on the eastern coast of the Moonsea. During play, the characters travel into the southern peaks of the Galena Mountains to locate the fabled city of Tharn.

ADJUSTING THIS ADVENTURE

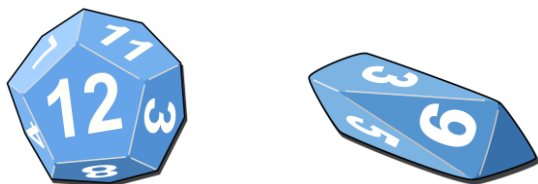
This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

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

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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a specific recommendation is not offered or appropriate for your group, you don't have to make adjustments.



BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

THANK YOU

The Adventurers League could not exist without talented and dedicated Dungeon Masters to bring its smelly trolls and evil necromancers to life. Being a DM isn't always easy, but it can be rewarding, and we certainly appreciate your time and effort!

THE LOST CITY OF THARN

We must go beyond textbooks, go out into the bypaths and untrodden depths of the wilderness and travel and explore and tell the world the glories of our journey.

-John Hope Franklin

ADVENTURE BACKGROUND

Thousands of years ago, the mountain city of Tharn stood tall, a beacon of hope and light in an otherwise desolate region. Year after year, scores of orcs, ogres, and giants threw themselves against its mighty walls, but their assaults were always repelled.

Greed, however, lies heavy in the hearts of men, and after a four-hundred year reign of glory, the city and its residents were betrayed by a company of soldiers who agreed to open the city gates in exchange for their own personal fortunes.

Knowing this would be their only chance to crush the shining light that was Tharn, the humanoids rallied an army, the likes of which had never been seen. The battle came in the dead of the night, and the humanoids slaughtered men, women, and children alike. During the attack, hundreds of citizens of all ages barricaded themselves inside an old stone church. Certain there would be no escape, the people prayed fervently for the souls of their loved ones—and for the damnation of their enemy.

The gods of old were harsh, but the people's prayers were heard and answered. As the battle raged, the sky began to rain gigantic boulders, which tore Tharn asunder, killing its residents and the humanoids alike. The earthen rain continued for weeks, burying the city and its dead under a mountain. Thousands of years later, the story of Tharn has passed to myth.

In *The Lost City of Tharn*, the characters are seasoned adventures that have spent part of their careers piecing together the location of Tharn, and they have now come seeking treasure and answers to the mystery of the Tharn's demise.

ADVENTURE OVERVIEW

The Lost City of Tharn consists of four parts:

Part 1: A Mountain of Adventure. In the opening scene, the characters arrive at the mountain range that serves as the city's eternal tomb. They find a small cabin between its peaks, bearing a sign that names it as the Hope Inn.

Part 2: Into the mountain. The characters enter the mountain in search of Tharn and must traverse a maze of tunnels and passages to reach the city. When they arrive at the gates of the ruins, they encounter giant skeletons brought to life by negative energy, which permeates the city's surroundings.

After the battle, they meet a strange group of drow who call themselves the Exiles.

Part 3: The Ruins of Tharn. The characters enter Tharn in search of a giant creature of pure negative energy. Their hunt leads them to the ruined cathedral where the city's devastation first began.

Part 4: A Ghostly Plea. In this optional portion of the adventure, the characters have an opportunity to retrieve the remains of a dwarf who died decades earlier in a crypt below Tharn—but the price for doing so may be high.

TIER 3 DM ADVICE

Tier 3 characters have access to spells, magic items, and class features that can drastically impact the flow of an adventure. Because of this, you may need to alter or summarize the present boxed text to suit the circumstances created by the characters.

DMing a party of high-level adventurers often requires you to think on your feet, and while it is important to keep the adventure challenging, don't be afraid to allow the characters to shine in the process. By tier 3, they've earned it!

ADVENTURE HOOK

The Lost City of Tharn does not utilize a traditional adventure hook. For speed of play and simplicity, the story assumes the characters have come to the Galena Mountains to locate the fabled city of Tharn.

Instead of attempting to tell the characters why they have arrived, let the players introduce their characters and then have them tell you how they have come together and what events in their adventuring careers have led them to seek Tharn. Award them inspiration if they roleplay their reasons during the adventure.



PART I: A MOUNTAIN OF ADVENTURE

Expected Duration: 15 minutes

The adventure opens with the characters arriving at the base of the southern Galena Mountains.

An adventure, years in the making, lies somewhere beneath the snow-capped mountains before you. You and your companions have come for differing reasons, but your goal is the same. You seek the lost city of Tharn, which is said to have been destroyed thousands of years ago. Over the years, you've collected scraps of information about its location from scholars, sages, songs, stories, and legends. Many of the accounts are different, but they each have one thing in common: None who have sought Tharn in earnest have ever returned.

You and your companions are not, however, small-town heroes seeking to drive off a tribe of marauding kobolds. You have accomplished much between yourselves. Yet, in many ways, this adventure is different. Nothing hinges on its success or failure. You seek Tharn by choice, a quest that many would consider the most foolhardy of all.

From their research concerning Tharn, the characters know the following:

- The city of Tharn existed over five thousand years ago as a shining light in a sea of darkness.
- Its immense walls held back a tide of humanoids.
- For the promise of gold, a company of Tharn's own soldiers betrayed the city, allowing hordes of orcs, ogres, and giants through one of its gates.
- Tharn's invaders and residents were both destroyed when massive hunks of stone rained from the sky, burying it under a mountain.
- A cave in a remote valley between the peaks of the southern Galena Mountains is said to lead to the remains of Tharn.
- The characters have learned the general location of the cave through their research.

