



POOLS OF CERULEAN

The Land of Ash and Smoke. Once a hellish landscape of volcanic activity, now a nightmare region that hosts one of the scattered *Soulmonger* fragments. The fragment's burgeoning power attracted the attention of the Red Wizards of Thay and, thankfully, adventurers who are willing to risk life and limb to keep the fragment from these vile arcanists. Can you reach the fragment before the Red Wizards make off with it? The hunt is on. *Part Two of the Broken Chain Series.*

A Four-Hour Adventure for 17th-20th Level Characters



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INTRODUCTION

Welcome to *Pools of Cerulean*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

The adventure takes place in the Land of Ash and Smoke. A volatile and desolate region with lava flows and smog.

This adventure is designed for **three to seven 17th-20th level characters** and is optimized for **five characters with an average party level (APL) of 18**. Characters outside this level range cannot participate in this adventure.

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 particular 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 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. Familiarize 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 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.

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

Acererak, defeated by a band of adventurers, sundered the *Soulmonger*—freeing Toril from the inescapable clutches of the dreaded *Death Curse*. It isn't time to pop the bubbly and celebrate the salvation of the world, though. Unbeknownst to the heroes, fragments of the device were scattered to the far corners of Chult. Its incredibly dangerous and corrupting fragments, to be precise. Thanks to their highly magical nature, in the wrong hands they could pose a threat to the entire world. Hands such as those that belong to the Red Wizards of Thay.

The Red Wizards have sent a group to Chult to recover the fragments and fortunately for them, their hunt for the fragments are going great. They've detected one such fragment in the Land of Ash and Smoke. A region of Chult which is, to paraphrase, a hellish, smoky sea of black volcanic rock traced with streams of lava. They've sent an expedition led by Semm Nahar, a newly minted archmage, was given this opportunity to prove his worthwhileness to the other more powerful Red Wizards. Should he succeed, his advancement in their order will be set. Should he fail, his life would be forfeit.

Unfortunately for Semm Nahar, the archlich Rhaugilath noticed this fragment and has other plans for it, namely, to utilize the fragment's energies to free himself from the lich Larloch. Preventing Dendar the Night Serpent from devouring the world is a nice bonus as well. Utilizing his powerful dream magic, Rhaugilath located and contacted a group of exceptional (and assumedly brave, adventurers and tasked them with retrieving the fragment and destroying the expedition. All for reasonable compensation, of course.

LOCATION AND NPC SUMMARY

Rhaugilath (RAW-gill-ath). An ancient Netherese lich, Rhaugilath has spent centuries exploring the dreams of mages and cultural personalities all around Faerûn. Desires to be freed from his servitude to Larloch above all else. He believes that the remains of the *Soulmonger* and the atropal it fed, will allow him to sever his bondage to Larloch.

Larloch (LAR-lock). The oldest non-draconic being on Faerûn, this Netherese lich also survived the fall of the flying citadels in -339 DR. Due to near-infinite power, he is nigh untouchable by mortals and even some deities.

ADVENTURE OVERVIEW

This adventure is divided into three parts:

Part 1. Rhaugilath warns the characters of a *Soulmonger* fragment an expedition of Red Wizards are after and how they need to be stopped. This guides the characters to the Land of Ash and Smoke to an abandoned campsite. There they'll meet a firenewt shaman who was summoned to give the characters more information on what lies ahead. After providing insight, the shaman dies of *Soulmonger* fragment's corruption and turns into a monster that attacks the players.

Part 2. Following the expedition's trail, the characters get lost in a group of enchanted hot springs which are planar adjacent to the Feywild and where corrupted fey now reside. The trail leads into a petrified grove. Hanging from a tree are unconscious Chultan mercenaries. The nearby burrowing creatures attempt to do the same thing they did to the mercenaries, to the characters.

The expedition left behind the remaining members of the Chultan mercenary company to allay anyone that may be following. They set up an ambush in a ravine along their trail, putting up a fake camp to lure in any unsuspecting pursuit.

Part 3. The characters catch up to Semm Nahar who's absorbing the energies of the *Soulmonger* fragment that rests over the pyramid tomb of a dead ancient dragon. His undead and mage minions are watching his back during the ritual.

ADVENTURE HOOKS

Insert general adventure hook here. Alternatives follow.

Dream Summons. Rhaugilath the archlich has a vested interest in securing the *Soulmonger* fragment and is willing to reward the player's mightily for destroying the Thayan expedition and recovering the fragment.

Order of the Gauntlet (Faction Assignment). The Red Wizards have hired the Kamadan Marauders, a company of Chultan mercenaries, to aid them and we would like you to attempt to turn them against their master.

Emerald Enclave (Secret Mission). The Emerald Enclave is thrilled that you will attempt to remove the *Soulmonger* fragment but they're concerned that what's already been corrupted may not be undone by simply removing the source. To study the effects of the corruption, they'd like you to steal three eggs (or live young) from one of the corrupted creatures you encounter.

PART 1. THE DREAM

Estimated Duration: 30 minutes

The characters receive a dream from the archlich Rhaugilath masquerading as a benevolent being. He warns the characters of a danger involving a *Soulmonger* fragment, a sect of Red Wizards, and the Land of Ash and Smoke.

RHAUGILATH'S SUMMONS

Read or paraphrase:

Whether you're giving a spell report to your fellow wizard apprentices in your small clothes, reliving that moment you took another humanoid's life, or enjoying a beverage in a pool filled with enticing tentacle-elf 'companions,' your dream shifts abruptly. You're in a hell blasted wasteland. Smog clogs the air, stone hisses beneath your feet, and pools of lava bubble. Around you are other figures, clearly adventurers like you, they've that look.

At this point, the players can describe and introduce their characters if they haven't done so already. Then read or paraphrase:

Another figure appears, an amorphous entity of brilliant golden light that exudes a gentle warmth. It hovers above and in a voice that touches the heart more than the ear, it speaks, "Do not fear. For I am Larua, and I have contacted you from afar to warn you of a dire threat. A threat that can destroy all life as we know it. An evil has taken root in the Land of Ash and Smoke and you need to stop it."

Disguised as Larua, the helpful and semi-omniscient extraplanar entity, Rhaugilath contacts the characters in their dreams. While it's impossible to see through the illusions he's cast about himself to hide his identity, it's possible with a Wisdom (Insight) ability roll of DC 33 or higher to infer that 'Larua' may not be telling the characters everything.

Rhaugilath shares the following information:

- When the *Soulmonger* was destroyed, fragments were scattered across Chult; one of which took root within the Land of Ash and Smoke.
- A group of Red Wizards of Thay are collecting these fragments to enhance their terrible magics. They've sent an expedition into these lands to retrieve the fragment.
- Semm Nahar, the expedition leader and archmage, uses a magical **opal pendant** in his possession to absorb the energies of the fragment for transport. The characters must stop him, take the **opal**

pendant, and retrieve the energy themselves so that it doesn't fall into the wrong hands.

- The *Soulmonger* fragment's unpredictable and corrupting nature affects native magic, flora, and fauna of the Land of Ash and Smoke.
- The Land of Ash and Smoke is a wasteland comprised of volcanic rock, lava streams, and fiery native creatures. Rainfall is either nonexistent or results in scalding steam showers that cut visibility and sear exposed flesh.
- "Larua" can only provide a general location for the fragment but provides instructions on how to reach the first marker of the expedition's journey and a local for the characters to speak to who knows more about the area.
- In exchange, she promises a great reward for stopping this menace and retrieving the opal pendant. A reward to be delivered once their mission is complete.

