



MOVING DAY

A Waterdeep Adventure

You must transport the Baron of Blood (sealed within his coffin) to his new home. Unfortunately, his new neighbors are not happy to see him move in, and the Mad Mage himself wants to throw him a housewarming party.

Part Three of the *Home Sweet Home* trilogy.

A Four to Six-Hour Adventure for Tier 4 Characters.

Optimized For: APL 18



CREDITS

Lead Designer: Lysa Chen

Editing: Greg Marks, Travis Woodall

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director and Graphic Designer: Rich Lescouffair

Interior Art: Provided by Wizards of the Coast

D&D Adventurers League Wizards Team: Adam Lee, Ari Levitch, Chris Lindsay, Mike Mearls

D&D Adventurers League Administrators: Alan Patrick, Amy Lynn Dzura, Travis Woodall, Lysa Chen, Claire Hoffman, Greg Marks

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ADVENTURE PRIMER

“Not just beautiful, though—the stars are like the trees in the forest, alive and breathing. And they’re watching me.”

—Haruki Murakami

BACKGROUND

The Baron of Blood, vampire **ARTOR MORLIN**, is ready to get out of Skullport, where he has been dwelling since Jarlaxle Baenre exposed Artor’s previous lair. Recently, adventurers helped Artor clear a section of Undermountain for his new home sweet home in **SHADOWDUSK HOLD** (in DDAL08-16 *Change of Address*) and fetch a powerful item to seal off the Far Realms that corrupt it (in DDAL08-17 *The Tower of Ahghairon*). Now Artor needs adventurers to help him enter Undermountain without becoming imprisoned himself.

But the previous adventurers’ expedition caught the attention of mad mage **HALASTER**, and he is not amused. Well, truthfully, he is amused, quite amused, and he’s ready to have some fun. Should Artor’s adventurers surpass Halaster’s tricks, traps, and attention span, the Shadowdusk family has sent **HANNELORE SHADOWDUSK**, a death knight, and her army of undead to ensure Artor’s housewarming party is to die for.



EPISODES

The adventure’s story is spread over **three story episodes** that take approximately **4 hours** to play. These episodes are introduced by a **Call to Action** episode.

If you’re planning to play the entire adventure at once, you only need to introduce the **Call to Action** once. However, if you plan to play them over several sessions, you’ll want to revisit the **Call to Action** each time you play.

- **Episode 1: Making Moves.** The Baron of Blood, Artor Morlin, recruits the adventurers to escort him through Shadowdusk Hold, his new lair. This is the **Call to Action**.
- **Episode 2: Halaster’s Housewarming Rift.** With Artor safely secured in his coffin, the characters face tricks, traps, and treacherous foes sent by the Far Realm and Halaster. This is **Story Objective A**.
- **Episode 3: Darkest Knight, Brightest Stars.** The characters finally reach the site of Artor Morlin’s new lair and the Weave to which he must be attuned, but one last Shadowdusk stands in their way. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure’s appendices, as follows:

- **Bonus Objective A: Amulet of the Weave.** Before they can perform the ritual to attune Artor to the Weave, the characters must fetch one last necessary artifact. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Entity on the Loose.** As the characters return to the Tempted Paladin, they find Artor’s moving into Shadowdusk Hold has meant someone—or something—else has had to move out. This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure takes approximately four-to-six hours to play.

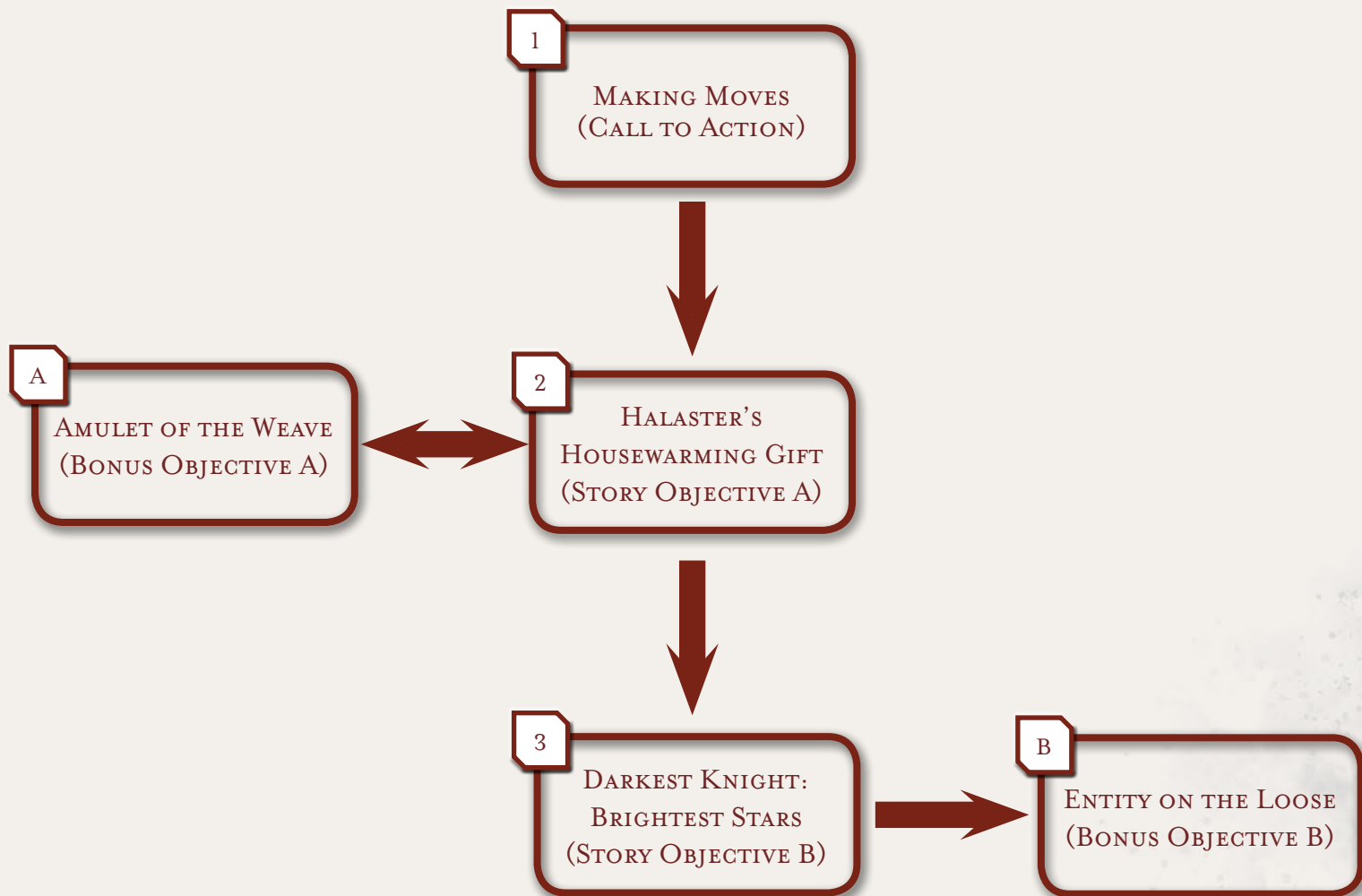
HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **four hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

- **Story Objectives Only.** To complete the both of the adventure’s story objectives, the characters play in Episodes 1 through 3 in order.
- **Bonus Objectives.** You can extend this adventure by one- or two- hours by utilizing the bonus objectives provided in the appendices. These objectives branch off **Episodes 2 and 3**.

ADVENTURE FLOWCHART

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





EPISODE 1: MAKING MOVES



Estimated Duration: 30 minutes

SCENE A. ARTOR'S FINAL REQUEST

The Baron of Blood and Masked Lord of Waterdeep Artor Morlin has summoned the characters to the Tempted Paladin to petition their help. Artor requires powerful adventurers to escort him to his new headquarters in Undermountain's Shadowdusk Hold, where he can end the Far Realm and undead incursions that threaten the lair and, potentially, Waterdeep.

- **Played Prior Season 8 Adventures.** Upon returning from one of Artor's previous missions or answering a new invitation from the Baron of Blood, Artor announces he has one final request.
- **Didn't Play Prior Season 8 Adventures.** The characters' reputations precede them. Artor Morlin's minions deliver a letter summoning the characters to the Tempted Paladin, where he offers them a job of utmost importance to Waterdeep's safety. Escort him and enter the deepest depths of Undermountain and the bounty they hold.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The Tempted Paladin is in Skullport. Tapestries hang on the walls depicting battles from the ancient Shoon Imperium. The interior space of the tavern is approximately 60 feet long and 30 feet wide. The bar is on the west wall of the common area which has several small round tables arranged throughout. A heavy red curtain hangs behind the bar, concealing a doorway that leads to a small, empty kitchen and the cellar.