To reach the cave, the characters must travel through mountainous terrain, but the season is summer, and the journey poses no difficulty for experienced adventures. Since the exact location of the cave is unknown, the characters must navigate using a series of landmarks that are only visible from the ground, which makes flying to the location impossible. Have each character roll a DC 17 Wisdom (Survival) check. If half or more of the characters succeed, it takes the party five days to reach the Hope Inn (proceed to the "The Hope Inn" encounter). If half or more of the characters fail, they

become lost, and the journey takes seven days. The party eventually locates the cave leading to Tharn, but their wandering causes them to miss the Hope Inn and Endrid Axebiter (proceed to **Part2: Into the Mountain**).

A Better Way. The party may have a way to reach the cave quicker (spells, magic items, etc.), and it is fine to allow them to do so, providing you find their solution realistic. If they can circumvent the Survival checks, treat their efforts as a success, and proceed to the "The Hope Inn" encounter below.

THE HOPE INN

Read the following when the party finally reaches the general location of the cave:

It is nearing evening when you spy a small shelter in the distance. In the setting sun, you see light emanating from within. As you draw closer, the building takes shape. It is a wooden cabin. When you finally reach it, you are surprised to see a sign hanging from its porch. It reads "The Hope Inn".

ROLEPLAYING ENDRID AXEBITER

A female dwarf of nearly 275 years, Endrid is past the peak of her life. She is kind, gentle, and caring, with silver-streaked, thick auburn hair and a motherly disposition.

Her husband, Tarnon, was an adventurer, and the two grew up in the small mining town of Hundelstone near Icewind Dale. Endrid traveled with Tarnon as he explored, but she had no interest or skills where fighting was concerned. Instead, she tended camp and bartered her husband's findings for coins and other goods.

The two were never able to have children, which Endrid deeply regrets. As a result, she tends to dote on those who grace her humble cabin.

Quote: "Did you get enough to eat sweetie?"

The Hope Inn is nothing more than a small wooden cabin owned by an elderly female dwarf named, Endrid Axebiter. If the characters present themselves at her doorstep peaceably, she invites them in and offers them a simple meal of squirrel stew and crusty bread. As the characters eat, she shares the following:

- Endrid came to the mountain over thirty years ago with her husband, Tarnon, and three other adventurers. Much like the characters, they sought the lost city of Tharn.
- They spent nearly a year exploring the mountain before they located a cave leading to a series of passages.
- Her husband and his companions explored the tunnels, while Endrid tended their base camp. Their forays into the mountain grew longer as they searched for Tharn, and although they were

making more progress than anyone in recorded history, each time they returned, they seemed pale and weakened. The companions spoke of an unnatural feeling of death and of restless spirits.

- Twenty eight years ago, in the spring, Tarnon left on another expedition and never returned.
- Endrid explored the outer tunnels, but found no trace of her husband or his companions. Eventually, the unease and weakness she felt within the mountain passages drove her out.
- After several years, she considered abandoning the camp, but the thought of leaving her husband—dead or alive—inside such a horrible place made her stay.
- As the years passed, additional adventurers arrived, and Endrid hung the sign on her porch, hoping to attract them.
- She has provided other adventures with a meal, shelter, and a map of the explored tunnels before sending them on their way. None, however, have ever returned.

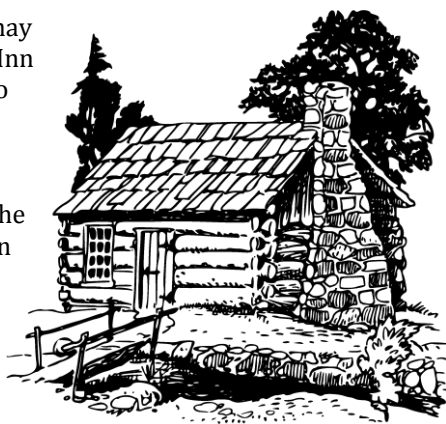
Endrid tells the characters the exact location of the cave and provides them with a hand-drawn map of the outer tunnels to save them time exploring. The map shows the route that Tarnon believed would take them into the mountain and to Tharn.

Bonus Objective. Endrid asks the characters to search for her husband, Tarnon. If he has perished, she asks that they bring back his remains so that he might rest in peace. They can identify Tarnon by his clan's ring, a brass band bearing the twin axes of the dwarf god Clangeddin.

Important. Only use the bonus objective in **Part 4: A Ghostly Plea** if you wish to extend the length of the adventure beyond two hours. It is structured in such a way that you can use it even if the characters do not meet Endrid in part 1.

CONTINUING THE ADVENTURE

The characters may rest at the Hope Inn before heading to the cave. If they opted not to investigate the cabin, they find the cave on their own the following morning. Either way, proceed to part 2.



PART 2:

INTO THE MOUNTAIN

Expected Duration: 60 minutes

The early morning sun shines brightly through the boughs of the surrounding fir and pine trees that cover the valleys between the peaks of the Galena Mountains. The summer weather is pleasant. Not a cloud can be seen in the sky, and the coolness of the previous night still remains in the air.

After less than an hour of walking, you hop a small, clear stream and make your way through a meadow of wild flowers, heading toward a sheer rock face. In a cleft near its base, you spot the unmistakable darkness of a cave.

If the characters received a map to the cave and the outer tunnels from Endrid Axebiter in part 1, they need not explore the passages near the cave's entrance to find the passageway leading to Tharn. Proceed to the "At the Gates of Tharn" encounter to continue the adventure.