ROLEPLAYING RHAUGILATH AS "LARUA"

Rhaugilath is portraying a Good Samaritan style entity that wants to stop the bad guy, save the world, and has obviously called the right people for the job. He plays his role to the expectations of how he believes the party believes a truly good entity would behave. Demure, caring, and with an insatiable thirst that can only be quenched by sweet, sweet justice.

DEVELOPMENTS

The characters wake from the dream with full knowledge of where they need to go. They may already be at a specific location in Chult, like an inn in Port Nyanzaru, or one of the forts in the jungle, and regardless of where they're when they receive the dream we can assume that they're all together by the time they reach the **Abandoned Camp** in the Land of Ash and Smoke.

This adventure doesn't cover travel from where the characters begin to the Land of Ash and Smoke, and it's left up to the Dungeon Master's discretion whether they wish there to be any encounters or interactions along the way. A few ways the characters could travel overland rapidly include some of the following spells: *teleportation circle*, *teleport*, *transport via plants*, and *plane shift*, etc.

TRICKS OF THE TRADE

Interaction Encounter. Rhaugilath refuses to reveal his true self and if the characters discern something is off through a successful ability check, he deflects—likely by relating the idea that, as a semi-omniscient entity, there is only so much information he can provide to mortals, which also explains why he is unable to direct the characters to the exact location of the *Soulmonger* fragment.

THE LAND OF ASH AND SMOKE

The Land of Ash and Smoke is a desolate and hellish region that would be challenge enough to traverse even if the *Soulmonger* fragment hadn't taken root and begun creating new and horrible hazards to overcome.

Now, besides the merciless weather and patches of adjacent Feywild, abominations can walk out of thin air. They're summoned or created by energies of the *Soulmonger* fragment.

MAGIC AND HAZARDS OF THE LAND OF ASH AND SMOKE

The following are explanations of the environment and the events occurring within the Land of Ash and Smoke. The Dungeon Master should feel free to use, modify, or add to these features in whatever way best suits their style or needs.

GENERAL FEATURES

The Land of Ash and Smoke has the following general features:

Weather and Extreme Heat. Chult is hot, humid, and rainy throughout the year. The Land of Ash and Smoke is far worse. The temperature regularly climbs as high as 115 to 135 degrees F (~45 to 60 degrees C) during the day and seldom falls below 90 degrees F (~30 degrees C) even at night.

For the rest of Chult, a day without rain is rare, but in the Land of Ash and Smoke downpour is either nonexistent or, thanks to the lands fiery magical nature, turned into a scalding steam shower, reducing visibility and cooking exposed skin. At the beginning of each location, the Dungeon Master may roll 1d20 to determine if a steam shower occurs. On a roll of 15 or higher a steam shower occurs. Alternatively, the Dungeon Master can just decide if they'd like a steam shower to occur or not. During a steam shower, characters have disadvantage on their Constitution saving throws against exhaustion due to extreme heat.

Whenever the characters reach a new location within the Land of Ash and Smoke, an hour or more of travel will have passed, and they must each must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. Characters who fail this saving throw by 10 or more suffer two levels of exhaustion. These levels of exhaustion can only be removed by taking a long rest in a cool environment. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Characters wearing clothing appropriate to extreme hot environment or those with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

Visibility. Due to the constant smog in the Land of Ash and Smoke, visibility is limited to 60 feet. Beyond that distance, only Huge or larger objects can be distinguished. This distance is halved during a steam shower.

Abominations. The magic of the *Soulmonger* fragment conflicts with the native magic and planar alignments of the Land of Ash and Smoke, which results in horrible

abominations that appear out of thin air. The closer the characters get to the *Soulmonger* fragment, the more likely one or more of these abominations appears.

With exception to the **abandoned camp** location, when the characters move into a new location, the Dungeon Master may roll one or more d20(s) to determine if an abomination appears. On a roll of 11 or higher, an abomination appears. Consult and roll on the Abominations chart to determine what type of abomination appears and its brief description. After determining if and which abomination is appearing, it's up to the Dungeon Master to decide when, where, and how to introduce them into the scene. The Dungeon Master can also just decide if and which abomination appears at any given time without having to roll for it. Whatever suits their need or interest.

Corrupted Creatures. Throughout the adventure, the characters are going to encounter native creatures that have been changed by the *Soulmonger* fragment. The corruption tends to result in an altered appearance and drastic increase in aggression. Each time this is present, a suggestion for how the corruption affected an area's creatures is provided, but feel free to modify and expand on those ideas as needed.

ABOMINATIONS

D4	Descriptions
1	A centaur-like creature charges out of thin air. Its stony body is covered in gasping craters that jet and release noxious smelling gas, its arms narrow down to barbed and pointed appendages, and a single green eye glares from where a face should be. A briarlance attacks the characters.
2	A mass of writhing skeletal arms and hands floats out of thin air, the bony limbs and digits forming a sea anemone-like field around a gnashing fanged mouth. A hand tyrant attacks the characters.
3	A warhorse sized scorpion scabbles and pulls itself into the material plane, its pincers are human mouths that whisper and utter senseless arcane phrases. Its stinger is replaced with the face of a gaunt woman with inky drifting hair whose jaw distends into a fanged mouth. A thought stinger attacks the characters.
4	The ground rumbles as this titan of ancient worms' steps from nothing, its two clawed arms pulling its bulk into the material plane as the mouths at the end of its five-segmented worm-like heads split into petal shaped jaws and release a piercing shriek. A tremor terror attacks the characters.

If a steam shower occurs, the Dungeon Master may read or paraphrase:

You all hear the clash of thunder overhead and following a violent chorus of hissing, in the blink of an eye, you're surrounded instantly by pale searing steam as the rain boils before it even touches the ground.

HOT CLIMATE CLOTHING

Before traveling to the Land of Ash and Smoke, the characters can purchase items. In addition to the normal items for sale in the Player's Handbook, inform the characters that hot climate outfits are available for 4 gp each (twice the cost of normal traveler's clothing).

TRICKS OF THE TRADE

Combat Encounters. Here are a few suggestions on how to introduce abominations into an encounter:

Initiative. Roll an initiative for the abomination as well and this is when it appears. The Dungeon Master can roll randomly amongst the characters to see who it appears next to. If the Dungeon Master is kind, the abomination can appear amongst the middle of the melee combatants. Or, if they're incredibly kind, the abomination can appear next to a character that otherwise managed to remove themselves from the dangers of combat. Archers and spellcasters in the back deserve some excitement too.

Drama. Release the abomination at the highest point of drama. *Example:* Say the characters have managed to get a conversation going between themselves and the Kamadan Marauders. What better way to solidify an alliance, or show a need for alliance, then by throwing the abomination into the fray and possibly everyone working together to defeat it?

Surprise. The abomination coalesces from thin air and attempts to get the jump on the characters. They must succeed a Wisdom (Perception) ability roll of DC 20 or higher to avoid being surprised. Keep in mind, the abomination suddenly appearing and attacking may attract the attention of the other creatures in the area.

Challenge. The abominations can be used to empower an encounter if the Dungeon Master feels like the characters need more of a challenge.

Short Rest. During short rest abominations can appear and attack the characters, giving the sense that there is nowhere safe hide while in the Land of Ash and Smoke.

THE ABANDONED CAMP

Following the dream message, the characters arrive in the Land of Ash and Smoke at an abandoned camp that belonged to the Red Wizards they've been set in pursuit. A corrupted and dying firenewt shaman and his retinue approach the party to offer more information on the path ahead.