Lighting. A large fire blazes in the hearth in the middle of the room, casting warmth and flickering shadows across the tavern.

Smells & Sounds. Although solemn, haunting music and hushed whispers often fill the Tempted Paladin, today the tavern is silent and still, the air laced only with a thin coppery aroma.

CREATURES/NPCs

Artor Morlin (a **vampire**) sits alone at the table furthest from the door. Patrons scattered at the other tables sit silently and turn in unison when the characters enter; they are **vampire spawn** who serve Artor.

Objectives/Goals. Having been assisted by adventurers (perhaps the characters themselves, if they played previous adventures) in clearing out a portion of Shadowdusk Hold and secure an item to rid the layer of Undermountain of its Far Realm influence, the Baron of Blood's new lair is primed for his arrival. However, he needs powerful adventurers to escort him and perform a ritual.

What Does He Know? Someone in Shadowdusk Hold has been directing undead threats into Waterdeep, and Artor is eager to stop these once he's moved in. But one does not simply walk into Shadowdusk Hold. To ensure he can come and go as he pleases (to serve the city of Waterdeep, of course!), Artor requires the group to escort him safely sealed in his coffin and perform a ritual that attunes his coffin and himself to the Weave.

The characters can enter Shadowdusk Hold in the cellar of the Tempted Paladin, which houses one of Halaster's elder rune gates, activated by pouring a potion of healing onto the threshold; although adventurers have travelled by the gate before and provided a rough map of where to find the Weave, Artor is unsure how the Far Realm has warped Shadowdusk Hold since.

Artor can offer a reward capable of great healing in exchange, but for his own assurance that the characters will deliver him safely, he will keep it on his person. They can only retrieve it once he emerges.

TREASURE & REWARDS

If the characters have no potion of healing, Artor gives the characters:

- A slender vial filled with a murky red liquid: a *potion of healing*.

CALL TO ACTION

Artor requires the following of the characters:

- Escort Artor's sealed coffin to the Weave in Shadowdusk Hold.
- Perform a ritual that attunes Artor and his coffin to the Weave, a powerful magical force that surrounds Waterdeep and Undermountain.

SCENE B. SANGUINE, SEALED, DELIVERED

The characters prepare to enter the elder rune gate that takes them to Shadowdusk Hold but first must help seal Artor Morlin in his coffin.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The gate room mirrors the size of the tavern above—70-feet long and 30-feet wide, with a 7-foot high ceiling. Old barrels and wooden boxes have been neatly stacked against the walls.

Lighting. The cellar is dimly lit by sparse sconces.

Smells & Sounds. The cellar smells dusty and moldy, like every other place in Skullport.

Elder Rune Gate. The gate stands opposite the circular stair on the far side of the cellar. Two wide pillars stand 5 feet apart and 3 feet from the far wall. The pillars have been carved to resemble index fingers—complete with claw-like fingernails curved toward each other. There's no visible gate threshold. A red stain mars the floor here, but Artor insists it is from a previously splashed potion.

The Baron's Coffin. A simple ebony wood coffin rests on a stand in front of the gate.

CREATURES/NPCs

Vampire Artor Morlin escorts the characters to the cellar, which is full of cloaked figures (Artor's **vampire spawn**) here to see off the vampire lord.

Objectives/Goals. Artor requests the characters' help sealing him in his coffin before they enter the elder rune gate.

What Does He Know? Mad Mage Halaster, who rules Undermountain, likely is onto the Baron of Blood's plans. The adventurers should be alert. Before they enter Shadowdusk Hold, Artor provides the characters a rough map from the last expedition (**Appendix 6**) and instructions for the ritual they must perform once they reach the Weave (**Appendix 7**). Artor requires the following before sealing his coffin:

- The characters must determine who is carrying the coffin. A character with a Strength ability score of 14 or higher can carry the coffin themselves; otherwise, two characters are required. (The last time adventurers entered the gate, the second to pass through was affected, so Artor requests not to enter second.)
- The characters must establish a secret passphrase to be used at the end of the ritual.
- The characters must sacrifice a drop of blood onto the coffin. Artor tells them this is to ensure they are the only ones who can complete the ritual and release him. In truth, this ensures that if someone attacks the coffin, one of the characters at random will be damaged instead.
- **BONUS OBJECTIVE A.** If using this additional content, Artor also tells the characters they will need to find an amulet he believes they'll find hidden in Shadowdusk Hold. It appears to be a trinket but belonged to someone when the Weave first was discovered. Its presence should strengthen the ritual.

ENTERING THE GATE

Characters can enter the gate once Artor steps into his coffin, closes the lid, and seals it from the inside.

Once a character splashes a *potion of healing* on the ground between the finger-like pillars, the gate activates for one minute—filling the space between them with a swirling blue vortex appears.

The first character passing through the gate does so without incident. When the second character attempts to pass, however, the character is paralyzed, and an elder rune (determined randomly from the Elder Rune Deck found in **Appendix 10**) appears on the gate's vertical plane. Roll a die to determine whether it applies a boon or a bane (even for boon, odd for bane). Once done, the character is no longer paralyzed and can pass through the gate. No other elder runes appear here.



EPISODE 2: HALASTER'S HOUSEWARMING RIFT

Estimated Duration: 2 hours 30 minutes

RETURN TO SHADOWDUSK HOLD

The characters enter Shadowdusk Hold and find it changed from previous expeditions.

PREREQUISITES

This episode may be pursued after the characters accept the **Call to Action**.

STORY OBJECTIVE A

Escorting Artor's sealed coffin safely through Shadowdusk Hold is **Story Objective A**. The characters must bring the coffin to the Weave's location, where the required ritual can be performed.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. 15-foot high ceilings, with floors and walls of smooth stone—polished to a mirror finish.

Lighting. Unless stated otherwise, there is no light except what the characters bring with them. Extinguished torches are set in upside-down sconces throughout Shadowdusk Hold.

Will-o'-wisps. Any humanoid that dies within Shadowdusk Hold rises 1d4 hours later as a will-o'-wisp

under the DM's control. Casting *dispel evil* and *good* on the corpse before the will-o'-wisp forms prevents this, as does removing the body from Shadowdusk Hold or into the area of a *hallow* spell.

Restless Whispers. It is difficult to rest in Shadowdusk Hold, as indecipherable voices and strange laughter whisper in the ears of any characters that dare stay still too long. When attempting a short rest, characters must succeed a DC 15 Wisdom saving throw. On a failed save, characters do not receive the benefits of a short rest and instead gain one short-term madness. For a long rest, the DC is increased to 20.

SCENE A. WE'VE BEEN EXPECTING YOU

The characters enter the gate room and find Halaster has sent creatures to greet them.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Behind the gate, this 25-foot radius circular room melts into inky darkness speckled with orbs of flickering light. Creatures not native to the Far Realm that end their turn in this darkness must succeed a DC 15 Intelligence saving throw or take 22 (4d10) psychic damage, or half as much on a success.

Elder Rune Gate. The "pillars" on this gate are activated for one minute by splashing a *potion of healing* into the area between the toes.

Crumbled Pillars and Statues. The gate is surrounded by crumbled stones that were once painted statues—

one of which is still intact and depicts a wild-eyed man with long white hair and beard and a robe. The words “Welcome Home” have been carved into the statue in Deep Speech.

“Surprise!” A glowing bead rests against the doorway 25 feet from the gate where the characters enter. This is a *delayed blast fireball* (DC 22), which deals 42 (12d6) fire damage if it erupts. When the last person walks through the gate, the bead detonates if it hasn’t already.

CREATURES/NPCs

A **star spawn larva mage** and two **star spawn hulks** wait for prey to enter the darkness.

Objectives/Goals. The star spawn’s goal is to stop the adventurers from helping Artor Morlin. They attack the characters (after the delayed blast fireball bead is detonated or otherwise dealt with). They focus their attacks on characters they see carrying or protecting Artor’s coffin.

What Do They Know? Halaster informed the star spawn that Artor intends to seal off the Far Realm. They know the Shadowdusks have sent someone to confront the characters as well but don’t share this.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **star spawn hulks**.
- **Weak:** Remove one **star spawn hulk**.
- **Strong:** Add one **star spawn hulk**.
- **Very Strong:** Add two **star spawn hulks**.

SCENE B. HALL OF THE NIGHTWALKER

As the characters continue to travel through Shadowdusk Hold, they find it further warped by undeath and the Far Realm in a strange, winding hallway. Roll initiative when the characters enter this hall.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This hallway is approximately 100-feet long and 10-feet wide but zigzags back and forth. There is a 10-feet high ceiling where the adventurers enter. The ceiling slopes downward until it is only 5-feet high at the other end.