If the party got lost searching for the cave, or if they opted not to stop at the Hope Inn, they must explore the outer tunnels to find the passage leading to Tharn. Proceed to the "Outer Tunnels" encounter below to continue the adventure.

THE OUTER TUNNELS

The outer tunnels surrounding Tharn are a large system of natural passages and caverns. If the characters did not receive a map from Endrid Axebiter in part 1, they must spend time exploring the tunnels to find the passageway that leads deeper into the mountain. While doing so, they encounter **three rot trolls (T)** that have spent time near Tharn and have become infused with necrotic energy.

Nearly four hours have passed since you entered the cave in search of Tharn. Inside you found a vast network of natural tunnels, chambers, and passages, many of them resulting in dead ends. An aura of weariness pervades the area, and although it does not slow your progress, you are left with the odd feeling that something terrible looms in the darkness.

After descending a nearly vertical climb, the passageway before you opens into an enormous cavern filled with rubble. As you search for an exit, three trolls shamle out of the darkness. Their rubbery skin hangs from their gangly bodies in patches, swinging loosely as they clamber over rocks to reach you.



1 square = 5 feet

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ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove one **rot troll**.
- **Weak party:** Each **rot troll** has 110 hit points.
- **Strong party:** Add one **rot troll**.
- **Very strong party:** Add two **rot trolls**.

GENERAL FEATURES

The area has the following features.

Light. Darkness.

Ceiling. The cavern ceiling is 20 feet high.

Rocks. Large rocks between 1 and 5 feet in height dot the area. The rocks are difficult terrain for creatures of Large or smaller size.

Size. The cavern is nearly a quarter of a mile in diameter with no other exits.

TACTICS

Crazed by exposure to negative energy near Tharn, the trolls employ little in the way of tactics. They attempt to bite and claw the nearest enemy, fighting to the death.

CONTINUING THE ADVENTURE

Upon defeating the trolls, the characters are free to explore the cavern, which contains no other exits. To carry on, they must backtrack and keep exploring. After several more hours of searching, they finally locate a passageway leading deeper into the mountain. Proceed to the “At the Gates of Tharn” encounter to continue the adventure.

AT THE GATES OF THARN

Your travel under the mountain has taken you through a seemingly endless maze of tunnels. Last night, you camped in a small cavern, but your rest was uneasy, and you and your companions awoke feeling as if something sought to devour your souls as you slept.

As the party nears Tharn, they begin to feel the effects of the city’s devastation. Have each character make a Constitution saving throw and consult the “Tharn’s Aura of Death and Destruction” sidebar to determine the results. Once complete, read the following to continue the adventure:

In spite of the ill ease you felt while resting, you pushed on, and as the hours progressed, your exploration led you deeper. Gradually, the tunnels changed from those of solid, natural stone to a network of tight squeezes, climbs, and crawls, almost as if you were weaving your way through a pile of gigantic boulders.

Minutes ago, you spotted light ahead and followed it to at a massive cavern. A glowing haze pervades the space, creating dim, grayish light. At one end of the cavern you see a wall, easily one hundred feet tall with a large gate near its middle. The ceiling slopes over three hundred feet from the top of the wall to the base of the cavern, as if someone had dropped a gigantic flat rock on the wall, creating an enormous stone lean-to. A quick glance reveals the floor is littered with thousands of bones.

THARN’S AURA OF DEATH AND DESTRUCTION

The death and destruction that occurred at Tharn left the surrounding area in an altered state. Energy from the Negative Plane now permeates the region, causing undead to rise sporadically, while slowly draining the life of any living creature that remains near it for too long.

Living creatures within three miles of the ruins must make a DC 17 Constitution saving throw every 8 hours. If the result is a failure, the creature suffers 10 points of necrotic damage, and its hit point maximum is reduced by the same amount. Undead creatures and those immune to necrotic damage are immune to this effect. The reduction lasts until the creature finishes a long rest outside of the aura’s range. A creature dies if this effect reduces its hit point maximum to 0.

If the characters take time to investigate the bones, they find a mix of humans, orcs, ogres, and giants among them, indicating that a great battle took place here. In truth, this is Tharn’s southern gate, which was opened by a group of soldiers to allow the invading humanoid army entrance (see **Adventure Background** for more information).

No threats reside within the cavern, but if the characters approach within 60 feet of Tharn’s gates, **five giant skeletons (S)** emerge and attack.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two **giant skeletons**.
- **Weak party:** Remove one **giant skeleton**.
- **Strong party:** Add one **giant skeleton**.
- **Very strong party:** Add two **giant skeletons**.

GENERAL FEATURES

The area has the following features.

Light. Dim grayish light from a haze that hangs in the air.

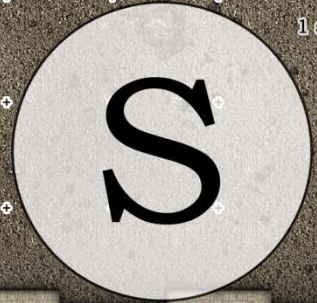
Ceiling. The cavern ceiling slopes from 100 feet near the wall to 5 feet at its far end.

Rocks. Large rocks between 1 and 5 feet in height dot the area. The rocks are difficult terrain for creatures of Large or smaller size.

Wall. The wall at the northern end of the cavern contains an opening that is 20 feet wide and 20 feet tall. Its massive metal gates stand open.