GENERAL FEATURES

The Abandoned Camp has the following general features:

Terrain. The ground here is made of volcanic stone and is mostly even. The ground has an inch or two layers of ash covering.

Weather. The surroundings possess an incredible dry heat. The Dungeon Master may roll for a steam shower and the characters must make a saving throw against exhaustion due to extreme heat.

Light. The sunlight here is dim thanks to the near constant ash-fall and smog.

Smells and Sounds. The smell of rotten eggs permeates the air alongside the smell of baking rocks and the sound of hissing and bubbling lava in the distance.

Read or paraphrase:

Sweat stings your eyes and your throat burns as you travel through the Land of Ash and Smoke. You eventually arrive at the abandoned campsite Larua directed you to. Before investigating further, a trio of firenewts approach, their leader's hands raised. The leader pads closer, thick lines of pulsing black infection on their glowing orange skin stretches from beneath their feathery raiment. Their voice is rough as they speak. "I am Cinza and I've followed my dreams here. Followed the voice of Imix. A dark force grows here, and I will offer what I can to help you to remove it from my people's lands."

Cinza and his retinue two **firenewt warriors**, have come to offer what information they can to the characters. The *Soulmonger* fragment's corruption is spreading haphazardly throughout the region corrupting its natural denizens, including the firenewts. Cinza is being consumed by corruption himself and knows they've less than a day to live, and at this stage no blessing or medicine would be enough to cure them.

Cinza received dream messages from Rhaugilath, who disguised himself as Imix, and thus they believe the characters to be here by the will of their god. As natives of this land, they've a better idea of what dangers lurk in the character's path.

Cinza explains the following:

- The darkness has taken root at the distant Tomb of the Fire King. A ruined pyramid that used to be the lair of an ancient red wyrm.
- It's suspected that the path the Red Wizards are forging leads through the Singing Springs and the Cinder Grove.
- The darkness is infecting the land and its creatures, killing or changing them. Some of Cinza's people have fallen to this corruption and they'd prefer the darkness removed before it destroyed them all.

- Cinza's is infected with this corruption as well and doesn't wish to tarry. They're aware that they don't have long to live and at this stage, not the characters, nor even the great Imix can spare their life.
- The characters shouldn't tarry either. Imix told Cinza to warn the characters that by the end of the day (about 8 hours) the Red Wizards will have retrieved the darkness. The Tomb is approximately 6 hours away on foot.

DEVELOPMENTS

After Cinza has answered the character's questions and makes to leave, they manage to make it 30 feet away and fall prey to the corruption infecting them and transforms into a **corrupted firenewt**. They then attack anything nearby including their own retinue.

CORRUPTED CREATURES

Easily more than a foot taller and a hundred pounds heavier, the once Cinza has coal black skin, their internal light snuffed out, and their body is twisted, hunched, and covered in jutting bone spurs and jagged protrusions.

TRICKS OF THE TRADE

Combat Encounters. The Corrupted Firenewt is ruthless and bloodthirsty. It immediately attacks the nearest creatures, starting with the other firenewts if the characters haven't yet drawn its attention. The other firenewts attempt to help dispatch the creature, given that after Cinza's mission it was their job to kill them and disperse their remains before they turned into a monster. This monster is incredibly easy to defeat at this tier, so alternatively to rolling initiative and going into combat for so easy a foe, another possibility is to let the characters describe how they put down the corrupted creature and move on from there.

Interaction Encounter. Cinza's under the impression that they're helping their people and following the edicts of their god, Imix. They believe Imix wishes the characters to claim this darkness rather than the Red Wizards. If the characters suggest that it wasn't Imix who sent them on this mission, Cinza would be amused rather than angry, as obviously the characters have little understanding in the power of their god and their faith.

Exploration Encounter. After dealing with the Corrupted Firenewt, the characters may attempt to follow the expedition's trail. The characters must make a Wisdom (Survival) ability roll of DC 15 or higher to successfully follow the expedition's trail. If they fail the ability roll, it takes them an hour to relocate the path. During the time it takes them to regain their bearings, they must make a saving throw against exhaustion from extreme heat.

PART 2. THE TRAIL

Estimated Duration: 135 minutes

Starting from the abandoned camp, the characters pursue the expedition further into the Land of Ash and Smoke.

A. THE SINGING SPRINGS

GENERAL FEATURES

The Singing Springs has the following general features.

Terrain. The springs reside within a honeycomb structure of stone arches and glowing crystalline structures.

Hallucinatory Terrain. The area is concealed by multiple naturally occurring *hallucinatory terrain* spells. These spells are concealing the expedition's trail. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion.

Weather. The surroundings possess a humid heat thanks to the close approximation with the springs, multicolored mosses and fungus have grown because of this. The characters must make a saving throw against exhaustion due to extreme heat.

Light. Thanks to the glowing crystals growing out of the arches, there is plenty of light to see by, though the smog still heavily obscures vision. Between the smog and the stone arches, almost no natural sunlight can be seen.

Smells and Sounds. The hot springs exude a pleasant fragrance more akin to fresh flowers and honeysuckle. They burble happily, their steam and fumes seeming to form small winged figures that dance and flow over and off the surface of the water.

Hot Springs. Any creature that enters a hot spring takes 44 (8d10) fire damage immediately and again at the start of each of its turns for as long as it remains in the spring.

Extraplanar. The **Singing Springs** occupies a spot on the material plane that is adjacent to the Feywild. This allowed fey creatures and phenomena to trickle into the material plane with ease, changing the material terrain to appear more like the Feywild. The planar adjacency enhances illusion magic and exacerbates the senses of non-fey creatures as they move through this area. Creatures without the fey creature type have disadvantage on ability rolls to see through an illusion while in this area.

Abominations. Roll 1d20 to determine if an abomination appears.

It takes two hours to reach this area from the Abandoned Camp.

Following the trail into a honeycomb structure of stone arches and glowing prisms, you find a collection of prismatic colored hot springs. Several elven figures drift over the springs, their vacant stares lit by passing glimmering motes. After a transfixed moment, you quickly realize you've lost the trail, that there're corpses on the surface of the springs, and that the Singing Springs are deathly free of any song.

Six **poltergeists** cling to arches around the area and floating over the hot springs are five **banshees**.

These are undead remnants of the Faerie Dragons and Sirens that used to live here, who were killed and corrupted by the proximity of the *Soulmonger*.

Euphoric Springs. Due to the proximity to the Feywild, the fumes that come off the hot springs are akin to the faerie dragon's breath.

Any creature that starts its turn within 5 feet of the spring must succeed on a DC 13 Wisdom saving throw, or, for 1 minute, be unable to take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn. If the saving throw is successful, the creature takes damage, or the effect ends for it, the creature is immune to the Euphoric Springs for the next 24 hours.

EUPHORIC SPRINGS EFFECTS

Die	Effect
1-4	The target takes no action or bonus action and moves as far as it can in a random direction.
5-6	The target doesn't move, and must make a DC 13 Wisdom saving throw, or do nothing on its turn; ending the effect on itself on a success.

DEVELOPMENTS

The creatures attack the characters if they try to fish out the corpses, come into a contact with a hot spring, or noticeably try to move through the center of the area.

CORRUPTED CREATURE

The *Soulmonger* fragment's corruption has transformed the faerie dragons and sirens that used to live here into horrible undead versions of themselves. What features they possessed that were once beautiful or adorable have been made gaunt or malevolent by their transformation.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These aren't cumulative.