NightWALLkers. Although the floor, walls, and ceilings have the same glassy mirror finish as the rest of Shadowdusk Hold, the surfaces here appear as if nightwalkers—hulking undead beings made of shadow and darkness—are pressed against them, their bodies broken, contorted, and smashed together. Their enervating presence effects creatures in the hall. Any creature that ends its turn in the hallway must succeed a



DC 21 Constitution saving throw or its hit point maximum is reduced by 18 (4d8) necrotic damage. This reduction lasts until the creature finishes a long rest.

The Exit: Rune Puzzle. The hallway ends in a wall with four marble tiles in a row. Distribute the handout in **Appendix 8**. The first three tiles have glowing symbols on them. The fourth tile is blank. A creature can use its action to trace a symbol on the fourth tile. If a creature traces a “correct” symbol, it is teleported randomly to one of the four orb rooms in Scene C. A correct symbol includes lines that cross in exactly four spots (no more than four), and the puzzle does not accept the same solution twice.

SCENE C. FEED ME

Characters discover themselves in one of four instances of a curious, sentient room willing to help them for a price.

CREATURES/NPCs

A new entity from the Far Realm has discovered the connection to Shadowdusk Hold. It manifests as a giant eyeball or many smaller eyeballs on the walls of these rooms. When the entity is talking to a character, it appears in that room and disappears from the others, but it can hear what is happening in all rooms at all times.

PLAYING THE PILLARS (SCENE C. FEED ME)

Combat

The entity cannot be killed by attacks to the room, but it becomes very annoyed if anyone tries to attack it. It might verbally express frustration, jostle the entire room, or ignore the occupants of that room until they’ve calmed down.

Exploration

The images in the room are constantly shifting, and you are not limited by the descriptions above. Feel free to get creative with descriptions of seasons, elements, creatures, etc. If characters do not make the connections, allow for Intelligence checks.

Social

The entity enjoys chatting with the characters and has an almost child-like curiosity. You mustn’t forget that at its core, however, the entity is selfish and cruel.



Objectives/Goals. This entity is hungry for memories and knowledge of the Material Plane. Depending on which room the characters are in, the entity would like to acquire information about different subjects in exchange for teleporting the character to a room with their ally or to “the next room, the beyond room” (**Scene D**).

What Does It Know? The entity knows very little, and it's so grateful to the adventurers for telling it about their world. It is so glad it followed “the Berlain” to this wonderful place.

FOUR ORB ROOMS

All rooms are 5-foot radius orbs with images swirling across the polished walls. As adventurers share stories or roleplay to leave the rooms, award inspiration at your discretion:

Room 1: Seasons. Images of pouring rain, blazing sun, and falling leaves pass before the characters' eyes. The entity has started to learn about seasons but knows “one is missing”. It demands a character feed it its memory. A character can describe a winter memory or perhaps create an illusion or display an item related to winter.

Room 2: Elements. Images of angry flame, crashing waves, and powerful winds pass before the characters' eyes. The entity has started to learn about the elements but knows “one is missing”. It demands a character feed it its knowledge. A character can describe earth or perhaps demonstrate a spell related to earth.

Room 3: Creatures. Images of marching goblins, floating flumphs, and other creatures pass before the characters' eyes. The entity has started to learn about creatures but feels there are countless more it hasn't collected. It demands a character tell it about a creature and at least one fact about that creature. A character can describe any monster or perhaps gift the entity a trophy collected from battle.

Room 4: Pain. The walls of this room lined with thousands upon thousands of tentacles. The first time a creature enters this room, or any time it attacks the walls, it must succeed a DC 15 Dexterity saving throw or take 15 (2d10 +4) psychic damage. They take half as much on a success. The entity has started to learn about pain, and it gleefully admits this is its favorite room. It demands a character explain “this fascinating sensation”. A character can define pain or share a painful memory.

SCENE D. MAD QUEEN BERLAIN

This former throne room has been destroyed by the return of a Shadowdusk cousin corrupted by her own obsession with human experimentation.

PLAYING THE PILLARS (SCENE D. MAD QUEEN BERLAIN)

Combat

Berlain and her followers fight to the death, but unless the characters anger her, mad Berlain might not realize this is “combat”. Striking a character might be her acquiring a small sample for her studies. Injuring someone might be a “clumsy accident”.

Exploration

Characters who examine marred pillars can piece together images of aberrations and Berlain in various macabre depictions that lead to what she is now.

Social

If the characters are friendly, Berlain's humanoid head will talk to them, but her monstrous body continues to attack. Offering another humanoid creature for her experiments and succeeding a DC 20 Charisma (Persuasion) check convinces Berlain to stop attacking (she happily sits back on her throne and peels the humanoid apart) but offering her undead insults and angers her.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This circular room is 50 feet in diameter with a 40-foot high domed ceiling. Half-carved and -painted columns are arranged in an inner circle around a large pile of bones. Whatever images were painted on the columns, they now are marred by deep claw marks.

Bone Pile. Rib cages of humans, dwarves, elves, and dragonborn can be found in the pile. Those characters who played DDAL08-16 *Change of Address* recognize they were once arranged to build a throne.

Far Realm Fissure. Black tendrils like ink dropped in water float through the air, extending from the doorway that leads to **Scene E**. Any creature that touches the tendril must succeed a DC 15 Wisdom saving throw or suffer a random short-term madness.

CREATURES/NPCs

Berlain Shadowdusk sits atop the pile of bones, which is flanked by two **deathlock masterminds** of the Great Old One. Having been corrupted by experiments with Shadowdusk Hold's Far Realm fissures, Berlain has the head of a young woman and the body of an uncountable number of limbs stuck together.

Objectives/Goals. Berlain's body and mind have crumbled completely under the influence of the Far Realm. She wants to continue experiments on other creatures, but in her state, "experimenting" is tearing other bodies to bits. Berlain also wishes to avoid mention of Andras Shadowdusk (someone characters who played DDAL08-16 *Change of Address* might know proposed to Berlain); if Andras is mentioned during combat, Berlain is disgusted and has disadvantage on her next attack.

What Does She Know? Berlain's plethora of limbs allows her to multitask and rip creatures apart while rambling on about her theories of undeath, the unfathomable sights she's seen in the Far Realm, and the best ways to categorize viscera in one's home laboratory. If characters get her talking—especially if they mention Andras Shadowdusk perished—Berlain guesses her cousin Hannelore Shadowdusk, a death knight, will be sent in his stead.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **deathlock masterminds**.
- **Weak:** Remove a **deathlock mastermind**.
- **Strong:** Add a **deathlock mastermind**.
- **Very Strong:** Add two **deathlock masterminds**.

SCENE E. MAZE OF MADNESS

This square room holds the gate that leads to the room the characters must enter, but first they find the gate through a maze of madness.

AREA INFORMATION

This area features:

Dimensions & Terrain. This square room is 40-feet on a side but is obscured by a Far Realm Fissure that leaks through the gate. See the map in **Appendix 3** or the handout in **Appendix 9**.

Far Realm Fissure. Black tendrils like ink dropped in water float through the air, creating a maze of wispy walls. Any creature that touches a wall must succeed a DC 15 Wisdom saving throw or suffer a random short-term madness. Each time a creature crosses a wall in this room, the DC for this saving throw increases by 2. If a character fails this saving throw for the third time, they instead gain a long-term madness.

Gate. The wall opposite where the characters enter has a gate crudely fashioned to look like the head of a mind flayer, with its tentacles forming an oval for the mirror-like portal. Characters who look into it see a mirror image of themselves destroying Artor's coffin.

To pass through the gate, at least one of the characters must attack Artor's coffin. This can be deduced with a successful DC 13 Intelligence check. As described in **Episode 1 Scene B**, choose one of the characters at random to take the damage instead. An image of a cloaked elderly man with wild eyes (Halaster) appears on the mirror and says, "Do you trust the Baron enough to protect him?" before the gate activates, and a swirling purple vortex replaces the mirrored surface. It stays open for 1 minute.

BONUS OBJECTIVE A. If utilizing this additional content, characters with a passive Perception of 13 or higher or who succeed on a DC 13 Wisdom (Perception) check notice a hairline crack separating a section of the polished wall. Pushing this section reveals a hall. See **Appendix 4**.



EPISODE 3: DARKEST KNIGHT, BRIGHTEST STARS



Estimated Duration: 1 hour

SHADOWDUSK-TRUCTION

The characters find the Weave, but before they can safely perform the ritual for Artor, they must face Hannelore Shadowdusk, her army of undead, and her maddening Far Realm lair.

PREREQUISITES

If you are using **Bonus Objective A**, the characters must complete that before performing the ritual.