1 square = 5 feet



← gate

gate →

← 20-foot gate opening in wall →



AFTER THE FIGHT

A reclusive band of drow who call themselves “the Exiles” reside in a small village a half day’s walk from Tharn (just on the edge of its aura). They are mostly male outcasts from nearby drow Underdark cities. Some have joined their brethren voluntarily, tiring of the limitations placed upon them in a matriarchal society. Others have fled their homes to avoid death at the hands of Lolth’s priestesses for crimes they committed.

The leader of the Exiles is a white-skinned drow named Reshin. He and five other Exiles approach the party just after they defeat the giant skeletons. Alternatively, if the party struggles against the skeletons, you can have Reshin and his band arrive to assist them. Use the **drow elite warrior** stat block for each member of the Exiles.

As the last of the giant skeletons falls, you survey the battlefield, looking for additional threats. To the south of the cavern, where you entered, you spy six white-haired elves making their way toward you. The skin of each is a various shade of gray, with the exception one. A tall, slender elf with flowing white hair and extremely pale-white skin leads the group. He and his companions brandish no weapons, and as they approach, he calls out, “Stay your weapons, seekers. We are the Exiles, and we mean you no harm.”

ROLEPLAYING THE EXILES

Living in the shadow of Tharn has taken its toll on the drow who call themselves the Exiles, stealing their natural color as well as much of their passion. They are very monotone in their speech and mannerisms and nearly devoid of emotion.

The Exiles consider it their duty to protect each other, their village, and their surroundings. Many of the Matron Mothers from the nearby drow cities know of the Exiles. They let them survive because they pose no threat and are beneath the concerns of true drow.

Providing the characters are peaceable to the Exiles, Reshin shares the following information:

- Reshin and his kin are called the Exiles. They are mainly outcasts from drow society.
- Reshin assumes the characters have come seeking Tharn, as some have before.
- Restless spirits roam Tharn and its surroundings. Many are peaceful, but they sometimes go bad, devolving into shadows, wraiths, or worse. Undead also rise with frequency in the area.
- It is the duty of the Exiles to destroy these manifestations of evil when they form.
- Living near Tharn is not without its repercussions. Proximity to the city has slowly stolen the color and emotion of the Exiles, but that may be for the best, as many of Reshin’s fellow outcasts were

unable to function within drow society because of their emotions and desires.

- Reshin has lived in the Exiles’ village for nearly a century, which is why his skin is the palest of all of his brethren.
- He has learned much from the spirits of the area during that time.
- When Tharn came under attack by a massive army of orcs, ogres, and giants eons ago, hundreds of people barricaded themselves in its great cathedral.
- Knowing there would be no escape, the people prayed fervently for the souls of their loved ones—and for the damnation of their enemy.
- The gods of old were harsh, but the people’s prayers were heard and answered.
- As the battle raged, the sky began to rain gigantic boulders, which tore Tharn asunder, killing both its residents and the attacking humanoids.
- The gods claimed the souls of the invaders and defenders alike, increasing their own power.
- The earthen rain continued for weeks, burying the city and its dead under a mountain.
- Because of the death and violence, Tharn and its surroundings were left with a connection to the Negative Plane.
- Staying too close to the city for too long can drain a creature’s life essence.
- The effect is worse within the city’s walls. Because of this, and because of a manifestation of evil that dwells within, the Exiles do not enter the city.
- A dark and horrible creature of pure negative energy, nearly 20 feet in height, prowls the ruins of Tharn.
- It spends much of its time within the remains of the great cathedral, as if drawn to the spot where Tharn’s true destruction occurred.
- None who have faced the creature have ever survived, but if it could be defeated, it may very well break the city’s connection to the Negative Plane.

If asked about Tarnon Axebiter and his companions, Reshin knows nothing. He states that the tunnels surrounding Tharn are vast and dangerous, and that any number of creatures might have caused them to meet their end.

The Exiles do not try to stop the characters from entering Tharn, nor under any circumstances do they accompany them, as they believe the creature within is impossible to defeat.

CONTINUING THE ADVENTURE

If the characters wish to seek the creature Reshin described and destroy it, proceed to **Part 3: The Ruins of Tharn** to continue the adventure.

PART 3: THE RUINS OF THARN

Expected Duration: 45 minutes

Passing through its gates, you enter into the city of Tharn. The same grayish haze hangs in the air, providing dim light, and in the soft glow, you can make out ruined cobblestone streets and buildings crushed by massive pieces of stone. What is left of Tharn is little more than a maze of passages running between the destruction. Finding the cathedral Reshin spoke of may prove more difficult than expected.

To locate the cathedral, the party needs to navigate the ruined city. While they are under no time constraint to do so, Tharn's aura of destruction is stronger within its walls. For every hour the party spends inside the city, each character must make a DC 17 Constitution saving throw. If the result is a failure, they suffer 10 points of necrotic damage, and their hit point maximum is reduced by the same amount. Undead and characters immune to necrotic damage are immune to this effect. A character dies if this effect reduces their hit point maximum to 0. The reduction lasts until the character finishes a long rest outside of Tharn's aura of destruction.

To reach the cathedral, the party must complete a series of skill challenges designed to represent their journey through the city. Use the "Navigating Tharn Skill Challenge" table below to determine how much time it takes. The party must attempt a group skill check for each of the entries on the table. By default, finding the cathedral takes one hour, and for every two group skill checks the party fails, the journey takes an additional hour.

Navigating Tharn Skill Challenge

DC	Skill	Task	Failure Result
17	Strength (Athletics)	Climb through the remains of a ruined building.	The process goes slower than expected.
17	Dexterity (Acrobatics)	Walk along the top of a narrow wall without falling into the basement of a ruined building.	The character with the lowest check falls and suffers 10 (3d6) bludgeoning damage.
16	Wisdom (Perception)	While climbing, notice a loose rock before grabbing it.	A rockslide buries the party. Each character takes 10 (3d6) bludgeoning damage. Digging out takes time.
18	Wisdom (Survival)	Navigate in the correct direction of the cathedral.	The characters become lost and must backtrack.