- **Very weak:** Remove two **banshees** and two **poltergeists**.
- **Weak:** Remove a **banshee** and a **poltergeist**.
- **Strong of very strong:** Add a **hand tyrant** and a **thought stinger**.

TRICKS OF THE TRADE

Combat Encounters. The Poltergeists are fans of using their telekinesis ability to throw people into the hot springs, especially ones that have been driven unconscious by the Banshees. They fly just in range of the characters in order to use their abilities on them. The Banshees use their wail ability on the largest groups they can and attack ruthlessly from that point on.

Interaction Encounter. It's possible to retrieve the corpses from the water. These are dead members of the Kamadan Marauders and it's possible with the use of spells like *Speak with Dead* to interrogate them. The marauders know the following information:

- Semm Nahar's lieutenant, Kava Viguel, wields a dangerous sword capable of cleaving the heads off creatures with ease and she leads a shock troop of four giant skeletons.
- There should be ten more in their company including their leader, **M'baeo the Adder**.

Exploration Encounter. A creature carefully examining the *hallucinatory terrain* illusion can attempt an Intelligence (Investigation) ability roll of DC 13 or higher to disbelieve it. A creature who discerns the illusion for what it's, sees it as a vague image superimposed on the terrain. Once a character has seen through the illusion, that character may make a Wisdom (Survival) ability roll of DC 15 or higher to relocate the expedition's trail.

B. THE CINDER GROVE

GENERAL FEATURES

The Cinder Grove has the following general features.

Terrain. The ground is made of ash choked pumas that rises and descends in a series of slopes and divots that direct the lava flow from the towering petrified trees into pools and ponds.

Weather. The surroundings possess an incredible dry heat. The Dungeon Master may roll for a steam shower and the characters must make a saving throw against exhaustion due to extreme heat.

Light. The sunlight here is dim thanks to the near constant ash fall and smog.

Smells and Sounds. The air is rank with the smell of hot stone and smoke as the massive pillar-like petrified trees funnel more smoke into the air.

Lava. Small streams are leaking from the petrified trees and flowing into a small pond. Any creature that enters the lava stream or pond takes 55 (10d10) fire damage immediately and again at the start of each of its turns for as long as it remains in the ponds.

Abomination. Roll 2d20 to determine if an abomination appears.

It takes one hour to reach this area from the Singing Springs.

The trail leads you into a forest of black stone columns that weep streams of lava and black smoke, their height disappearing into the smog overhead. On closer inspection you can make out stony plant matter, winding vines, and rough bark-like texture on the surface of the columns. A petrified forest that hints at the jungle trees they may have grown here long ago.

A clearing opens ahead sporting a lake of lava made from thin rivulets that pour from nearby petrified trees. The largest tree releases a font of lava into this pond and the side of its trunk you can make out three humans that have been stuck to the columns surface with black ooze. They twitch and cough on occasion, alive but unconscious.

Two **rock worms** are lingering around the lava lake, basking in the heat of hot liquid magma. They're huge segmented worm-like creatures covered in earthen plates that vent intense heat. Four **flameskulls** flit above the smog cover 60 feet up near the trees, the undead and corrupted remains of a group of pixies that nested in the trees.

When the expedition ventured through the area, three human scouts (**Oro**, **Zafu**, and **Willet**) from Kamadan Marauders became separated from the rest of the group and were attacked by the Rock worms and flameskulls. They were beaten to unconsciousness and then the Rock Worms stuck the scouts to a tree with their black pus in order to preserve them for their own eventual corruption.

Sulphur pockets dot the area, a few have already exploded, offering a clue to the characters that such a threat exists here.

EMERALD ENCLAVE (SECRET MISSION)

If one or more of the characters are part of the Emerald Enclave faction and have been given the Secret Mission, add one more Rock Worm to the encounter.

Peeking out of the middle of the lava lake is a mound of glistening black eggs, of which the Enclave member(s) needs to gather three to complete their mission. As an action, a character can retrieve one of the 50 lb. eggs from the lava. The Rock Worms focus their attacks on characters openly carrying eggs. The special mission's success doesn't require killing the creatures defending the eggs—only the retrieval of the eggs.

DEVELOPMENTS

If any of the characters cross the ground in the area around the lake, especially the petrified tree with the unconscious scouts hanging from it, then the rock worms attack. This alerts the flameskulls 60 feet in the air to the presence of the characters, and they follow up the attack.

CORRUPTED CREATURES

The Rock Worms have taken on a leprous quality, their earthy plates peeling away to reveal a steaming black pus underneath. The Flameskulls are the undead remnants of groups of pixies that used to live in the petrified trees, now they're little more than tiny blackened skeletons in fiery nimbus.

SULPHUR POCKET

Simple trap, deadly threat (levels 16-20)

The Cinder Grove is littered with barely contained pockets of superheated gas (see map).

Trigger. Stepping onto the Sulphur pocket triggers the trap.

Effect. The triggering character must succeed on a DC 19 Dexterity saving throw or take 55 (10d10) fire damage. The creature takes half as much damage on a successful save.

Countermeasures. A character who makes a Wisdom (Perception or Survival) ability roll of DC 13 or higher notices bulges in the earth and hissing gas and can avoid them.

A character may use their action to release a trapped scout from the black ooze. If the characters bring them to consciousness they're grateful and feel no need to attack the characters and would rather go their separate ways but the characters may attempt a Charisma (Intimidate or Persuasion) ability roll of DC 17 or higher to convince them to come with them and help convince the rest of their mercenary company to turn on the Red Wizards.

The scouts share the following information as a gesture of goodwill, regardless of whether the characters manage to persuade them to come along:

- Kava Viguel wields a dangerous sword capable of cleaving the head off a creature with ease and leads a troop of four giant skeletons.
- They'd lost a lot of their company coming in here but if the others survived the burrowers, there should be seven more in their company including their leader **M'baeo the Adder**.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These aren't cumulative.

- **Very weak:** Remove a **rock worm** and a **flameskull**.
- **Weak:** Remove a **rock worm**.
- **Strong of very strong:** Add a **rock worm** and a **flameskull** or add a **tremor terror**.

TRICKS OF THE TRADE

Combat Encounters. The Rock Worms attempt to attack anyone who gets too close to the scouts. They're aware of the Sulphur pockets and may try to knock the characters into them, or even swallow a character and drag it into the lava lake if they prove too hardy to subdue readily. The Flameskulls prefer to attack from range, launching spells from a distance while staying out of contact with melee characters.

Interaction Encounter. The scouts would rather not fight the characters but defend themselves if attacked. They want to leave the Land of Ash and Smoke but are also favorable to the idea of reuniting with the rest of the Kamadan Marauders. So long as they can travel with the characters. It mightn't be a bad idea to hint to Order of the Gauntlet characters that this could be helpful towards turning the rest of the Kamadan Marauders against Semm Nahar.

Exploration Encounter. A character may make a Wisdom (Perception or Survival) ability roll of DC 15 or higher. If they succeed, they spot three ownerless shortswords, signs that the earth has been disturbed by subterranean activity, and a smattering of fresh craters. If the characters wait for a moment after noticing the disturbed earth, from a distance they feel a rumble and see the ground's surface near the lake buckle and quake like a serpent breaking the surface of a lake. Due to the churned earth in this area, the characters must make a Wisdom (Survival) ability roll of DC 15 or higher to successfully follow the expedition's trail. If they fail the ability roll, it takes them an hour to relocate the path. During the time it takes them to regain their bearings, they must make a saving throw against exhaustion from extreme heat.