STORY OBJECTIVE B

Performing the ritual that attunes Artor and his coffin to the Weave is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This approximately circular room is 60-feet in diameter but appears larger as the polished walls reflect everything in the room infinitely. Jagged fissures of pure blackness hang 20 feet overhead and erupt in writhing deep violet tentacles that grasp at the air. A shimmering light blue streak of energy wavers amidst the madness; this is the Weave.

Lighting. The room is dimly lit with the pulsing glow of countless will-o'-wisps that swarm the ceiling.

CREATURES/NPCs

Four **boneclaws** are readied to attack as soon as the characters enter the room. Hannelore Shadowdusk (a **death knight**) hurls a hellfire orb at the characters with a contemptuous sigh: "I guess I have to clean up Andras' mess again."

Objectives/Goals. Hannelore has been sent to rid Undermountain of Artor Morlin and kill anyone who aids him.

What Does She Know? Halaster is annoyed and bored of this game, which means that Hannelore must now waste her time killing the characters. What, they want information? Hannelore isn't one to monologue; she heard that got cousin Andras killed.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **boneclaws**.
- **Weak:** Remove a **boneclaw**.
- **Strong:** Add an **adult blue dracolich**.
- **Very Strong:** Add an **adult blue dracolich** and two **boneclaws**.

WRAP-UP: CONCLUDING THE ADVENTURE

With the threats in the room eliminated, the characters are free to perform the ritual described in **Appendix 7**.

Streams of Weave energy connect to the coffin, imbuing it with blue light. As the coffin opens, Artor, too, pulses with this glowing energy. He informs the characters he has much work to do to free Shadowdusk Hold (“Morlin Hold has a nice ring to it”) from the Far Realm corruption, but the characters have done their part. Artor will keep his word to stand between Undermountain’s undead threats and Waterdeep.

TREASURE & REWARDS

Artor thanks the characters and unwraps a parcel cloaked in grey fleece to reveal a rod engraved in sun symbols and bejeweled with faceted citrines. It glows in his presence.

He informs the characters that, once they all take hold of the rod, they should be teleported back to the Tempted Paladin. If you are playing **Bonus Objective B**, the characters discover complications. See **Appendix 5**.

- **Rod of Resurrection.** This rod glows equal to a torch when within 100 ft. of undead.

ADVENTURE REWARDS

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

ADVANCEMENT AND TREASURE CHECKPOINTS

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

- **Story Objective A:** Escort Artor’s sealed coffin to the Weave in Shadowdusk Hold.
- **Story Objective B:** Perform a ritual that attunes Artor and his coffin to the Weave, a powerful magical force that surrounds Waterdeep and Undermountain.

The characters receive **1** advancement checkpoint(s) and **2** treasure checkpoint(s) for each **bonus** objective that they complete, as follows:

- **Bonus Objective A:** Obtain the Amulet of the Weave.
- **Bonus Objective B:** Eliminate the Far Realm threat in Skullport.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Rod of Resurrection. This rod is engraved with sun symbols and bejeweled with faceted citrines. It glows equal to a torch when within 100 feet of undead. This item can be found in **Appendix 11**.

DUNGEON MASTER REWARDS

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

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



APPENDIX 1: LOCATIONS & NPCs

The following NPCs and locations feature prominently in this adventure.

- **Artor Morlin (AR-tor MOR-lin).** A male vampire and one of the Masked Lords of Waterdeep. Also known as the Baron of Blood. Very few have this knowledge.

Personality: *I am wary and would rather observe my foes or send my minions and lackeys to deal with threats than handle them on my own.*

Ideal: *Waterdeep is my personal hunting ground, and I brook no challenges from other vampires.*

Bond: *I will keep my hunting to criminals and other undesirables as long as the other Masked Lords leave me alone.*

Flaw: *If I must fight, my bloodlust consumes me and exposes my vampiric desires.*

- **Berlain Shadowdusk (bur-LENN SHA-dow-dusk).** Once a brilliant young woman, Berlain descended quickly into a deep madness when her experiments with undeath went to far and her mind was corrupted by the Far Realm. This corruption has warped her humanoid body, which is now a monstrous mass of limbs.

Personality: *I... speak... slowly... when talking... to idiots... which... almost... everyone... is... compared... to... me... especially Andras Shadowdusk.*

Ideal: *Knowledge is the path to power and domination.*

Bond: *If I study the Far Realm enough, I can understand it and bring glory back to the Shadowdusks.*

Flaw: *I have zero self-awareness. What 20,000 limbs?*

- **Hannelore Shadowdusk (HAN-nah-lore SHA-dow-dusk).** Once a paladin, Hannelore knew she was destined to fall from grace as part of the increasingly mad Shadowdusk family. She still lives—or unives—to serve, and she follows orders from her family with a no-nonsense attitude. She is disappointed in her cousin Berlain's lack of self-control and her cousin Andras' lack of foresight.

Personality: *I face problems head on. A simple, direct solution is the best path to success.*

Ideal: *Lorem Ipsum*

Bond: *I will never forget those who spurn my family or our home.*

Flaw: *I feel disdain toward all around me and often*

underestimate them.

- **The Entity.** This nebulous presence from the Far Realm has just discovered the Material Plane. What a delicious delight! Is delicious the right word you little flesh beasts would use?

Personality: *I think everything is new and exciting and wonderful and I want it, I want it, I want it!*

Ideal: *What is an ideal? What does it taste like? What sounds does it make when it breaks?*

Bond: *I must learn everything about this new place and what it tastes like.*

Flaw: *It's my curiosity that killed the cat.*

- **Shadowdusk Hold.** Home to the Shadowdusks of Undermountain, a formerly great family of Waterdeep that fell to evil and madness. It has become a place where the Shadowdusks can treat with Far Realm horrors away from the prying eyes of other Waterdavians.

Personality: *Our architectures ranges from an elegant family manor to glorious Far Realm corruption.*

Ideal: *We do not fear the darkness.*

Bond: *All are welcome within our halls. Especially after death.*

Flaw: *We don't see as many experiments like we used to. Er, we mean guests.*

- **Skullport.** A grim, cutthroat outpost of civilization in Undermountain. The town has three levels: a lower level, a middle level, and a top level. Located in level 3 of Undermountain, it can be reached by the underground River Sargauth.

Personality: *Few souls on the surface know how to reach us, making any talk of Skullport akin to a rumor, or a warning—which is just how we like it.*

Ideal: *All hail Xanathar, who has turned me from a forlorn settlement into a haven for criminals!*

Bond: *Adventurers can find food, drink, shelter, and supplies here—or a quick death, if they antagonize the locals.*

Flaw: *Few folk have permanent residences, and most of the local businesses are presently shut down.*



APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

ADULT BLUE DRACOLICH

Huge undead, lawful evil

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Resistances necrotic

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

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

ACTIONS

Multiattack. The dracolich can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dracolich's choice that is within 120 feet of the dracolich and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dracolich's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). The dracolich exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The dracolich makes a Wisdom (Perception) check.

Tail Attack. The dracolich makes a tail attack.

Wing Attack (Costs 2 Actions). The dracolich beats its tattered wings. Each creature within 10 feet of the dracolich must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. After beating its wings this way, the dracolich can fly up to half its flying speed.

BERLAIN SHADOWDUSK

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

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

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Common, Deep Speech

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. Berlain Shadowdusk makes two attacks: one with her claw and one to constrict.

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

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

Psychic Cone (Recharge 5–6). Berlain Shadowdusk emanates a 15-foot cone of psychic energy. Each creature in that cone must make a DC 16 Intelligence saving throw, taking 66 (12d10) psychic damage on a failed save, or half as much damage on a successful one.

A Thousand Hugs. Berlain Shadowdusk makes one claw attack against a Medium or smaller target it is grappling. If the attack hits, the target is also engulfed completely by limbs. While engulfed, the target is blinded and restrained, it has total cover against attacks and other effects outside Berlain Shadowdusk, and it takes 21 (6d6) bludgeoning damage at the start of each of Berlain Shadowdusk's turns. Berlain can have only one creature swallowed at a time.

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

BONECLAW

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 127 (17d10 + 34)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

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

Damage Immunities cold, necrotic; bludgeoning, piercing, and slashing from non-magical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common plus the main language of its master

Challenge 12 (8,400 XP)

Rejuvenation. While its master lives, a destroyed boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the boneclaw's master.

Shadow Stealth. While in dim light or darkness, the boneclaw can take the Hide action as a bonus action.

ACTIONS

Multiattack. The boneclaw makes two claw attacks.

Piercing Claw. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, the boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Shadow Jump. If the boneclaw is in dim light or darkness, each creature of the boneclaw's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 34 (5d12 + 2) necrotic damage.

The boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

REACTIONS

Deadly Reach. In response to a visible enemy moving into its reach, the boneclaw makes one claw attack against that enemy. If the attack hits, the boneclaw can make a second claw attack against the target.