THE CATHEDRAL OF DEATH

You spotted the ghostly forms of many spirits as you navigated the ruined streets of Tharn. While they paid you no mind, and your attempts to interact with them were unsuccessful, you eventually discovered that many seemed to be moving in the same direction.

Using that information as your guide, you finally locate a large cavern filled with rubble. A blasted crater lies at its center. Near its outside stands a half-destroyed building, its steeple still intact.

The ghosts of Tharn's fallen enter and exit the chamber with regularity, many approaching the edge of the crater to pause before floating away. The spirits do not interact with the party, and the characters cannot interact with them. They are simply present to represent the dead's inability to move on to their afterlife in the wake of Tharn's destruction.

The violent devastation dealt to Tharn created a momentary rift to the Negative Plane that allowed a **legendary nightwalker (N)** through. Since Tharn's annihilation, the creature has roamed the city, quelling any life it encounters. Its lengthy presence in the Material Plane is also responsible for the aura that surrounds the city.

When the characters move into cavern, read the following:

Upon entering the cavern, you spot movement in what remains of the ruined cathedral. From the shadows, a creature of pure darkness stands, rising to a height of twenty feet. It says nothing, as it moves your way with eerie silence.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** The **legendary nightwalker** has 250 hit points, cannot use legendary actions, and the DC for its Annihilating Aura, Enervating Focus, and Finger of Doom is 18.
- **Weak party:** The **legendary nightwalker** cannot use its legendary actions.
- **Strong party:** The **legendary nightwalker** has 357 hit points, a +3 bonus to all attacks, and deals an additional 5 necrotic damage with its Annihilating Aura, Enervating Focus, and Finger of Doom.
- **Very strong party:** The **legendary nightwalker** has 418 hit points, a +5 bonus to all attacks, and deals an additional 7 necrotic damage with its Annihilating Aura, Enervating Focus, and Finger of Doom.



1 square = 5 feet

Characters
Start Here

GENERAL FEATURES

The area has the following features.

Light. Dim grayish light from a haze that hangs in the air.

Ceiling. Gigantic interlocking boulders form a dome 100 feet tall and 200 feet wide.

Rocks and walls. Large rocks and low walls dot the area. They are between 1 and 3 feet in height and are considered difficult terrain for creatures of Large or smaller size.

Crater. A crater, 10 feet deep and 40 feet wide, lies in the middle of the chamber. Its sloped sides are difficult terrain.

TACTICS

The nightwalker knows no fear. It doesn't require air, food, drink, or sleep. Its only desire is to bring death to all living things.

The nightwalker uses its Finger of Doom whenever possible, attacking the nearest living creature. It uses its legendary actions at the end of the characters' turns, giving little thought to tactics. (See the "Legendary Nightwalker" sidebar in **Appendix 1: Monsters/NPCs** for the creature's legendary actions.)

Lair actions. When the high priest of Tharn (a cleric of considerable power) perished, his soul was pulled to the Negative Plane, allowing the nightwalker through. (See the nightwalker monster entry in *Mordenkainen's Tome of Foes* for more information.) Because of this connection, the creature is drawn to the ruins of the cathedral, and it frequently spends time there. In addition, it gains the lair actions below while it is in the same cavern as the cathedral's ruins.

NIGHTWALKER LAIR ACTIONS

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

- A small rift of negative energy opens, floating in midair within 120 feet of the nightwalker. Each creature within 5 feet of the rift must make a DC 15 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The rift disappears at the end of the lair action's initiative count.
- A tremor shakes the cavern in a 60-foot radius around the nightwalker, dislodging one of the rocks overhead. One creature within range (your choice) must make a successful DC 15 Dexterity saving throw or suffer 21 (6d6) bludgeoning damage and be knocked prone by a falling boulder.
- A **flameskull** rises from the rubble within 60 feet of the nightwalker and attacks the party. The nightwalker can only have one flameskull active at a time, it acts immediately after the lair action occurs, and it fights until destroyed. If the nightwalker perishes, the flameskull dies as well.

CONTINUING THE ADVENTURE

If you are using the bonus objective from part 1 to extend the adventure's length, proceed to **Part 4: A Ghostly Plea** and play through its encounters prior to the party exiting the city. Once complete, use the "Ending the Adventure" encounter below to wrap things up.

ENDING THE ADVENTURE

Read the following when the characters defeat the nightwalker:

Without sound or fanfare, the enormous creature of darkness begins to dissipate, its form turning to black mist that slowly fades to nothing. The spirits of Tharn's inhabitants begin to gather around you. Like the creature of darkness, they say nothing, but peace can be seen on their ghostly visages. Slowly, their forms also begin to turn to mist, and you can feel the unease that has followed you since nearing the city begin to fade.

If you are not using the bonus objective in part 4, the adventure ends here. With the nightwalker defeated, there is little else left of interest in Tharn. When the characters depart the city, they find Reshin and many of the Exiles gathered near the gate. In an uncharacteristic display of emotion, they cheer the party, and thank them by presenting them with a *ring of evasion* and three *potions of superior healing*.

In addition, each character gains the **The Lost City of Tharn** story award described below.

