

WINGS OF DEATH

A Dreams of the Red Wizards Epic

The treachery and master plan of Thay are at last revealed—and heroes are needed for a final assault to prevent the return of one of Faerûn's greatest evils!

Part Five of the *Storm King's Descent* series of adventures.

*A Four-Hour Epic for 11th- through 16th-Level Characters
and 17th- through 20th-Level Characters.*

Optimized For: APL 13 and 18

This adventure also includes rules for single-table play.

Content warnings include: cold weather hazards, possession, and slavery.



CREDITS

Lead Designer: Greg Marks

Designer: Emily Harmon and Garrett Colon

Editing: Scott Fitzgerald Gray

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: Ma'at Crook, Will Doyle, Amy Lynn Dzura, Claire Hoffman, Greg Marks, Alan Patrick, Travis Woodall

Playtesters: Gary Affeldt, Terry Barney, Dan Bowen, James Bowen, Richard Brown, Josh Cannon, David Harmon, David Krolnik, Katie McCusker, Sean Mittelstaedt, Daniel Oliveira, Ben Siekert, C. Scott Thomas, Krishna Simonse, John Thompson, Vivian Thompson, Phil Tobin, Marcello De Velazquez, Brett Weidman

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ADVENTURE PRIMER

*For in that sleep of death what dreams may come,
When we have shuffled off this mortal coil,
Must give us pause.*

— William Shakespeare, *Hamlet*

Welcome to *DDAL-DRWEP02 Wings of Death*: a D&D Epic adventure, part of the official D&D Adventurers League™ organized play system and the *Dreams of the Red Wizards* second story arc. This adventure supports the following tiers of play:

- **11th- through 16th-level characters** (optimized for five 13th-level characters)
- **17th- through 20th-level characters** (optimized for five 18th-level characters)

This is a special four-hour interactive adventure, designed for many tables playing together. Each table must be comprised of characters in the same tier. Guidelines for coordinating this event or playing with a single table appear in a separate *Administrator's Guide*.

This adventure encourages the use of the *Dungeons & Dragons Tactical Maps Reincarnated* product. As a DM, you should feel empowered to adjust terrain as needed to fit the map options available to you, particularly when playing in an online environment.

BACKGROUND

Recently, agents of the **CULT OF THE DRAGON** secretly stole into the storm giant citadel Maelstrom, assassinated King Hekaton, and took the **WYRMSKULL THRONE** for themselves. The cult then granted the ancient blue dragon sorcerer **IYMRITH** the gift of unlfe as a dracolich, using the throne as her phylactery. Still enraged by her murder at the hands of adventurers, Iymrith seeks vengeance on those adventurers if they cross paths again (anyone who played *Storm King's Thunder*). Shortly after the cult's assault on Maelstrom, the **RED WIZARDS OF THAY** stole the body of King Hekaton, then used necromantic rituals to raise him as a death knight slave of **SZASS TAM**, who has been seeking the *Wyrmskull Throne* for Thay.

In the absence of her father, storm giant **PRINCESS SERISSA** is once again thrust into power. Serissa still possesses the **KOROLNOR SCEPTER**, the Cult of the Dragon having failed to claim it during their theft of the *Wyrmskull Throne*. So far, holding this piece of regalia has helped her keep her position, but her reign over the giants is tenuous at best.

Thay forces under the command of the death knight Hekaton attacked the **TOWER OF SKULLS** in **ORMATH**, seizing the *Wyrmskull Throne* where the characters had left it in the care of a group of Kelemvorites. A captive held for interrogation has revealed that Szass Tam's minions have taken the throne to the **THUNDER PEAKS** with the intent of remaking **SHARGRAILAR**, the very first dracolich, as a servant of the Regent of Thay.

Hearing about the disastrous attack on the Tower of Skulls, Princess Serissa has gathered up as many adventurers as possible to take the fight to the Thayans.

She makes it clear that she hopes to redeem her father, and that the death knight Hekaton is to be captured, not killed. As the adventure begins, teams of characters have just been teleported in to Serissa's camp and command post at the base of the Thunder Peaks.

OVERVIEW

The adventure's story is spread over **three parts** and takes approximately **four hours** to play. The adventure begins with a "Call to Action" scene.

Call to Action: Royal Summons. Princess Serissa is gathering adventurers in the Thunder Peak Mountains. These varied parties must each undertake separate missions to stop the Red Wizards of Thay from raising Shargrailar, the first dracolich, and binding him to their service.