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 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

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

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

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

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

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

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

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

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.

LAIR ACTIONS

When fighting inside Shadowdusk Hold, Death Knight Hannelore Shadowdusk can use lair actions. On initiative count 20 (losing initiative ties), Hannelore can take one lair action to cause one of the following effects; she can't use the same lair action two rounds in a row:

- Hannelore targets one dead boneclaw and restores it to full hit points.
- Hannelore calls upon the tentacles and targets one creature, causing the Far Realm to reach into the target's mind. The target must succeed a DC 15 Wisdom saving throw or gain one indefinite madness. A creature can be targeted by this action once per day.
- Hannelore calls upon the will-o'-wisps that fill the room, and they swarm downward. All creatures within 20 feet of a point Hannelore chooses must succeed a DC 15 Dexterity saving throw or take 45 (10d8) lightning damage, or half as much on a success.

DEATHLOCK MASTERMIND

Medium undead, neutral evil

Armor Class 13 (16 with mage armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Int +5, Cha +6

Skills Arcana +5, History +5, Perception +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft. (including magical darkness), passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

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

Spellcasting. The deathlock is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 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): *chill touch*, *mage hand*, *minor illusion*, *poison spray*

1st-5th level (2 5th-level slots): *arms of Hadar*, *blight*, *counterspell*, *crown of madness*, *dimension door*, *dispel magic*, *fly*, *hold monster*, *invisibility*.

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

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d6 + 3) necrotic damage.

Grave Bolts. *Ranged Spell Attack:* +6 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

DEMILICH

Tiny undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 80 (20d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +11, Wis +9, Cha +11

Damage Resistances bludgeoning, piercing, and slashing from magic weapons

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

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 120 ft., passive Perception 13

Languages —

Challenge 18 (20,000 XP)

Avoidance. If the demilich 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.

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

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

ACTIONS

Howl (Recharge 5–6). The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Life Drain. The demilich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

LEGENDARY ACTIONS

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

Flight. The demilich flies up to half its flying speed.

Cloud of Dust. The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.

Vile Curse (Costs 3 Actions). The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

ENTITY

Gargantuan monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 15 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	25 (+7)	25 (+7)	14 (+2)	18 (+4)

Saving Throws Dex +5 Wis +9

Skills Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses darkvision 120 ft., passive Perception 19

Languages Deep Speech

Challenge 21 (33,000 XP)

Antimagic Cone. The Entity's opened eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the Entity decides which way the cone faces. The cone doesn't function while the Entity's eye is closed or while the Entity is blinded.

Far Realm Donjon. Any creature or object that the Entity swallows is transported to a demiplane that can be entered by no other means except a wish spell or this creature's Donjon Visit ability. A creature can leave the demiplane only by using magic that enables planar travel, such as the plane shift spell. The demiplane resembles a stone cave roughly 1,000 feet in diameter with a ceiling 100 feet high. The Entity can't be harmed from within the demiplane. If the Entity dies, the demiplane disappears, and everything inside it appears around the corpse. The demiplane is otherwise indestructible.

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

Magic Weapons. An Entity's weapon attacks are magical.

ACTIONS

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 36 (5d10 + 9) piercing damage. If the target is a creature of Huge size or smaller and this damage reduces it to 0 hit points or it is incapacitated, the Entity swallows it. The swallowed target, along with everything it is wearing and carrying, appears in an unoccupied space on the floor of the Entity's Far Realm Donjon.

Claw. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

LEGENDARY ACTIONS

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

Claw. The Entity makes one claw attack.

Donjon Visit (Costs 2 Actions). One creature that is Huge or smaller that the Entity can see within 60 feet of it must succeed on a DC 19 Charisma saving throw or be magically teleported to an unoccupied space on the floor of the Entity's Far Realm Donjon. At the end of the target's next turn, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Psychic Projection (Costs 3 Actions). Each creature within 60 feet of the Entity must make a DC 19 Wisdom saving throw, taking 15 (2d10 + 4) psychic damage on a failed save, or half as much damage on a successful one.

STAR SPAWN HULK

Large aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	21 (+5)	7 (-2)	12 (+1)	9 (-1)

Saving Throws Dex +3, Wis +5

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 15

Languages Deep Speech

Challenge 10 (5,900 XP)

Psychic Mirror. If the hulk takes psychic damage, each creature within 10 feet of the hulk takes that damage instead; the hulk takes none of the damage. In addition, the hulk's thoughts and location can't be discerned by magic.

ACTIONS

Multiattack. The hulk makes two slam attacks. If both attacks hit the same target, the target also takes 9 (2d8) psychic damage and must succeed on a DC 17 Constitution saving throw or be stunned until the end of the target's next turn.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Reaping Arms (Recharge 5–6). The hulk makes a separate slam attack against each creature within 10 feet of it. Each creature that is hit must also succeed on a DC 17 Dexterity saving throw or be knocked prone.

STAR SPAWN LARVA MAGE

Medium aberration, chaotic evil

Armor Class 16 (natural armor)

Hit Points 168 (16d8 + 96)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	23 (+6)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Dex +6, Wis +6, Cha +8

Skills Perception +6

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

Damage Immunities psychic

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

Senses darkvision 60 ft., passive Perception 16

Languages Deep Speech

Challenge 16 (15,000 XP)

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

At will: *eldritch blast* (3 beams, +3 bonus to each damage roll), *minor illusion*

3/day: *dominate monster*

1/day: *circle of death*

Return to Worms. When the larva mage is reduced to 0 hit points, it breaks apart into a swarm of insects in the same space. Unless the swarm is destroyed, the larva mage reforms from it 24 hours later.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 7 (1d8 + 3) bludgeoning damage, and the target must succeed on a DC 19 Constitution saving throw or be poisoned until the end of its next turn.

Plague of Worms (Recharge 6). Each creature other than a star spawn within 10 feet of the larva mage must succeed on a DC 19 Dexterity saving throw or take 22 (5d8) necrotic damage and be blinded and restrained by masses of swarming worms. The affected creature takes 22 (5d8) necrotic damage at the start of each of the larva mage's turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Feed on Weakness. When a creature within 20 feet of the larva mage fails a saving throw, the larva mage gains 10 temporary hit points.