C. AMBUSH!

GENERAL FEATURES

Ambush in the ravine has the following general features.

Terrain. A foot of ash covers the floor of the ravine and the walls are jagged with series of ledges, the widest being 30 feet up.

Weather. The surroundings possess an incredible dry heat. The Dungeon Master may roll for a steam shower and the characters must make a saving throw against exhaustion due to extreme heat.

Light. The sunlight here is dim thanks to the near constant ash fall and smog.

Smells and Sounds. Walking through the ravine, you finally have some small amount of freedom from the sweltering ash laced wind that rushes over the wasteland.

Abomination. Roll 2d20 to determine if an abomination appears.

It takes one hour to reach this area from the Cinder Grove.

You're drawing close to the Tomb. The trail leads into a series of ravines, a thick layer of ash cushions your foot falls as you sift and search for signs of passing from the expedition. Just when you begin to grow concerned that you may have lost them in these winding passages, ahead you're able to make out a campsite. A large tent has been erected at the turn surrounded by four smaller ones in the ravine.

The ravine is 60-feet deep with narrow ledge 30 feet off the ground. An **assassin** and a **mage** are standing on the ledges. The assassin is hiding in a crevice and

the mage has cast *improved invisibility* and *mage armor* on themselves. Characters must make a Wisdom (Perception) ability roll of DC 25 or higher, to notice that there are enemies on the ledge. Meanwhile, **M'Baeo the Adder (Warlord)** and four **Veterans** are in the tent and are waiting to charge the characters after the Assassin and the Mage have attacked.

ORDER OF THE GAUNTLET (FACTION ASSIGNMENT)

The Kamadan Marauders are experiencing low morale. The idea of getting paid to adventure through the unmapped and untamed Land of Ash and Smoke had appealed to them but after traveling for days through the wasteland and losing many of their members, they're not feeling very warmly towards their employer, Semm Nahar. The archmage is dangerous, as are his inner circle, and he's still paying well, so they've not felt a need to move against him despite the mounting bitterness.

If the characters rescued the scouts in the Cinder Grove, they'll point out the ambush to the characters and call out for M'Baeo. Having the rescued scouts at hand gives the Order of the Gauntlet member advantage on Charisma (Persuasion) ability rolls while interacting with M'Baeo and the Marauders.

Otherwise, if the characters manage to knock unconscious or kill three of the mercenaries, or M'Baeo, the Marauders are willing to make a deal. The Order of the Gauntlet character can make a Charisma (Intimidate or Persuasion) ability roll of DC 15 or higher with advantage to halt the fight. You may want to offer a hint of this, should it come up, so that the Order of the Gauntlet member can attempt to turn the mercenaries.

Once the fighting has come to an end, it is possible to try and turn the Marauders against their employer. The character must make a Charisma (Intimidate or Persuasion) ability roll of DC 15 or higher with disadvantage to convince them to offer your team aid. If the Order member makes the attempt to turn the Marauders on Semm Nahar, regardless of whether they're successful, this counts as a success as far as the assignment is concerned. Should they fail to turn them, the Marauders just leave and make to get out of the Land of Ash and Smoke.

DEVELOPMENTS

The assassin and the mage attack when the characters move within 60 feet of the tent. If it begins to look like the characters are going to defeat the marauders, those that are able flee and run ahead to warn Semm Nahar and join the encounter in Part 3.

If one or more of the characters are part of the Order of the Gauntlet faction and have managed to convince the Marauders to join the characters against Semm Nahar, they'll listen to the characters but behave within reason. They're not game for a suicide run.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These aren't cumulative.

- **Very weak:** Use the **M'Baeo the Adder (Gladiator)** stat block instead of the **M'Baeo the Adder (Warlord)** stat block and all the Kamadan Marauders have already taken 25 points of damage from their travels to this point.
- **Weak:** Use the **M'Baeo the Adder (Gladiator)** stat block instead of the **M'Baeo the Adder (Warlord)** stat block.
- **Strong or very strong:** Add one **Assassin** and replace the four **Veterans** with four **Gladiators**, use the **M'Baeo the Adder (Gladiator)** stat block for them.

TRICKS OF THE TRADE

Combat Encounters. The assassin and the mage attempt to cause as much damage as possible in the first turn. The assassin focuses fire on a character that looks least armored and most like a spellcaster. The mage casts area of effect spells to soften the characters before M'Baeo and the veterans charge. They charge headlong and attempt to swamp the characters at the bottom of the ravine while the assassin and mage pick off targets.

Interaction Encounter. The Kamadan marauders are suffering from low morale and whether a character is part of the Order of the Gauntlet or not, this can be used against the marauders to get them to surrender and forfeit the field as described in the *Order of the Gauntlet (Faction Assignment)* sidebar.

Exploration Encounter. The trail from this point on is so fresh that it doesn't require an ability roll to follow. If anyone casts *detect magic* as they move through the ravine around the ambush site, they'll detect a faint abjuration aura from the *alarm* spells Semm Nahar cast on the way through. The Kamadan marauders don't set the *alarm* spell off. There are other *alarm* spells set up through the ravine approaching the Tomb of the Fire King as well.

PART 3. TOMB OF THE FIRE KING

Estimated Duration: 75 minutes

The characters have caught up to the expedition. Semm Nahar leads his acolytes in a ritual to gather the energies of the *Soulmonger* fragment, while Kava Viguel and her retinue of giant skeletons stand guard. The characters need to stop the expedition, retrieve the opal pendant, and gather up the energies of the fragment for themselves.

D. THE TOMB

GENERAL FEATURES

The Tomb of the Fire King has the following general features.

Terrain. A foot of ash covers the floor of the ravine and the walls are jagged with series of ledges, the widest being 30 feet up.

Weather. The surroundings possess an incredible dry heat. The Dungeon Master may roll for a steam shower and the characters must make a saving throw against exhaustion due to extreme heat.

Light. The sunlight here is dim thanks to the near constant ash fall and smog. (See Weather and Extreme Heat)

Smells and Sounds. Walking through the ravine, you finally have some small amount of freedom from the sweltering ash laced wind that rushes over the wasteland.

Deep Lava. There is a large 15 feet deep pool and streams within the tomb. Any creature that enters the lava stream or pool takes 55 (10d10) fire damage immediately and again at the start of each of its turns for as long as it remains in the lava. The pool is deep enough that it behaves like quicksand. When a creature enters the area, it sinks 1d4 + 1 feet into the lava and becomes restrained. At the start of each of the creature's turns, it sinks another 1d4 feet. If the creature isn't completely submerged in lava, it can escape by using its action and succeeding on a Strength check. The DC is 10 plus the number of feet the creature has sunk into the lava. A creature that's completely submerged in lava can't breathe (see the suffocation rules in the *Player's Handbook*). A creature can pull another creature within its reach out of the lava pool by using its action and succeeding on a Strength check. The DC is 5 plus the number of feet the target creature has sunk into the lava.

Abomination. Roll 3d20 to determine if an abomination appears.

It takes half an hour to reach this area from the Kamadan Marauder's Ambush site.

The ravine widens to reveal the ruins of a squat stone pyramid. Large cracks run through the structure, letting in rivulets of lava that pool in the depression at the center of the room.

The front wall has completely crumbled away exposing a large chamber within supported by four pillars.