Part 1: Treasure Hunt. Characters rush to collect the lost bones of Shargrailar (for tier 3) and the missing pieces of his phylactery (for tier 4) before they can be claimed by the Red Wizards.

Part 2: Assaulting the Fortress. Groups of adventurers assault a newly raised Red Wizard stronghold high in the Thunder Peaks, first breaking through the Thayan defenses, then attempting to disrupt the ritual to remake Shargrailar. Thayan forces mount a deadly defense, though—including attacks by death knight Hekaton and the remade Iymrith.

Part 3: Shargrailar Returns. After the Red Wizards raise Shargrailar once more, the adventurers must fight and defeat the iconic first dracolich, who fights with death knight Hekaton astride him. The outcome of this fight determines the ultimate success of all the characters in this epic adventure.

ADVENTURE TRACKS

Players experience one of two adventure tracks, depending on their tier of play. Each track occurs simultaneously but has different objectives.

Tier 3. In part 1 of the adventure, the characters rush to recover Shargrailar's lost bones before the Red Wizards can. In part 2, they assault the fortress the Red Wizards have raised for the completion of the ritual, first breaching the walls, then disabling the Thayans' magical defenses. In part 3, the characters attempt to capture death knight Hekaton and destroy Shargrailar once more.

Tier 4. In part 1 of the adventure, the characters rush to recover the pieces of Shargrailar's lost phylactery before the Red Wizards can. In part 2, they enter the Red Wizards' fortress and attempt to disrupt the ritual—including seeking and capturing the *Wyrmskull Throne*. In part 3, the characters attempt to capture death knight Hekaton and destroy Shargrailar once more.

LEGACY EVENTS

Before beginning play, ask the players to check their logsheets for any legacy events that might affect this adventure. This adventure incorporates the **Code Breaker** legacy event from *DDAL-DRW06 Thimbletiggering*. Characters with this legacy event receive the player handout of appendix 1 at the end of the call to action.



INTERACTIVE ELEMENTS

Both tracks of the adventure feature interactive elements that affect other tables. These unlock new quests, disable global effects, or introduce NPCs that the administrators control. Each table needs to choose a Table Captain to run messages to the Commander (the lead DM managing the entire epic), and to occasionally make decisions for the table.

When an interactive element occurs, the Commander will make an announcement. Contact the Commander if your players take an unscripted action that affects other tables. If the Commander deems the action appropriate, they will announce a ruling that might impact other tables.

SHARED SPELLCASTING

During play, characters can offer spellcasting aid to other tables. Any assistance offered should take no more than one action, bonus action, or reaction, after which time the player must return to their own table. Examples include offering to cast spells such as *revivify* or *plane shift* for the characters of another table. This aid is not restricted to specific tiers, so that tier 3 characters can aid tier 4 characters and vice versa. If your group gets into a sticky situation, be sure to remind them of this feature.

VICTORY POINTS

As your group completes encounters, they earn victory points (see “Running the Adventure,” below). These are added to the victory pool, which is managed by the Commander. After completing a quest, send your Table Captain to report the table number, the name of the completed quest, and the number of victory points acquired to the Commander at the epic HQ.

RUNNING THE ADVENTURE

Read the following rules carefully. These cover most of what you need to run this epic at your table. Further rules covering the epic and how tables interact, or how to modify for a single table, are covered in the Administrator’s Guide.

PLAYING ONLINE IS EPIC!

There’s always been a healthy number of RPG fans playing their games over the Internet, and many more Dungeons & Dragons players and DMs are now moving to online play. Although this adventure was written for in-person play, we’ve incorporated adjustments that admins and DMs can make to share the fun using virtual tabletop setups or even simple teleconferencing software. These adjustments are detailed in the *Administrator’s Guide*.

QUESTS

Each table is expected to complete at least two quests during part 1 of the adventure. Allow the players to choose which of the quests they would like to attempt.

Locked quests (victory missions) cannot be run until the Commander announces that they have been unlocked. When a locked quest is unlocked, your group can volunteer to attempt this quest. If your group attempts the quest, they can choose one of the following options:

- Abandon any ongoing quest. If a quest is abandoned in this way, the group cannot return to it or reattempt it later.
- Finish their current quest before playing the victory mission.



After the quest is completed, the Table Captain should report the table number, quest name and number, and the result of the quest to the Commander at the epic HQ.