LEGENDARY ACTIONS

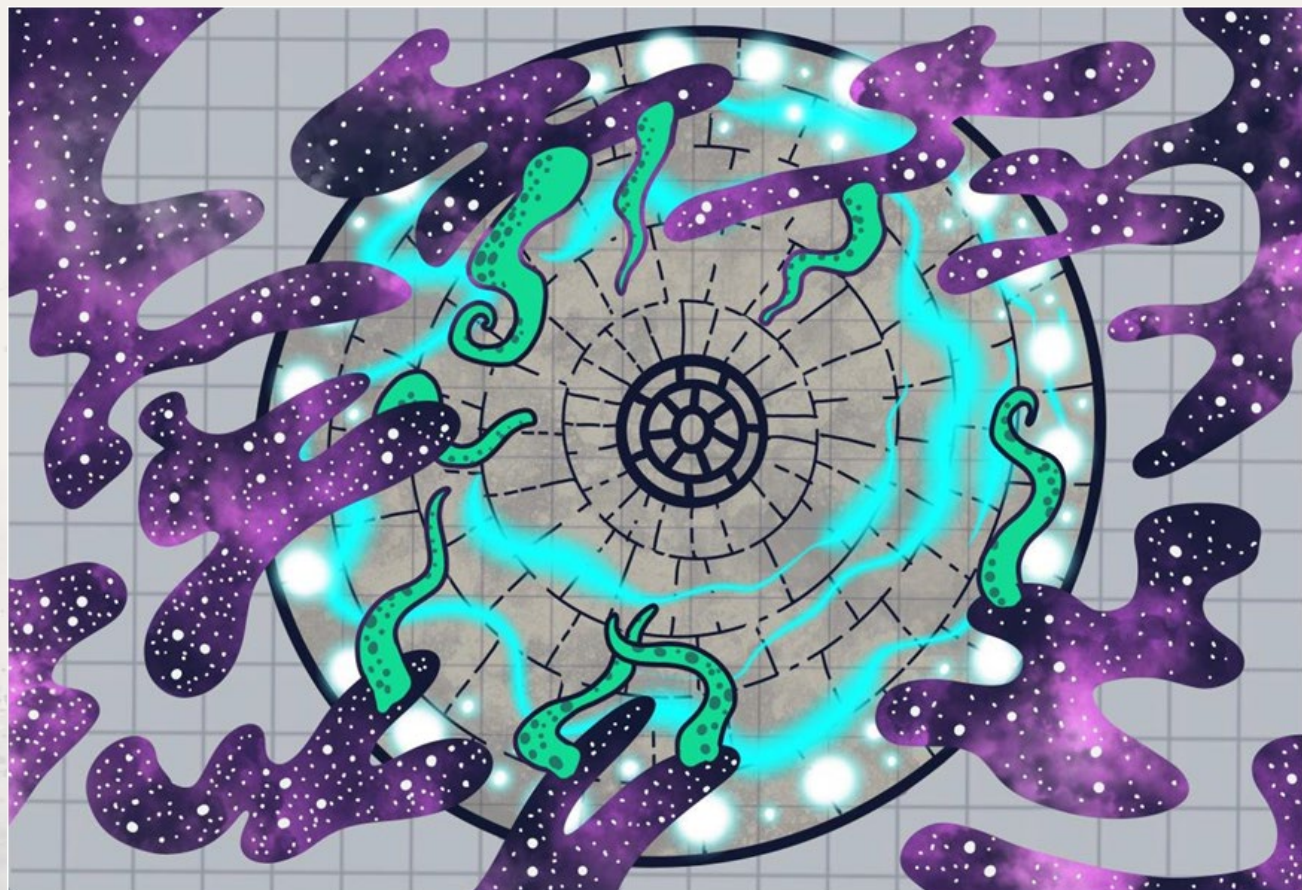
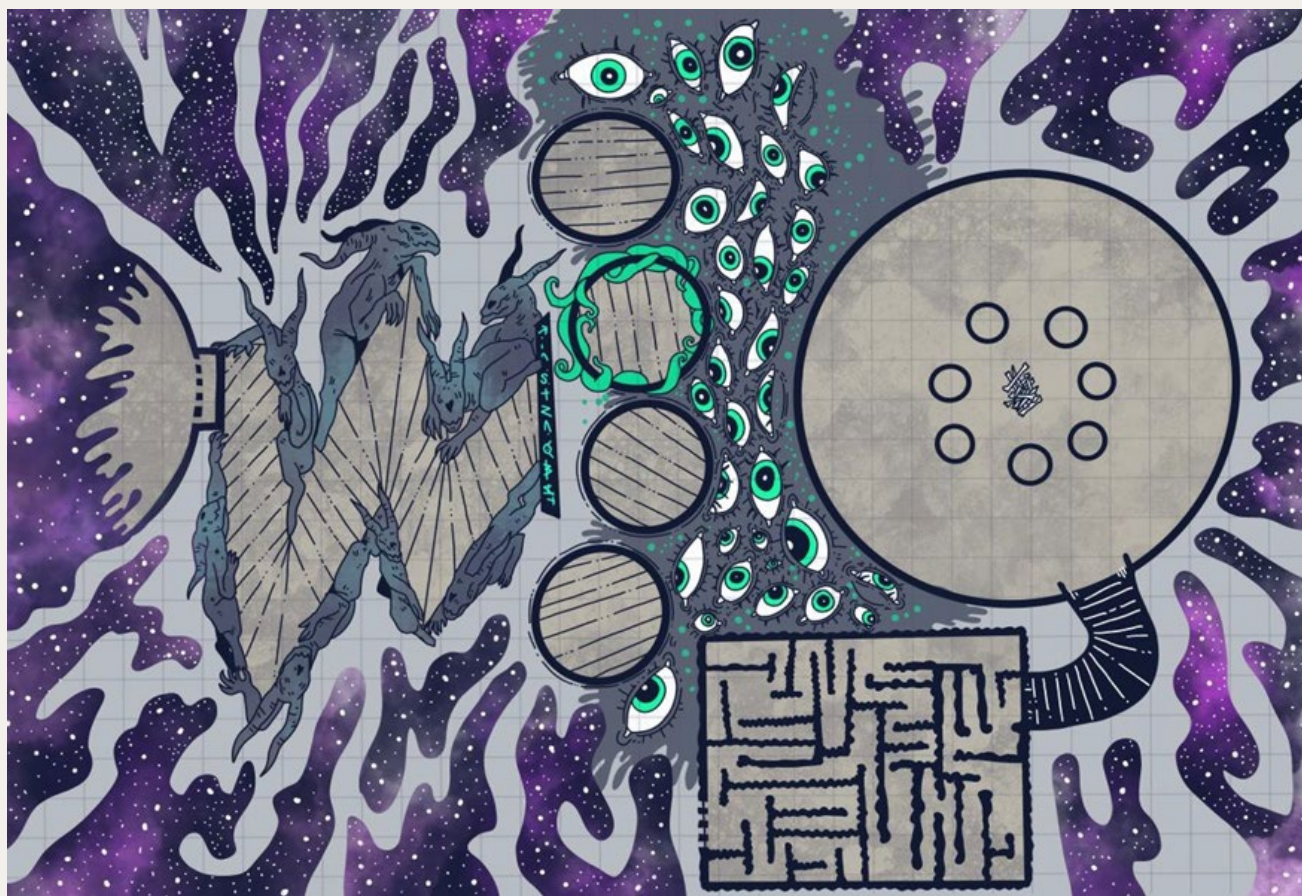
The larva mage can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The larva mage regains spent legendary actions at the start of its turn.

Cantrip (Costs 2 Actions). The larva mage casts one cantrip.

Slam (Costs 2 Actions). The larva mage makes one slam attack.

Feed (Costs 3 Actions). Each creature restrained by the larva mage's Plague of Worms takes 13 (3d8) necrotic damage, and the larva mage gains 6 temporary hit points.

APPENDIX 3: MAPS



APPENDIX 4: AMULET OF THE WEAVE (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

SCENE A. HALL OF THE DEMILICH

The characters enter Shadowdusk Hold and find it changed from previous expeditions.

PREREQUISITES

This Bonus Objective can be pursued after the characters accept the **Call to Action** in **Episode 1** and can be pursued during **Episode 2** or **3**. It must be completed before the characters perform the Weave ritual.

BONUS OBJECTIVE A

Obtain the amulet attuned to the Weave.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This hallway is 25-feet long.

Doors. Midway down the hall are two doors across from each other. They are unlocked. A third, more elaborately carved door marks the end of the hall. It has been engraved with images of skeletons embraced in dance. This door is locked and can only be opened by Andras Shadowdusk or by solving the puzzles in **Scenes B and C**.

CREATURES/NPCs

Andras Shadowdusk (a **demilich**) floats through this hall, stumbling about sadly as much as a floating creature can. He can speak one word: "Berlain". Characters who played DDAL08-16 *Change of Address* met Andras as a lich and might know he proposed to his cousin Berlain Shadowdusk, who promptly and sternly rejected the offer, leaving Andras to pine his way into madness and lichdom. If he sees characters leaving with anything from his vault (**Scene D**), which is full of Berlain trinkets, he attacks unless they can offer a replacement token.

Objectives/Goals. Andras might not have a heart any longer, but he is still heartbroken over the loss of his love, Berlain. He wants to mope and pout. He wants to hold onto anything that reminds him of Berlain.

What Does He Know? Berlain is the most beautiful creature in all the realms.

SCENE B. MELT HER HEART

The unlocked door on the left leads to this room.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This square room is 15-feet on each side.

Frozen Hearts. In the center of the room is a 20-feet wide pillar of ice, magically frozen. Human hearts are suspended throughout the pillar. The pillar can only be melted by reciting a love poem. Casting magical fire against the pillar causes the fire spell to be reflected at the caster. If the characters need a clue, have Andras' skull enter and start chattering wordlessly next to the pillar.

Hidden Key. This metal key is hidden among the hearts in the pillar. It can be spotted when viewing the frozen pillar with a successful DC 15 Wisdom (Perception) check. Any character examining the hearts after the pillar has melted automatically find the key.





SCENE C. DANCE IS THE LANGUAGE OF LOVE

The unlocked door on the right leads to this room.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This square room is 15-feet on each side. The floor is covered with a thin layer of fine sand.

Eerie Waltz. Whenever a creature enters the room, a soft, haunting waltz begins to play in their head, stopping when the creature leaves the room.

Hidden Key. If two characters enter the room and dance together, the sand rises in to the air and creates forms of other dancing pairs. One dancer has a metal hanging at their hip. If the characters need a clue, Andras might enter the room and quietly dance by himself.

SCENE D. VAULT OF BERLAIN

The locked door at the end of the hall is unlocked when the two keys in the previous rooms are within 5 feet of the door.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. This square vault is 20-feet on each side and lined with shelves from the floor to ceiling.

Someone Likes Berlain. The shelves are filled with labelled pouches, jars, and vials. A few stray hairs. Pickled fingers with red-painted nails. Carefully rolled bits of parchment with matching handwriting. Cracked spectacles. A family tree. Broken jewelry. Everything labelled to have belonged to Berlain Shadowdusk.