STORY AWARD: THE LOST CITY OF THARN

You found the fabled city of Tharn and slew a great evil within. In your spare time, you are eventually able to capture your tale in writing and share it with several libraries throughout the Moonsea. While by no means a masterpiece, your manuscript may (or may not) impress any sages, scholars, or historians you encounter in your future travels.

TREASURE

The Exiles reward the characters with a *ring of evasion* and three *potions of superior healing* for destroying the nightwalker.



PART 4: A GHOSTLY PLEA

Expected Duration: 60 minutes

The encounter below occurs after the characters have defeated the nightwalker but before they depart Tharn.

Note. Only use this optional encounter if you wish to extend the adventure beyond its 2-hour duration.

With the evil in Tharn defeated, you and your companions make your way through the maze of passages that form the city's ruins, heading toward the gate where you entered. While some spirits still remain, their numbers are greatly diminished, and as before, they pay you no heed. Because of this, you are surprised when you exit the remains of a partially collapsed building and spot the ghostly form of a male dwarf moving your way. As it floats along, you can see it wringing its spectral hands in a nervous manner. Unlike the other spirits you have encountered, it calls out in a clear voice, "Please! I'm begin' you. Deliver me from this place."

The ghost is that of Tarnon Axebiter, the husband of Endrid Axebiter, who the characters may have encountered in part 1. Tarnon and three of his fellow adventurers entered the ruins of Tharn seeking treasure years earlier and never returned. Unfortunately, Tarnon and his expedition sought refuge in a crypt below the city and were slain by its occupant.

Providing the characters interacts with the ghost peaceably, it readily shares the following:

- In life, Tarnon was an adventurer of modest skill.
- He was especially fond of dungeons and underground ruins, adventuring not just treasure, but for the sheer joy of discovery.
- Finding Tharn was to be the pinnacle of his career, and he had promised his wife, Endrid, that they would finally settle down after the expedition.
- It took years to learn its location, but Tarnon eventually made his way into the city, along with a half-orc priest of Tempus named Rorl Arkson, a human wizard named Filbus Clive, and an elven thief known as Skaleena Softshoes.
- As they neared Tharn, they began to feel an unease, and Filbus grew weaker by the day. Once they entered the city, the feelings intensified.
- They were attacked by shadows and barely survived. Needing shelter, they forced open a door covered in strange writing and entered an ancient crypt.
- Inside, they found solace from the oppressive draining they felt elsewhere in the city.
- The walls of the crypt were covered in glyphs and runes. Filbus was able to identify some as of them

as a warding against necrotic energy, and Rorl confirmed the crypt was consecrated ground.

- A single stone sarcophagus graced the large room, and Skaleena immediately wanted to loot it. Tarnon stopped her, fearing it would break the sanctity of the place and let in the ill ease they felt elsewhere in the city.
- In spite, Skaleena opened the sarcophagus as they slept, releasing a powerful specter. The door to crypt slammed shut, trapping the group inside.
- They fought bravely, but in the end, they were no match for the specter, which was largely unaffected by everything they used to attack it.
- More than anything, Tarnon wants his remains removed from the crypt and returned to his wife, Endrid, who tended the party's base camp near the cave that leads into the mountain.
- He realizes Endrid may no longer be alive, or that she may have moved on, leaving him behind. If so, he would like his bones returned to Hundelstone, the town where he and Endrid grew up together and fell in love.
- Tarnon can show the party the location of the crypt, but he has little to offer as a reward, except for some coins and gems on his corpse, which they can identify by his clan's ring, a brass band bearing the twin axes of the dwarf god Clangeddin.

If the characters agree to help Tarnon, his ghost leads them to the crypt, but the warding prevents him from entering. Proceed to the "Crypt of Judgement" encounter below to continue the adventure.

CRYPT OF JUDGEMENT

Tarnon leads the party to the crypt where he and his companions died. Its door is covered in unfamiliar writing, a precursor to Common that is thousands of years old. A *comprehend languages* spell reveals the text as:

Within lies Remmul Keth, honorable first magistrate of Tharn. Let those who disturb his eternal slumber know his judgement.

The stone door to the crypt was originally locked, but the lock was broken by Tarnon and his companions when they entered years ago. Read the following when the party enters the crypt:

As you enter the crypt, lanterns on the walls flare to life, revealing a single sarcophagus of simple stone in the middle of the room, its lid slightly ajar. Strange glyphs and runes cover each wall, and four decayed corpses lie scattered about. Moments later, a ghostly blue specter flickers into view near the sarcophagus. In an even voice, it says "Who dares disturb my crypt?"

The spirit is that of Remmul Keth, the first judge of Tharn. Remmul perished long before the city's destruction. His remains were sealed in the warded crypt to prevent any that he might have sentenced from defiling them. When the thief, Skaleena Softshoes, opened Remmul's sarcophagus, his spirit was drawn back to the world of the living, and it proclaimed a judgement of death upon Tarnon and his companions.

With his crypt now desecrated, Remmul can no longer find rest. He does not immediately attack the party, as he knows they are not responsible for disturbing its sanctity. As long as the characters do not threaten or attack Remmul, he shares the following:

- Remmul Keth was the first judge to be appointed in Tharn. He dispensed law and order for over 50 years before he perished.
- He was buried in a warded crypt to keep those he passed judgement on from defiling his remains.
- Over two decades ago, four individuals disturbed his sarcophagus, and he passed judgment on them—death.
- The sanctity of Remmul's crypt is now broken, and only a priest of the old gods can restore it, leaving him without rest for all eternity.
- Remmul will not allow the characters to retrieve Tarnon's remains. There is no reason the dwarf should find peace when he cannot.
- He does not care that Tarnon was not the individual that opened his sarcophagus. His entry into the crypt makes him complicit.
- Remmul will relinquish the remains, but only on one condition: The glyphs and runes covering the walls still contain the magic of the old gods, which will allow him to return to the realm of the living, but only if a price is paid first.
- The price is life essence, and it must be given willingly. (In game terms, Remmul requires **five advancement checkpoints** be given up by the party. The "price" can be paid by a single character, or its cost can be shared by multiple characters.)