WANDERING VILLAINS

The Commander will announce the arrival of wandering NPC villains during part 2 of the event—the blue dragon dracolich Iymrith and the death knight Hekaton. If either of these villains arrives at your table, pause the current encounter and allow the villain encounter to take place. Combat occurs outside any current initiative order. Any monsters present when the villain arrives do not participate in the battle. The volunteer running the villain will control and direct this encounter. Once they leave the table, you can resume play where you left off.

SHORT AND LONG RESTS

This adventure plays out across a few short hours of game time. Characters have no time to take long rests, and can afford to take only one short rest. Make sure your players understand this before the game begins.

SPELLCASTING

Due to the fast-paced nature of this event, characters cannot cast spells which take longer than 1 minute to cast, and cannot benefit from spells that require the characters to spend time out of combat, such as *heroes' feast* and *catnap*.

The adventure begins as soon as the characters arrive, taking them straight into the action. As such, there is no time to cast short-duration spells upon other characters before starting. However, characters are able to have cast spells with durations longer than 1 hour upon themselves before the adventure begins.

BOONS

If your group completes a quest in part 1 or an encounter in part 2, they might earn a boon. Boons are special bonuses that aid other groups participating in the event. The Commander has certificates for every boon available on your track, and will tell you if you earned a boon when you report the results at your table after an encounter. Players **cannot** keep boons for their own table (unless they are running the event as a single table), and must offer them to another group. Players can also hand a boon to HQ if they are not sure which tables most need help, asking the Commander to distribute it for them. In this case, the Commander will give the boon to a table of their choosing based on need.

ENEMY REINFORCEMENTS

If an encounter seems too easy, add one to three enemies appropriate to your tier of play and party strength, which arrive at the end of a round:

Tier	Enemy Reinforcement
3	Red Wizard (mage) (CR 6) Nycaloth (CR 9) Stone golem (CR 10)
4	Red Wizard (archmage) (CR 12) Ultroloth (CR 13) Iron golem (CR 16)

CALL TO ACTION: ROYAL SUMMONS

Estimated Duration: 15 minutes

The adventure begins with the characters having been teleported to meet beneath the banner of Princess Serissa, at the base of the Thunder Peak Mountains. None of those called by Serissa knew they were coming, and the characters have thus had no way to prepare.

You should explain any event rules, perform character introductions, and explain safety rules at this time. Do not begin play until the Commander has read the mission briefing. Both adventure tracks share the same briefing.

MISSION BRIEFING

At the start of the event, the Commander will read the mission briefing aloud (reproduced here for your reference):

“Adventurers! Heroes! Friends of giants, and enemies of Szass Tam! Today is a day of reckoning!” Princess Serissa steps forward as she speaks, holding the *Korolnor Scepter* in one hand. “The Red Wizards and their ilk have taken much from the world. Their latest acquisitions, my father and the *Wyrmskull Throne*, are but a part of their greater scheme.”

At Serissa’s side, an attendant unfurls an ancient sketch of a dracolich laying waste to a town.

“This portrait was drawn centuries ago,” Serissa continues, “to capture some of the power of what the Cult of the Dragon called the First Sacred One. Shargrailar, the first dracolich. We have found evidence that Szass Tam wishes to remake this creature, destroyed by spellfire, his bones and phylactery scattered and shattered in the Thunder Peak Mountains and their caverns nearly one hundred and fifty years ago. The Red Wizards’ ritual will bind Shargrailar to the *Wyrmskull Throne*, allowing the dracolich to use it as a new phylactery, and Szass Tam will have a powerful new undead servant. Alongside my father.”

Serissa’s expression grows grim as she raises the *Korolnor Scepter* over her head. “Today we have three goals! Capture my father’s body without destroying it or killing what remains within. Recover the *Wyrmskull Throne*. And stop the ritual to return Shargrailar to this realm. We first must find and recover Shargrailar’s bones and the pieces of the dracolich’s destroyed phylactery, to stymie the Red Wizards’ ritual. You will all receive specific orders from my attendants. May Annam and all the gods watch over us.”

Use the following information to brief your players on their mission:

- The Red Wizards are gathering Shargrailar’s bones and phylactery pieces, already in the initial stages of the ritual that will remake Shargrailar as a dracolich under Szass Tam’s control.