Dragon skeletons are mounted on these pillars, their bones and jaws flexing slowly. A blackened ribcage of a massive creature is just visible above the surface of this lava pool. Clinging to it is a shifting entity, a pit of darkness that hangs in their air, exuding pale green wisps that look like the stretched souls of the damned.

A man in resplendent red robes stands near the pool, tattooed bald pate dripping with sweat as he focuses on his ritual. The wisps of energy coming off the menacing darkness flow into something the man clutches against his chest. A half circle of towering skeletons stands guard, while a fell figure in blackened armor glances between the ritual and the smoggy landscape from the way they came.

The characters arrive as **Semm Nahar** finishes his preparations and is now starting the ritual to absorb the *Soulmonger* fragment's energies into the **opal pendant**. **Kava Viguel** keeps a wary eye on their surroundings and is prepared to lead her four **giant skeletons** against whatever foe deems to reveal itself. As part of his preparations, Semm Nahar warded himself against the abominations and undead in the area. To these creatures the archmage appears to be undead and therefore not targets of hostility. Semm Nahar has already cast *mage armor* and *mind blank* on himself.

If the *alarm* spells he cast through the approaching ravines goes off, he'll warn Kava and place a *wall of force* in front of the entrance into the pyramid. It is set at an angle and with enough room around the sides for a medium sized character to squeeze through, forcing any who wish to get into the pyramid to funnel to the sides.

Kava Viguel wields a Vorpall Sword (scimitar). Here are the following adjustments for her Death Knight and Warlord stat blocks:

Multiattack. Kava Viguel makes three melee attacks.

Vorpall Sword (Death Knight). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) slashing damage, plus 18 (4d8) necrotic damage. When the death knight attacks a creature that has at least one head with this weapon and rolls a 20 on the attack roll, they cut off one of the creature's heads. The creature dies if it can't survive without the lost head.

Vorpall Sword (Warlord). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) slashing damage. When the warlord attacks a creature that has at least one head with this weapon and rolls a 20 on the attack roll, they cut off one of the creature's heads. The creature dies if it can't survive without the lost head.

Dragon Skeletons. Thanks to the presence of the *Soulmonger* fragment, the dragon skeletons on display have begun to animate and become aggressive. They're still bound to the pillars and can't move but on **initiative 20 (losing ties)**, each attempt to bite a random creature within reach. The skeletons don't attack creatures that appear to be undead, such as Semm Nahar and his acolytes. The skeleton uses the following attack:

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Kava keeps her giants directed at the sides of the *wall of force* spell to stem any invading force. Her primary goal is to protect her charge, Semm Nahar, and provide him cover while he rains deadly spells against the group. Semm Nahar isn't one to run and fears the consequences if he were to do so and stick out the fight for good or ill.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These aren't cumulative.

- **Very weak:** Use the **Kava Viguel (Warlord)** stat block instead of the **Kava Viguel (Death Knight)** stat block and Kava Viguel can't use her Legendary Actions.
- **Weak:** Use the **Kava Viguel (Warlord)** stat block instead of the **Kava Viguel (Death Knight)** stat block.
- **Strong of very strong:** Add one **Hand Tyrant** and or add one **Tremor Terror**.

Unless the character's approach the ritual in a stealthy manner, a Dexterity (Stealth) ability roll of DC 20 or higher, Kava Viguel spots them and warns her master as she and the giant skeletons moves to intercept the characters. She'll try to start with her *Hellfire Orb* ability and/or *destructive wave* spell against any groups before wading into combat with her vorpal sword. She and her giant skeletons attempt to create a perimeter to protect her charge, Semm Nahar. Semm Nahar ends the ritual for the time being, he can resume later once he's killed these filthy interrupting interlopers and use his spells from range. A possible tactic he may use if he isn't already concentrating on *wall of force*, is to cast *time stop*, move to safety, cast *globe of invulnerability* and then attack if he's a turn left. He can then move in and out of the *globe*, casting spells once outside and then moving back in when he's finished. Semm Nahar has resigned to succeed or fail and won't flee the fight, choosing to die in combat rather than returning to his allies in shame, or worse, fleeing and being hunted down by his allies. If the characters managed to convince the Kamadan Marauders to

join them in this fight, the Dungeon Master may want to adjust the encounter strength if they feel the alliance would make the final encounter too easy.

TREASURE

In the tomb are the remains of what once upon a time could've been a dragon's hoard, long buried in dust and ash. In gems, golden statuary, and ancient relics the characters gain 15,000 gp.

In addition, Semm Nahar carried the **opal pendant** and a *scroll of dominate monster*, and Kava Viguel carried a *potion of speed*.

CONCLUSION

After defeating Semm Nahar and his minions it is a simple ordeal to claim the **opal pendant** and use it to complete the ritual that the archmage began. Once the characters finish siphoning the energies of the *Soulmonger* fragment into the pendant, the animated dragon skeletons become inert, the creeping corruption is halted, monsters no longer walk out of thin air, and the only thing that remains is the long walk home.

If the characters managed to win the Kamadan Marauders over to their side, the mercenary company is more than happy to provide an escort back to Port Nyanzaru.

Otherwise, the characters return home and find their just rewards awaiting in the form of cold hard coin.

TREASURE

As 'Larua' promised, couriers deliver to the group and additional 15,000 gp for recovering the **opal pendant** and stopping Semm Nahar.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (Min/Max XP: 20,250/27,000 EA.)

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Briarlance	1,800
Hand Tyrant	1,800
Thought Stinger	3,900
Tremor Terror	3,900
Cinza	200
Corrupted Firenewt	5,900
Firenewt Warrior	100
Banshee	1,100
Poltergeist	450
Flameskull	1,100
Rock Worm	7,200
Assassin	3,900
Mage	2,300
M'Baeo the Adder (Gladiator)	1,800
M'Baeo the Adder (Warlord)	8,400
Veteran	700
Giant Skeleton	2,900
Kava Viguel (Death Knight)	18,000
Kava Viguel (Warlord)	8,400
Semm Nahar	8,400

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Aiding the Trapped Scouts	5,000
Parley with Kamadan Marauder	6,000

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Dragon Tomb	15,000
Larua Payment	15,000

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the *D&D Adventurers League Dungeon Master's Guide*.

VORPAL SWORD

Weapon (scimitar), legendary (requires attunement)

This blade hums and vibrates with great energy, and slices through obstacles with the greatest of ease. If the sword does not claim the life of a sentient creature each day, you find that you are easily angered and become frustrated by even the smallest obstacles. This item is found in **Player Handout 1**.

POTION OF SPEED

Potion, very rare

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

SCROLL OF DOMINATE MONSTER

Scroll, very rare

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

PLAYER REWARDS

For completing this adventure, each character receives downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

Members of the Order of the Gauntlet that convinced the mercenaries to betray Semm Nahar earn **one additional renown point**.

Members of the Emerald Enclave (rank 2 or higher) that recovered the eggs earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

STORY AWARD

The characters have the opportunity to earn the following story award during the course of this adventure:

The Opal Pendant. You captured part of the *Soulmonger's* energy within a magical opal pendant taken from a Red Wizard of Thay. At some point in the future, you and your allies will need to deal with this nefarious device permanently. Perhaps this will aid you when you do. This story award is found in **Player Handout 1**.

DM REWARDS

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Rhaugilath (RAW-gill-ath). An ancient Netherese lich, Rhaugilath has spent centuries exploring the dreams of mages and cultural personalities all around Faerûn. Desires to be freed from his servitude to Larloch above all else. He believes that the remains of the *Soulmonger* and the atropal it fed, will allow him to sever his bondage to Larloch.