If the characters agree to pay Remmul's price, read the following:

The glyphs and runes on the walls begin to pulse with soft blue light, and a bright flash washes over the room. When your vision returns, Remmul's ghost is gone, and in its place is a young man with shaggy brown hair and deep green eyes clothed in ceremonial robes. With astonishment, he flexes his hands, and remarks, "I did not know if it would truly work. It...it is a miracle."

Treat Remmul's reborn form as a **commoner** with an Intelligence score of 16 and a Wisdom score of 15.

As he has no knowledge of the outside world, Remmul asks the characters to escort him to the nearest civilized town. Whether or not they choose to do so is entirely up to them.

ROLEPLAYING REMMUL KETH

As a devout man of law, Remmul's honor is of the utmost importance to him. While he considers the "sentence" of his previous life served, he remains true to his ideals and will not willingly break a deal he has made or go back on his word.

He speaks in crisp, confident tones and is intelligent and eager to learn about the world he has reentered.

Quote: "A second life of honor is more than I deserve."

If the characters refuse Remmul's deal, he lets them leave without incident. If, however, they attempt to take Tarnon's remains, he attacks and fights until destroyed to see that justice is maintained. Proceed to the "Fighting the Judge" encounter below.

FIGHTING THE JUDGE

While in its crypt, **Remmul Keth's specter (S)** benefits from the ancient glyphs and runes on its walls. The creature gains the adjustments in the "Remmul Keth's Specter" sidebar, which modifies the **specter** stat block.

REMMUL KETH'S SPECTER

Medium undead, lawful neutral

Armor Class 12

Hit Points 180 (24d8 +72)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	16 (+3)	16 (+3)	15 (+2)	11(+0)

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from magical weapons with a +2 or lower bonus

Damage Immunities necrotic, poison, acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

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

Senses darkvision 60 ft., passive Perception 12

Languages Common

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.

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

ACTIONS

Drain Life. Each creature within 20 feet of the specter must succeed on a DC 17 Constitution saving throw or suffer 18 (4d8) necrotic damage and have its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



1 square = 5 feet

stairs

up



ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remmul's Keth's specter has 112 hit points; the DC of its Drain Life attack is 15, and the attack deals 14 (4d6) necrotic damage.
- **Weak party:** Remmul's Keth's specter has 142 hit points; the DC of its Drain Life attack is 16, and the attack deals 16 (4d6+2) necrotic damage.
- **Strong party:** Remmul's Keth's specter has 222 hit points; the DC of its Drain Life attack is 18, and the attack deals 20 (4d8+2) necrotic damage.
- **Very strong party:** Remmul's Keth's specter has 264 hit points; the DC of its Drain Life attack is 19, and the attack deals 22 (4d8+4) necrotic damage.

GENERAL FEATURES

The area has the following features.

Light. Bright light from lanterns on the crypt walls with the *continual flame* spells cast upon them.

Ceilings. The crypt's ceiling is 10 feet high.

Door. A single stone door allows access to and from the crypt. As a bonus action, Remmul's specter can telekinetically close or open the door from anywhere in the room. Once closed in this manner, it requires a successful DC 20 Strength (Athletics) check to open if Remmul's specter still exists.

Sarcophagus. The stone sarcophagus in the middle of the room is 3 feet high and capable of providing half cover to creatures of Medium or smaller size. It contains the skeletal remains of Remmul Keth.

Walls. Ancient arcane glyphs and divine runes cover all four walls of the crypt. If a *detect magic* spell is cast, they display traces of abjuration, transmutation, and necromancy magic.

TACTICS

The specter flies to the ceiling and positions itself above as many characters as possible before using its Drain Life attack. If it feels particularly threatened, it uses its Incorporeal Movement to fly through the ceiling to room above, but since the space is filled with rubble, it suffers force damage if it ends its turn there. It returns the following round to continue using its Drain Life attack.

SURRENDERING

Remmul does not want to kill the characters. If they surrender at any time during the fight, he allows them to leave without incident. If he sees they are faring poorly during the battle, he may even (at your

discretion), reiterate his original offer of letting the party take Tarnon's remains, providing they voluntarily relinquish enough life force to return him to the realm of the living. The characters need not fight to the death!

TREASURE

The remains of Tarnon and his companions contain miscellaneous gems and coins. Tarnon's skeletal hand still wears his brass wedding ring, which bears the twin axes of the dwarf god Clangeddin.

Remmul's sarcophagus contains his remains, along with his prized possession, a *pipe of smoke monsters*.

RETURNING TARNON'S REMAINS

If the party destroys the specter or cuts a deal with it, they are free to take Tarnon's remains. Upon exiting the mountain cave, they have no trouble finding their way to Endrid Axebiter and the Hoppe Inn.

When the elderly dwarf is finally rejoined with her beloved husband, she weeps tears of both joy and sorrow, thanking the characters profusely, and hugging them often. She insists they stay with her until they are fully healed, and when they are ready to leave, she closes the doors of the Hope Inn forever.

Endrid follows the party from the mountains with Tarnon's remains wrapped lovingly in a cloth sack. She is bound for the frozen north and her girlhood town of Hundelstone, where she can finally see her husband laid to rest.