- Tier 3 characters are to scour the Thunder Peaks and collect as many of Shargrailar’s lost bones as possible, then return the collected bones to Princess Serissa’s camp. See the handout of “Appendix 2: Part 1 Tier 3 Quests” for more information.
- Tier 4 characters are to pursue the Red Wizards into Shargrailar’s abandoned lair and collect as many pieces of the dracolich’s lost phylactery as possible. See the handout of “Appendix 3: Part 1 Tier 4 Quests” for more information.
- Once the bones and phylactery shards have been collected, the characters will join in the assault on the Thayans’ magically raised Thunder Peaks stronghold and put a final stop to their plans.

SHARGRAILAR

Shargrailar was once an ancient red dragon who became the first dracolich. After a reign of terror in which he massacred thousands with his devastating breath of fire and lightning, he was destroyed by the spellfire of Shandril Shessair. The dracolich’s bones were scattered across the Thunder Peaks, and his phylactery was broken into many pieces and scattered within his abandoned cavern lair.

FINAL PREPARATIONS

After the characters have been briefed, review the following information:

Table Captain. Each group chooses one player to be the group’s Table Captain. The Table Captain relays messages to HQ throughout the event.

Code Breaker. If characters have the **Code Breaker** legacy event from *DDAL-DRW06 Thimblerrigging* and have been successful in breaking the code, provide them with the handout of appendix 1.

PRINCESS SERISSA

Chaotic good storm giant

The youngest daughter and chosen successor of King Hekaton, Serissa is cool and calm, even as she understands that others in the giant court covet her position.

What They Want. To maintain peace among the giants, Serissa must rescue her father and secure the *Wyrmskull Throne*. The Red Wizards must face justice.

Optimistic Leader. Serissa wants to believe that all folk are innately good at heart. Reluctantly accepting the mantle of ruler once more in her father’s stead, she is determined to do everything she can to find King Hekaton and return the *Wyrmskull Throne* to Maelstrom. She fears that her father’s disappearance will bring about a new rise in tensions between the giant races and knows that she must defuse those tensions if she can.

PART 1: TREASURE HUNT

Estimated Duration: 1 hour and 30 minutes
(approximately two to three quests)

In this portion of the adventure, tier 3 characters scour the Thunder Peaks to recover Shargrailar's lost bones, while tier 4 characters follow the Red Wizards into Shargrailar's lair and collect as many shards of the dracolich's lost phylactery as possible.

Part 1 of the adventure is divided into six quests for each tier of play. Quests 1A through 1F are available for tier 3 tables, while quests 1G through 1L are available for tier 4 tables. Locked quests cannot be run until the Commander announces that they have become available.

Each quest highlights one of the three pillars of play: exploration, social interaction, or combat. Provide the players with the handouts of appendix 2 (for tier 3 characters) or appendix 3 (for tier 4 characters) and allow them to select which quests they would like to play. If the Commander announces that a locked quest has been unlocked, follow the instructions in "Part 1: Quests" in the "Adventure Primer" section.

STORY OBJECTIVE

Recovering as many of Shargrailar's bones (tier 3) and shards of Shargrailar's phylactery (tier 4) as possible is **Story Objective A**.

SHARGRAILAR'S BONES

More than a century after Shargrailar's destruction, the dracolich's bones remain deeply corrupted, creating the following effects:

- The bones cannot be targeted by any divination magic or perceived through magical scrying sensors.
- The bones cannot be moved or transported by magical means, including such spells as *telekinesis*, *Bigby's hand*, or *plane shift*.
- Each of Shargrailar's bones is AC 12, has 30 hit points, and is immune to poison and psychic damage.

Additional effects might be noted in each quest. A *dispel magic* spell targeting one of Shargrailar's bones (DC 17) removes one effect of the caster's choice.

TREASURE

For each quest completed in part 1 of the adventure, the characters earn one consumable item, found in the order noted below for their tier. A maximum of three consumable items can be found in this way.

Tier 3 Characters

- *Spell scroll of etherealness*
- *Potion of fire giant strength*
- *Potion of superior healing*

Tier 4 Characters

- *Spell scroll of control weather*
- *Potion of cloud giant strength*
- *Potion of supreme healing*

QUEST 1A: GONE IN A FLASH

Estimated Duration: 45–60 minutes

Characters sent to find Shargrailar's bones arrive at a cavern entrance blazing with heat and static electricity. Though the bones are easily spotted, retrieving them presents a dangerous task.

This exploration quest is appropriate for tier 3 characters.