Larloch (LAR-lock). The oldest non-draconic being on Faerûn, this Netherese lich also survived the fall of the flying citadels in -339 DR. Due to near infinite power, he is nigh untouchable by mortals and even some deities.

Semm Nahar (SEM nah-HAR). An ambitious archmage given a chance to make his mark in a sect full of powerful wizards by bringing back a coveted *Soulmonger* fragment. Despite his power and talent, he feels himself to be a low man on the totem pole and if he is to get anywhere, he'll have to gain the respect of his peers. Failure isn't an option.

APPENDIX. MONSTER/NPC STATISTICS

ASSASSIN

Medium humanoid (human), any non-good alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8+24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistance poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BANSHEE

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +4

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1, 100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

ACTIONS

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horridifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horridifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

BRIARLANCE (GORGON)

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 114 (12d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	2 (-14)	12 (+1)	7 (-2)

Skills Perception +4

Condition Immunities poison

Senses darkvision 60 ft., passive Perception 14

Languages --

Challenge 5 (1,800 XP)

Trampling Charge. If the gorgon moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the gorgon can make one attack with its hooves against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the greater restoration spell or other magic.

CINZA (FIRENEWT WARLOCK OF IMIX)

Medium humanoid (firenewt), neutral evil

Armor Class 10 (13 with *mage armor*)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	9 (-1)	11 (+0)	14 (+2)

Damage Immunities fire

Senses darkvision 120 ft. (penetrates magical darkness), passive Perception 10

Languages Draconic, Ignan

Challenge 1 (200 XP)

Amphibious. The firenewt can breathe air and water.

Innate Spellcasting. The firenewt's innate spellcasting ability is Charisma. It can innately cast *mage armor* (self only) at will, requiring no material components.

Spellcasting. The firenewt is a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

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

1st-2nd level (2 2nd-level slots): *burning hands, flaming sphere, hellish rebuke, scorching ray*

Imix's Blessing. When the firenewt reduces an enemy to 0 hit points, the firenewt gains 5 temporary hit points.

ACTIONS

Morningstar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CORRUPTED FIRENEWT (DEATH SLAAD)

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8+80)

Speed 30 ft.

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

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

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

Perception 18

Languages Ignan, telepathy 60ft.

Challenge 10 (5,900 XP)

Shapechanger. The firenewt can use 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's wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The firenewt's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The firenewt 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 firenewt has advantage on saving throws against spells and other magical effects.

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

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

ACTIONS

Multiattack. The firenewt makes three attacks: one with its bite and two with its claws or greatsword.

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

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

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

FIRENEWT WARRIOR

Medium humanoid (firenewt), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+1)	13 (+1)	12 (+1)	7 (-2)	11 (+0)	8 (-1)

Damage Immunities fire

Senses passive Perception 10

Languages Draconic, Ignan

Challenge 1/2 (100 XP)

Amphibious. The firenewt can breathe air and water.

ACTIONS

Multiattack. The firenewt makes two attacks with its scimitar.

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

Spit Fire (Recharges after a Short or Long Rest). The firenewt spits fire at a creature within 10 feet of it. The creature must make a DC 11 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4+18)

Speed 0 ft., fly 40 ft.

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

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60ft., 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 dispel magic or remove curse spell is cast on them.

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

Cantrip (at will): *mage hand*

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

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

3rd level (1 slot): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

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

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.

HAND TYRANT (ZOMBIE BEHOLDER)

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10+33)

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

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands Deep Speech and

Undercommon but can't speak

Challenge 5 (1,800 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. *Paralyzing Ray.* The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

2. *Fear Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Enervation Ray.* The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non magical object or creation of magical force, it's disintegrated without a saving throw. If the target is a Huge or larger non magical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

KAVA VIGUEL (DEATH KNIGHT)

Medium undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 180 (19d8+95)

Speed 30 ft.

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

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

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

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

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

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

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

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

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

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

ACTIONS

Multiattack. The death knight makes three longsword attacks.

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

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

REACTIONS

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

KAVA VIGUEL (WARLORD)

Medium humanoid (human), chaotic evil

Armor Class 18 (plate)

Hit Points 229 (27d8+108)

Speed 30 ft.

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

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two language (usually Common)

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum

ACTIONS

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

Greatsword. *Melee Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6+3) piercing damage.

LEGENDARY ACTIONS

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

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

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

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

2nd level (3 slots): *misty step*, *suggestion*

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

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

M'BAEO THE ADDER (GLADIATOR)

Medium humanoid (human), lawful neutral

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8+45)

Speed 30 ft.

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

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

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1, 800 XP)

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

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

ACTIONS

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

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

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

REACTIONS

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

M'BAEO THE ADDER (WARLORD)

Medium humanoid (human), lawful neutral

Armor Class 18 (plate)

Hit Points 229 (27d8+108)

Speed 30 ft.

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

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two language (usually Common)

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum

ACTIONS

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

Greatsword. *Melee Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6+3) piercing damage.

LEGENDARY ACTIONS

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

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

POLTERGEIST

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.

Invisibility. The poltergeist is invisible.

ACTIONS

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1 d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

Rock Worm (Remorhaz)

Huge monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 195 (17d12+85)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60ft., passive Perception 10

Languages –

Challenge 11 (7,200 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* + 11 to hit, reach 10ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it's grappled (escape DC 17). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target.

Swallow. The remorhaz makes one bite attack against a Medium or smaller creature it's grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns. If the remorhaz takes 30 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Semm Nahar (Archmage)

Medium humanoid (human), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; non magical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

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

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

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

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

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

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

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

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

7th level (1 slot): *teleport*

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

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

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

THOUGHT STINGER (SPIRIT NAGA)

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 75 (10d10+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	16 (+3)	15 (+2)	16 (+3)

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

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60ft., passive Perception 12

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

Spellcasting. The naga is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

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

1st level (4 slots): *charm person*, *detect magic*, *sleep*

2nd level (3 slots): *detect thoughts*, *hold person*

3rd level (3 slots): *lightning bolt*, *water breathing*

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

5th level (2 slots): *dominate person*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

TREMOR TERROR (HYDRA)

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 60ft., passive Perception 16

Languages –

Challenge 8 (3, 900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra 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 hydra 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 hydra makes as many bite attacks as it has heads.

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

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8+18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