ART CREDITS

Nightwalker images: Wizards of the Coast

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ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 1 advancement checkpoint and 2 treasure checkpoints for completing each of the **story** objectives below:

- **Story Objective A:** Locate the lost city of Tharn.
- **Story Objective B:** Defeat the nightwalker.

The characters receive 1 advancement checkpoint and 2 treasure checkpoints for completing the **bonus** objective below:

- **Bonus Objective:** Return Tarnon's remains to Endrid at the Hope Inn.

PLAYER REWARDS

The characters earn downtime and renown as outlined in the *D&D Adventurers League Dungeon Master's Guide* for completing the adventure and any bonus objectives.

MAGIC ITEM UNLOCK

Characters completing **story objective b** unlock this magic item.

Ring of Evasion. This gold ring is set with a jade hummingbird. A full description of this item can be found under **Player Handouts**.

COMMON MAGIC ITEMS

During this adventure, the characters may find the following common magic items:

Pipe of Smoke Monsters. A full description of this item can be found under **Player Handouts**.

CONSUMABLES

During this adventure, the characters may find the following consumable items:

Potion of Superior Healing. A full description of this item can be found under **Player Handouts**.

STORY AWARD

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

The Lost City of Tharn. You found the fabled city of Tharn and slew a great evil within. In your spare time, you are eventually able to capture your tale in writing and share it with several libraries throughout the Moonsea. While by no means a masterpiece, your manuscript may (or may not) impress any sages, scholars, or historians you encounter in your future travels.

DM 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 other rewards listed above.

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



APPENDIX I.

MONSTERS/NPCs

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (10 XP)

ACTIONS

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

DROW ELITE WARRIOR

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather and shield)
Hit Points 71 (11d8+22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4
Skills Perception +4, Stealth +10
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 5 (1,800 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

ACTIONS

Multiattack. The drow makes two shortsword attacks.
Shortsword. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

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



FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

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

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

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

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.

Rejuvenation. If the flameskull is destroyed, it regains all 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 spell caster. 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.

GIANT SKELETON

Huge undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	4 (-3)	6 (-2)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Giant but can't speak

Challenge 7 (2,900 XP)

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

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

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

ACTIONS

Multiattack. The skeleton makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.



NIGHTWALKER

Huge undead, chaotic evil

Armor Class 14

Hit Points 297 (22d12 + 154)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	24 (+7)	6 (-2)	9 (-1)	8 (-1)

Saving Throws Con + 13

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

Damage Immunities necrotic, poison

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

Senses darkvision 120 ft., passive Perception 9

Languages —

Challenge 20 (25,000 XP)

Annihilating Aura. Any creature that starts its turn within 30 feet of the nightwalker must succeed on a DC 21 Constitution saving throw or take 14 (4d6) necrotic damage and grant the nightwalker advantage on attack rolls against it until the start of the creature's next turn. Undead are immune to this aura.

Life Eater. A creature reduced to 0 hit points from damage dealt by the nightwalker dies and can't be revived by any means short of a *wish* spell.

ACTIONS

Multiattack. The nightwalker uses Enervating Focus twice, or it uses Enervating Focus and Finger of Doom, if available.

Enervating Focus. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (5d8 + 6) necrotic damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Finger of Doom (Recharge 6). The nightwalker points at one creature it can see within 300 feet of it. The target must succeed on a DC 21 Wisdom saving throw or take 26 (4d12) necrotic damage and become frightened until the end of the nightwalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the nightwalker's Finger of Doom for the next 24 hours.

LEGENDARY NIGHTWALKER

A legendary nightwalker gains the traits and legendary actions below.

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

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

LEGENDARY ACTIONS

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

Dark speed. The nightwalker moves or flies up to 40 feet. This movement provokes opportunity attacks, but only if the creature making the opportunity attack succeeds on a DC 15 Dexterity check before attacking.

Dark Attack. The nightwalker makes an Enervating Focus attack.

Dark Recharge (Costs 3 Actions). The nightwalker's Finger of Doom recharges.



ROT TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	5 (-35)	8 (-1)	4 (-3)

Skills Perception +3

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 9 (5,000 XP)

Rancid Degeneration. At the end of each of the troll's turns, each creature within 5 feet of it takes 11 (2d10) necrotic damage, unless the troll has taken acid or fire damage since the end of its last turn.

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 16 (3d10) necrotic damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 5 (1d10) necrotic damage.

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

ACTIONS

Life Drain. *Melee Spell 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 creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



APPENDIX 2:

PLAYER HANDOUTS

During the course of the adventure, the characters may unlock or acquire the rewards below. If you are distributing these to your players, print and cut out as many as you need to ensure all eligible characters receive a copy. Alternatively, allow each player to take a picture of the information with their mobile device.

MAGIC ITEM UNLOCKS

RING OF EVASION

Ring, rare (requires attunement), table G

This gold ring is set with a jade hummingbird.

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

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

COMMON 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 frogemoth. 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 can be found in *Xanathar's Guide to Everything*.

CONSUMABLES

POTION OF SUPERIOR HEALING

Potion, rare

You regain 8d4 + 8 hit points when you drink this potion.

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

STORY AWARDS

THE LOST CITY OF THARN

You found the fabled city of Tharn and slew a great evil within. In your spare time, you are eventually able to capture your tale in writing and share it with several libraries throughout the Moonsea. While by no means a masterpiece, your manuscript may (or may not) impress any sages, scholars, or historians you encounter in your future travels.