RUNNING THIS QUEST

You can avoid having this quest descend into a monotonous series of dice rolls by encouraging planning and creative solutions. While performing the task quickly is important, there is no immediate threat until the characters enter the cavern holding Shargrailar's bones, giving them a chance to consider their options.

HEAT OF THE MOMENT

The entrance to this portion of the underground cavern is large enough for Huge creatures to pass through, its cracked stone floor covered in ash. Both the ash and cracks appear relatively new, and the smell of sulfur is strong here. Moving a few hundred feet forward down an incline brings the characters to one of the sources of the elemental energy that fills the area.

Lava crashes and lightning surges from cracks in the ground, making the air here searingly hot. The most prominent elemental activity surrounds three large bones jutting up from the ground some one hundred and fifty feet away, which seem to channel the energy coursing up from below.

AREA INFORMATION

The cavern has the following features.

Dimensions and Terrain. The cavern is 150 feet long, 70 feet wide, and 20 feet high, and is covered in half-melted debris, lava flows, and erupting plumes of lava. Random trails of lightning arc out within and across the lava.

Lighting. Glowing lava fills the area with bright light.

Senses. Scorching heat fills the air, the rock of the cavern is bubbling and cracking, and characters feel their hair raised from the lightning in the air.

Difficult Terrain. The entirety of the cavern is difficult terrain, including the floor, the walls, and the air, as lava and electricity flow and surge from various locations at random. See "Heat Shock" below.

Shargrailer's Bones. Four of Shargrailer's smaller leg bones are lodged in the ground at the far end of the cavern. Each weighs 300 pounds and has already become magically energized as a result of the Red Wizards' preliminary preparations for their ritual. But while the bones aren't difficult to spot, getting them out is another challenge. See the "Shargrailer's Bones" sidebar above for more information on the bones.

HEAT SHOCK

Though the bones appear easy to reach, the environment in the cavern is a potentially deadly hazard to those seeking them. Each time a creature moves within this area on its turn, whether on the ground or above it, it must avoid gushing lava and bursts of lightning with a successful DC 18 Strength (Athletics), Dexterity (Acrobatics), Intelligence (Nature), or Wisdom (Survival) check. If a character thinks of a particularly clever way to move, give them advantage on this check.

On a failed check, a creature takes 11 (2d10) fire damage and 11 (2d10) lightning damage at the start of its move, and takes that same damage again if it moves more than 30 feet on its turn. On a successful check, the creature takes half as much damage at the start of its move but can move freely thereafter. If the check succeeds by 5 or more, the creature can choose to either take no damage from its movement or to ignore the difficult terrain of the cavern for that turn (but not both).

If the check fails by 5 or more, a movement mishap occurs unless the creature is immune to the type of damage noted in the mishap. Roll a d6 and consult the Movement Mishaps table.

MOVEMENT MISHAPS

d6	Mishap
1	A lightning strike knocks the creature prone and leaves it stunned until the start of its next turn.
2	Lightning shocks the creature, making it unable to speak until the start of its next turn.
3	Fire and lightning sear the lungs of the creature, which must succeed on a DC 18 Constitution saving throw or gain one level of exhaustion. All levels of exhaustion gained from this mishap are removed after a short rest.
4	Fire and lightning overwhelm the creature, which must succeed on a DC 18 Constitution saving throw or gain vulnerability to fire damage or lightning damage (the creature's choice). This effect lasts until the creature finishes a short rest.
5	Fire singes the creature, causing it to be blinded until the start of its next turn.
6	Fire sears the creature, leaving it incapacitated with pain until the start of its next turn.

Moving Magically. Magical movement such as teleportation creates its own problems in the cavern. When a character magically moves, both the space they leave and the space they appear in suffer a violent eruption of elemental energy. Any creature within 5 feet of either space (including the creature moving) must make a DC 18 Dexterity saving throw, taking 18 (4d8) fire damage and 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more, the creature also suffers an effect from the Movement Mishaps Table.



RECOVERY MISSION

Once one or more of the characters are next to the bones, they can begin the process of removing them from the ground. However, the volatile magic the bones are channeling complicates the process. Removing the three bones requires three successful DC 18 ability checks as the characters assess their placement, study the magic coursing through them, and apply careful extraction techniques. Characters can make their choice of Strength (Athletics), Intelligence (Arcana, Investigation, or Nature), or Dexterity (Sleight of Hand) checks, or can make ability checks using proficiency with tools appropriate to the task. A particular type of check can be made only once in the attempt, or subsequent attempts with the same check have disadvantage.