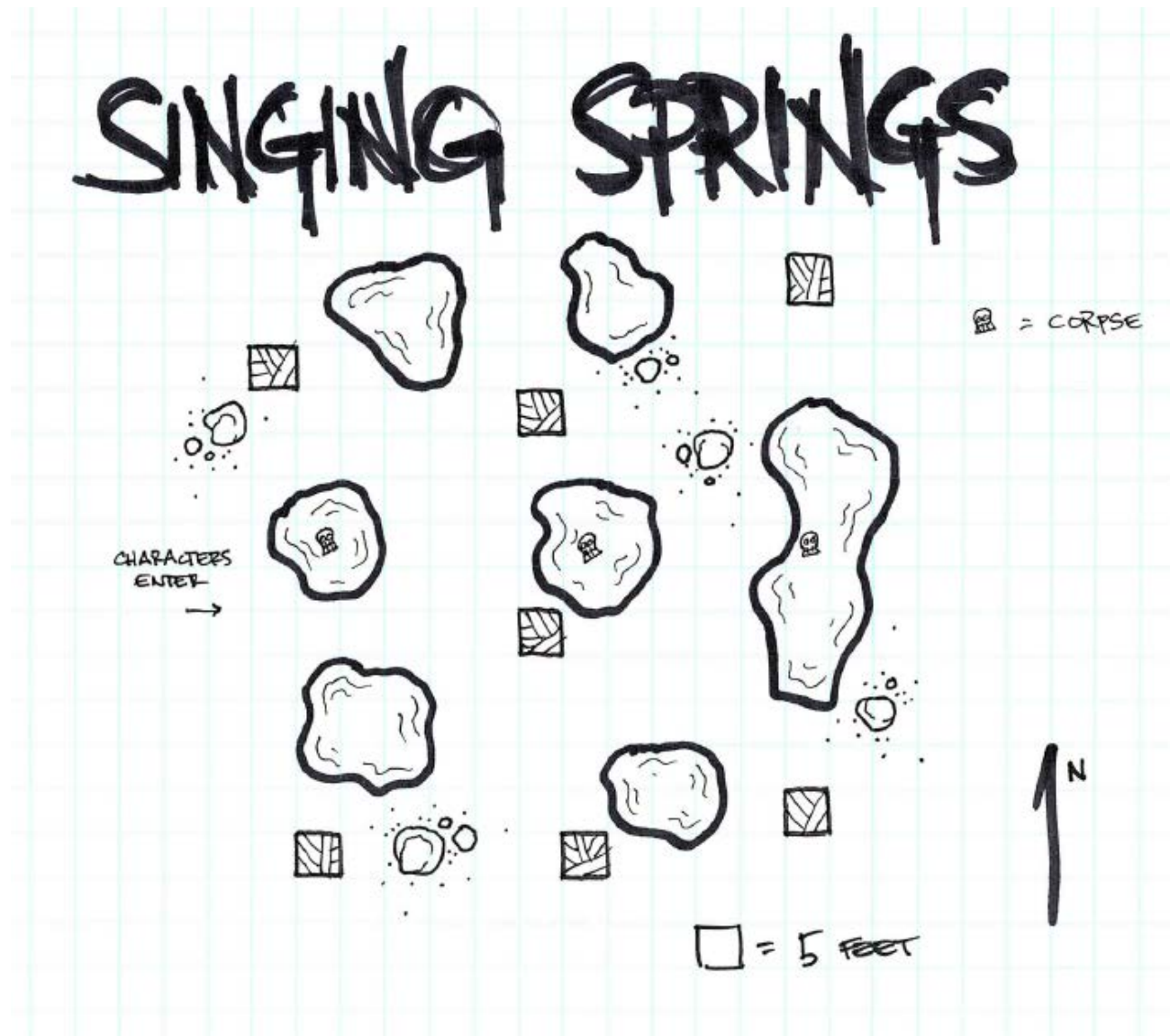
Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

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

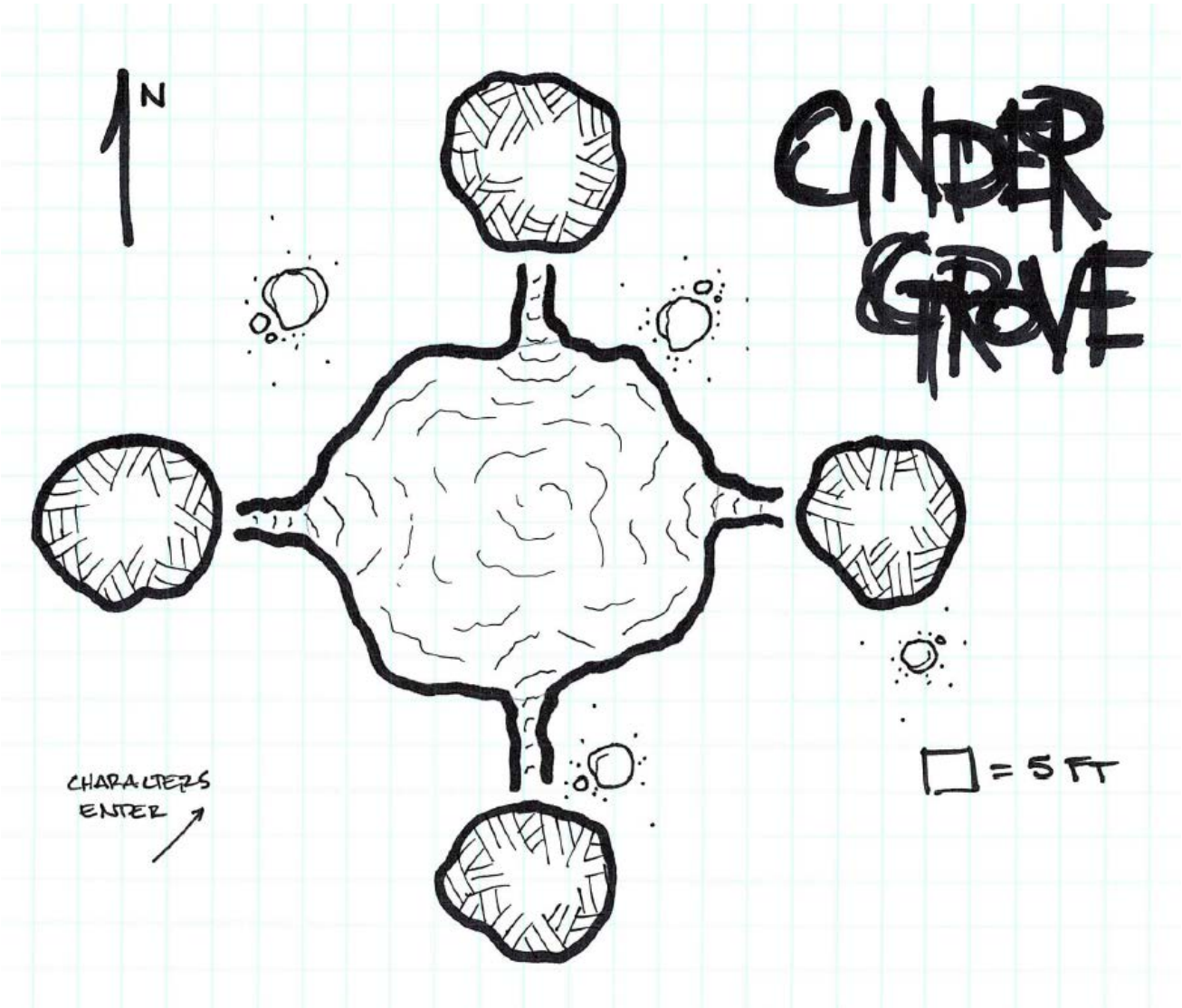
Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

APPENDIX. SINGING SPRINGS MAP



APPENDIX. CINDER GROVE MAP



APPENDIX. AMBUSH! MAP



APPENDIX. TOMB OF THE FIRE KING MAP



PLAYER HANDOUT 1. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

THE OPAL PENDANT

You captured part of the *Soulmonger's* energy within a magical opal pendant taken from a Red Wizard of Thay.

At some point in the future, you and your allies will need to deal with this nefarious device permanently. Perhaps this will aid you when you do.

PLAYER HANDOUT 2. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

VORPAL SWORD

Weapon (scimitar), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it's immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

This blade now hums and vibrates with great energy, and slices through obstacles with the greatest of ease. If the sword does not claim the life of a sentient creature each day, you find that are easily angered and become frustrated by even the smallest obstacles. This item can be found in the *Dungeon Master's Guide*.