Amulet of the Weave. A successful DC 15 Wisdom (Perception) check spots a tarnished silver locket hanging from a nail on one of the top shelves. It holds a faded picture of a dour-looking teenage girl and two adults, presumably parents, standing behind her. The letters "J.H." are etched into the back of the locket.

CREATURES/NPCs

The **demilich** follows characters into this room. If they start examining or touching objects, the skull slams into their hands and menaces them. If the characters do not leave within 3 rounds, or if they leave with one or more of the demilich's prized possessions, it attacks.

PLAYING THE PILLARS

Combat

Andras is more interested in moping than fighting, unless the characters touch his vault of keepsakes.

Exploration

Those who examine the family tree in the vault notice the initials on the locket match a woman named Joy Hultmark who married into the Shadowdusk family and was Berlain's grandmother.

Social

Although demiliches cannot typically speak, the strength of Andras' love have allowed him one word: Berlain. He repeats it often, in different tones, as an attempt to communicate.

APPENDIX 5: ENTITY ON THE LOOSE (BONUS OBJECTIVE B)

Estimated Duration: 1 hour

SCENE A. THANKS FOR THE LIFT!

The characters discover they're not the only ones who teleported out of Shadowdusk Hold.

PREREQUISITES

This Bonus Objective can be pursued after the characters complete **Episode 3** and return to the Tempted Paladin.

BONUS OBJECTIVE B

Stop the Far Realm threat in Skullport.

CREATURES/NPCs

As the characters return to the Tempted Paladin, ask them to roll 1d20. The person with the lowest roll hears a familiar voice coming from their shoe and spot a small tendril of inky blackness exiting swiftly. It is the Entity from **Episode 2 Scene C**.

Objectives/Goals. The Entity is eager to try out some corporeal forms, but the Tempted Paladin seems cramped. The nearby streets of Skullport are the perfect playground.

What Does He Know? Oh, the Entity knows a lot about the Material Plane thanks to you.

CHASE THE STOWAWAY

As the Entity thanks the characters for the ride, it stretches and prepares to take a form. If the characters want to stop it, they'll have to follow swiftly:

- **Round 1.** The Tempted Paladin explodes in tentacles from every surface. Everyone must succeed a DC 20 Dexterity saving throw or take 28 (8d6) bludgeoning damage, or half as much on a success. On a failure, characters have disadvantage on the next round.
- **Round 2.** As the Entity gleefully flees, it rips open fissures of Far Realm energy. Everyone must succeed a DC 20 Strength (Athletics) check to leap over the fissures or take 28 (8d6) psychic damage.

- **Round 3.** The Entity grows to a gargantuan black shadow that plunges into the River Sargauth, creating a destructive tidal wave. Everyone must succeed a DC 20 Dexterity saving throw or take 18 (4d8) bludgeoning damage, be knocked prone, and gain disadvantage when they roll initiative.

SCENE B. DOES THIS FORM PLEASE YOU?

Roll initiative as the **Entity** rises from the River Sargauth and attacks. Its corporeal form is covered in spikes, and it has two bulging claws.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** The Entity starts with 150 hit points.
- **Strong:** The Entity starts with 400 hit points.
- **Very Strong:** The Entity starts with 450 hit points.



PLAYING THE PILLARS

Combat

Ultimately, the Entity wants to tear every living creature apart to understand the Material Plane better... and because it's fun.

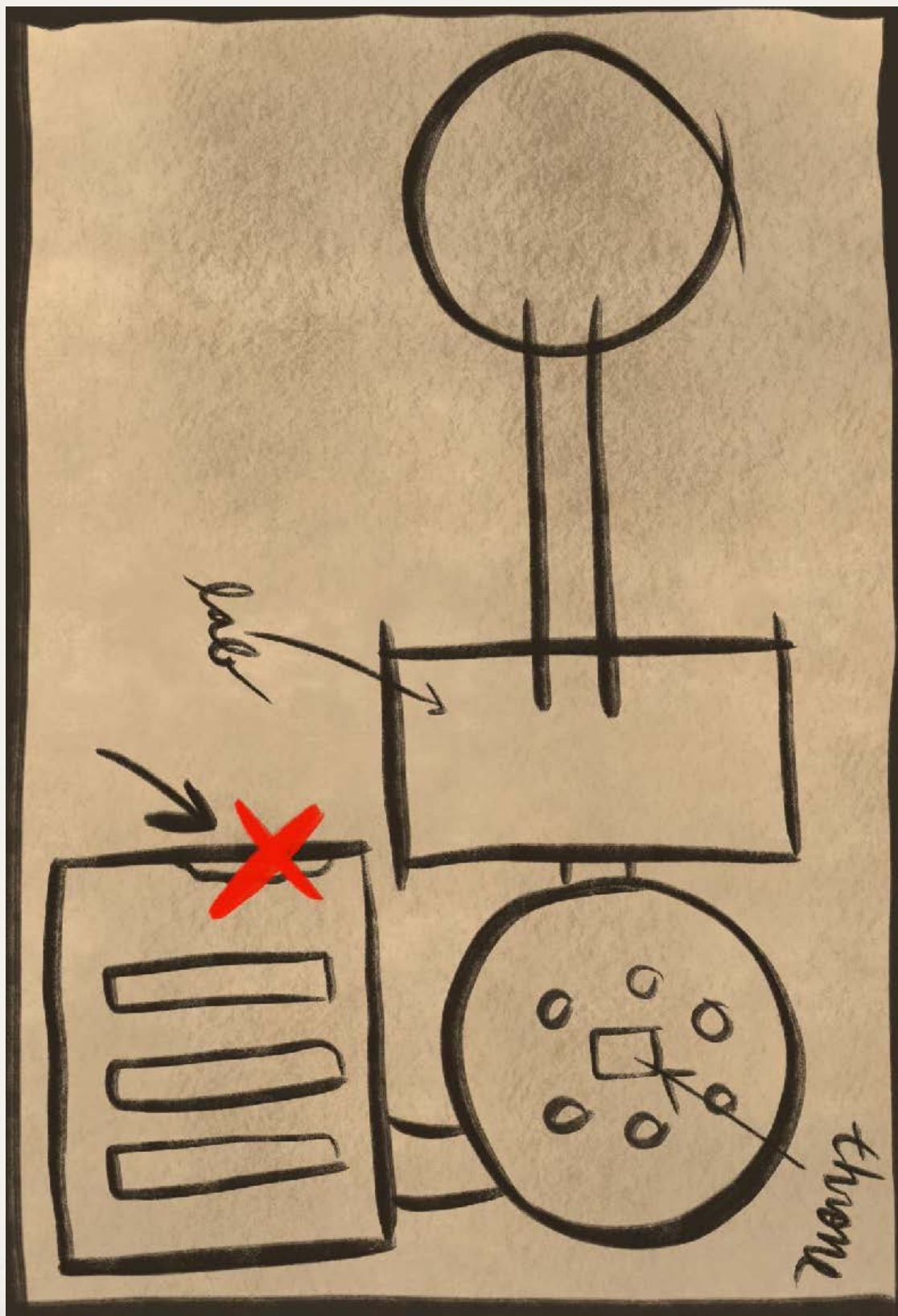
Exploration

Skullport is full of buildings, streets, people, docks, etc. As the Entity has its fun, describe the destruction of everything around the characters.

Social

The characters can delay the destruction for a time by talking to the Entity, who remembers them well. It is especially interested in hearing more stories, memories, and knowledge. When it bores of the exchange, the Entity wonders if it wouldn't be easier to just eat your brain and absorb its information all at once.