On a failed check, the creature making the check and each creature within 10 feet of the bone must make a DC 18 Dexterity saving throw, with disadvantage if the creature is touching the bone. A creature takes 19 (3d12) fire damage and 19 (3d12) lightning damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more, the creature also suffers an effect from the Movement Mishaps Table.

After three successful ability checks, the three bones are removed from the ground. Creatures carrying the bones are protected from the environmental effects in the room, and take no damage from moving. Those not carrying a bone must still contend with those effects on the way out.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Decrease all damage effects by 6 and all DCs by 2.
- **Weak.** Decrease all damage effects by 4.
- **Strong.** Increase all damage effects by 4.
- **Very Strong.** Increase all damage effects by 6 and all DCs by 2.

WRAP-UP

The characters can recover up to **four bones** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many of Shargrailar's bones have been recovered.

QUEST 1B: DANCING WITH FIRE

Estimated Duration: 45–60 minutes

While trailing a group of Red Wizards, the characters encounter a bugbear mystic named Mayadiru, who warns them that elemental activity is flaring up in the area. A nearby fiery cavern holds Shargrailar's leg bones—but is guarded by elemental power.

This exploration quest is appropriate for tier 3 characters.

HOT ON THE TRAIL

As the characters search a mountain valley for one of the resting places of Shargrailar's bones, they spot recent tracks marking where a group of humanoids are moving ahead of them. The tracks lead to a small cabin near the base of one of the Thunder Peaks, then continue upward.

As the characters approach the cabin, a gruff-looking bugbear steps out.

MAYADIRU

Neutral good bugbear mystic

Mayadiru is 9 feet tall, has thick, ruddy fur and a red-opal earring, and wears rough-spun clothing lined with mountain goat fur. The many pouches on their belt brim with herbs, small animal bones, and powders.

What They Want. Mayadiru wants outsiders to leave the valley. Recent activity from the Red Wizards, giants, and now adventurers have been an irritant, to say the least. The bugbear knows that the spirits of the mountain are upset, and seeks to put them to rest.

Hermit Mystic. Mayadiru has great pride in their ancestry and their knowledge of the land, and they disdain those who do not understand or appreciate this heritage. They are guarded in sharing the secrets of the valley, and distrust outsiders who they fear will use the knowledge only to further their own ends.

CREATURE INFORMATION

The bugbear mystic Mayadiru greets the characters grumpily, asking why they've come and encouraging them to leave. Any attempt at conversation inspires the mystic to reveal the following:

- A group of ten Red Wizards passed by a half hour ago, on their way to a cavern partway up the mountain.
- The mountain is a nexus of powerful elemental fire magic, which unexpectedly became active earlier today.
- Legend has it that when the fire spirits are distressed, they cause eruptions of flame that can threaten the entire valley.

A successful DC 17 Wisdom (Insight) check reveals that Mayadiru is withholding information, but characters can attempt DC 17 Charisma (Intimidation or Persuasion) checks to learn more. During the previous conversation, the characters will be able to discern that Mayadiru deeply values respect and tradition, and characters who show respect toward the mystic or display symbols marking them as belonging to a good-aligned order make Charisma (Persuasion) checks with advantage.

If properly prompted, Mayadiru also reveals the following:

- Mayadiru is not sure why the spirits have awoken, but the mystic knows of a ritual that can calm them and put them back to rest. If the characters show interest and respect, Mayadiru can teach them the ritual and provide the components needed for a single casting.
- If asked, Mayadiru says they did not share the ritual with the Red Wizards. That group's leader, a sneering mage named Zepira, did not seem interested in this "backwoods hill magic," as she called it.

LEARNING THE RITUAL

In the course of teaching the characters the ritual, Mayadiru provides them with six drawstring pouches holding assorted components, including ground cacao, wheat, and a spongy white herb that tastes overwhelmingly sweet. To perform the ritual, the pouches must be evenly spaced around the spirits, forming a sacred circle approximately 40 feet in radius. One bag can be placed in tandem with movement on a character's turn, but for the character to place a second bag in the same round requires an action.

To enact the ritual, one or more characters must stand within 30 feet of the circle and chant the ritual words continuously for 1 round. If a character takes damage during this time, they must succeed on a Constitution saving throw with a DC equal to half the damage taken to continue chanting. On a failed save, the character is interrupted but can try again as long as the component pouches are still intact. The spirits must stay within the bounds of the ritual circle during the chanting, or the ritual has no effect. Once the chanting is completed, the component pouches are consumed in magical fire.