APPENDIX 6: SHADOWDUSK HOLD MAP (PLAYER HANDOUT 1)



APPENDIX 7: WEAVE RITUAL INSTRUCTIONS (PLAYER HANDOUT 2)

*Definitely not instructions for
attuning Artor Morlin to the Magical
Weave inside Undermountain*

*Step 1. Place Artor's coffin underneath the Weave,
and stand in a circle surrounding the coffin.*

*Step 2. Maintaining the circle, draw a symbol for
each of the eight schools of magic around the edge of the
circle, naming the schools as you go. They should glow
and attract the Weave's magical force.*

*Step 3. Name three powerful magic users of lore. Chant
together: "I call upon (name), (name), and (name).
As the Weave runs through them so will it him!"*

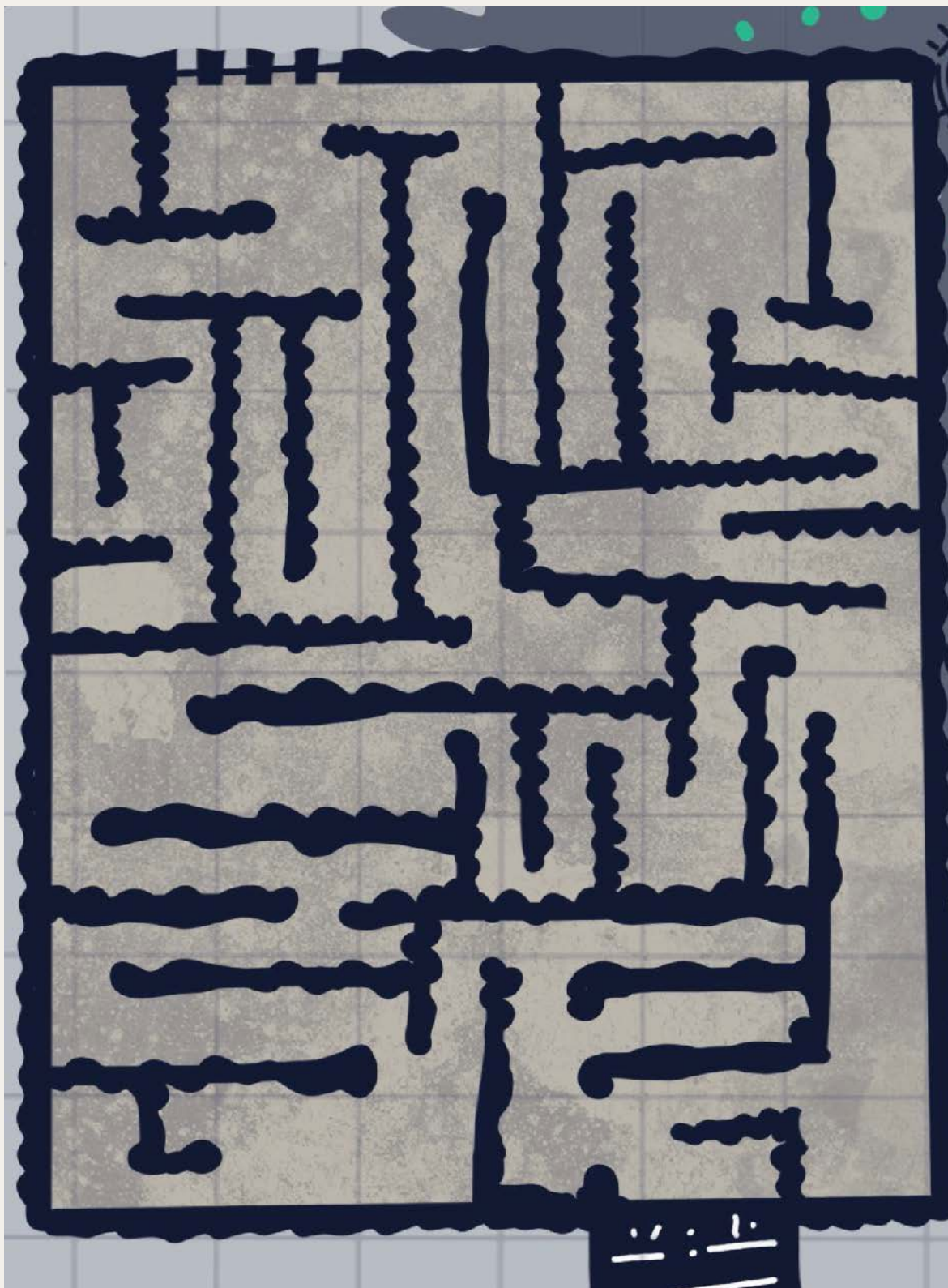
*Step 4. Point at the coffin and all approach,
shrinking the circle smaller and smaller.*

Step 5. Shout the secret passphrase!

APPENDIX 8: RUNES ON THE WALL (PLAYER HANDOUT 3)



APPENDIX 9: FAR REALM FISSURES (PLAYER HANDOUT 4)



APPENDIX 10: ELDER RUNES DECK

 <p>ANARATH <i>Elder Rune of Protection and Sacrifice</i></p> <p>Bane Effect: The target must succeed on a Constitution saving throw or it can't regain hit points until a <i>remove curse</i> or <i>greater restoration</i> spell is cast on it.</p> <p>Boon Effect: The target is immune to the blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, and stunned conditions. In addition, the target stabilizes immediately when it drops to 0 hit points. This boon effect lasts for 24 hours.</p>	 <p>ANGRAS <i>Elder Rune of War</i></p> <p>Bane Effect: The target must succeed on a Constitution saving throw or it gains vulnerability to all damage and a -2 penalty to death saving throws for 24 hours.</p> <p>Boon Effect: When the target hits with an attack, the target can turn that hit into a critical hit, after which this boon effect ends.</p>	 <p>HALASTER <i>Elder Rune of the Mad Mage</i></p> <p>Bane Effect: The target must make a Constitution saving throw, taking 20d6 force damage on a failed save, or half as much damage on a successful one.</p> <p>Boon Effect: The target recovers its expended spell slots of 6th level and lower. If the target has no spell slots to recover, a magical shield surrounds the target for 1 hour instead. This shield grants the target resistance to all damage and can't be dispelled, though contact with an antimagic field destroys it.</p>
 <p>KOROMBOS <i>Elder Rune of Chaos</i></p> <p>Bane Effect: The target must succeed on a Wisdom saving throw or suffer the effect of a <i>confusion</i> spell with a duration of 1 minute.</p> <p>Boon Effect: When the target rolls damage, it can reroll any of the damage dice once. It must use the new rolls, after which this boon effect ends.</p>	 <p>LAEBOS <i>Elder Rune of Fire</i></p> <p>Bane Effect: The target must make a Dexterity saving throw, taking 10d10 fire damage on a failed save, or half as much damage on a successful save.</p> <p>Boon Effect: The target gains a pool of ten d6s. Up to two of these dice can be expended at a time and added to any damage roll the target makes when it hits with a weapon attack. The damage added by these dice is fire damage.</p>	 <p>LAMMATH <i>Elder Rune of Security</i></p> <p>Bane Effect: For the next 24 hours, the target can't gain advantage on attack rolls, ability checks, or saving throws.</p> <p>Boon Effect: Once within the next 24 hours, the target can use its reaction to reduce the damage it takes from one source by 10d6.</p>
 <p>NCHASME <i>Elder Rune of Decision</i></p> <p>Bane Effect: The target must succeed on a Wisdom saving throw or be incapacitated for 1 hour. While incapacitated in this way, the target gains the following personality flaw, which supersedes any opposing flaw: "I fundamentally disagree with everything anyone else says."</p> <p>Boon Effect: The target can cast the <i>augury</i> spell as an action three times, requiring no components and with no chance of a random reading.</p>	 <p>SAVAROS <i>Elder Rune of Goblkind</i></p> <p>Bane Effect: All nonmagical coins and gems on the target's person vanish.</p> <p>Boon Effect: The rune magically summons a goblin (use the goblin stat block in the <i>Monster Manual</i>), which appears in an unoccupied space within 20 feet of the target. The goblin is rude to everyone except the target and obeys the target's commands. The goblin vanishes in a puff of smoke if it drops to 0 hit points.</p>	 <p>ULLATHAR <i>Elder Rune of Passage</i></p> <p>Bane Effect: The target must succeed on a Wisdom saving throw or be restrained for 24 hours.</p> <p>Boon Effect: For the next 24 hours, the target gains the following benefits:</p> <ul style="list-style-type: none"> • The effects of the <i>freedom of movement</i> spell • The ability to cast the <i>knock</i> spell at will, requiring no components

APPENDIX 11: MAGIC ITEMS UNLOCK

Characters completing this adventure's objective unlock this magic item. Once unlocked, the item may be purchased once using treasure checkpoints. Once this item has been purchased, it's no longer available unless later unlocked by other names.

ROD OF RESURRECTION

Rod, legendary (requires attunement by a cleric, druid, or paladin)

The rod has 5 charges. While you hold it, you can use an action to cast one of the following spells from it: *heal* (expends 1 charge) or *resurrection* (expends 5 charges). The rod regains 1 expended charge daily at dawn. If the rod is reduced to 0 charges, roll d20. On a 1, the rod disappears in a burst of radiance. This item is found on **Magic Item Table I** in the *Dungeon Master's Guide*.

This rod is engraved with sun symbols and bejeweled with faceted citrines. It glows equal to a torch when within 100 ft. of undead.

APPENDIX 12: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 17th to 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.

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO WATERDEEP?

<http://dnd.wizards.com/story/waterdeep>

NEW TO BEING THE DUNGEON MASTER?

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

To DM an adventure, you **must** have 3 to 7 players—each with their own character whose level is within the adventure's level range. Characters playing in a **hardcover** adventure may continue to play to but if they play a different hardcover adventure, they **can't return** to the first one if they're outside its level range.

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer). The players fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for advancement and treasure checkpoints, downtime days, and renown. These are updated at the conclusion of the session.

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

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

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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