ONWARD AND UPWARD

When their business with Mayadiru is done, the characters trek up the mountainside for half an hour, crossing over jagged stony outcroppings and encountering smoky winds that carry stinging ash to the eyes.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Decrease all DCs by 2.
- **Weak.** No adjustment.
- **Strong.** No adjustment.
- **Very Strong.** Increase all DCs by 1. Two characters must succeed in chanting the ritual words in the same round in order for the ritual to succeed.

BORN FROM ASH

Following the trail of the Red Wizards eventually leads the characters to a cave entrance roughly 30 feet across. A distant orange glow fills the cavern, and stinging heat emanating from within rises as the characters draw near. Within the entrance, the burnt husks of Red Wizard corpses are sprawled across the rough stone floor—positioned as if they were fleeing from something inside.

AREA INFORMATION

The cavern has the following features.

Dimensions and Terrain. This 100-foot-diameter cavern features a 10-foot-wide shelf of stone surrounding an 80-foot-diameter, 40-foot-deep pool of bubbling lava. A dozen 5-foot-wide stones appear to be randomly spaced about 10 feet apart throughout the lava pool. (These are actually the tips of stone columns rising from the bottom of the pool.) The ceiling rises up 300 feet and is open to the sky above.

Lighting. Glowing lava fills the area with bright light.

Senses. Scorching heat fills the air, which is heavy with the scent of molten rock.

Lava. Any creature that comes into contact with the lava for the first time on a turn or starts its turn there takes 24 (4d12) fire damage. The lava is difficult terrain.

Shargrailar's Bones. Three of Shargrailar's leg bones are perfectly preserved in the pool of lava, 40 feet below the surface. The bones weigh 300 and 500 pounds, respectively. The ritual performed by the Red Wizards is causing magic to seep from the bones into the lava pool. See the "Shargrailar's Bones" sidebar above for more information on the bones.

CREATURE INFORMATION

As soon as the characters enter this cavern, two advanced phoenixes rise out of the lava and attack.

Two enormous birds, their feathers alight with crackling flames, burst from the pool, sending droplets of lava spraying through the air. Their ear-piercing screech is shot through with the snapping of wildfire, assaulting your senses as both birds soar toward you on wings of pure flame.

These creatures use the **phoenix** stat block with these changes:

- They have an Intelligence score of 6 (–2).
- They speak Goblin and Primordial.

The caustic magic now flowing off Shargrailar's bones as a result of the Red Wizards' ritual has awoken and enraged these elementals, and they attack the characters relentlessly to defend their lair. During the fight, the phoenixes challenge the characters in Primordial or Goblin, shrieking about the presence of the corrupted bones in the lava pool.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Remove one **phoenix** and add two **fire elemental myrmidons**.
- **Weak.** Each **phoenix** has 125 hit points.
- **Strong.** Add three **fire elemental myrmidons**. Each **phoenix** has 270 hit points.
- **Very Strong.** Add four **fire elemental myrmidons**. An additional **fire elemental myrmidon** spawns at the start of each round until the ritual is completed. Each **phoenix** has 270 hit points.

PLAYING THE PILLARS

You can make use of the following suggestions when running this quest.

Combat. The phoenixes attack the characters on sight, utilizing their Flyby trait to harass enemies while staying out of melee range.

Exploration. Mayadiru's ritual can be used to calm the phoenixes. Indeed, this is the preferred solution to this quest.

Social. If the ritual is performed successfully, the characters can speak with the phoenixes and ask for their aid.



Inferna and Raikarr are able to dive into the lava and retrieve the two bones there, offering them to the characters and asking them to take the bones away.

FRIENDLY FAVORS

If the characters ask the phoenixes about helping to drive away the Red Wizards or collect the other bones, Raikarr parts the lava in the center of the pool to reveal a large nest containing several **juvenile phoenixes**. (Each uses the fire elemental stat block but has a flying speed of 50 feet.) Though Inferna and Raikarr are bound to their pool, they say that their children are ready to leave the nest—if the characters can convince them. Each character can bond with a juvenile phoenix with a successful DC 15 Wisdom (Animal Handling) or Charisma (Persuasion) check. Narrate the introduction between each character and their phoenix, and have the player describe what the character is doing to befriend the phoenix. Give advantage on the check of any player with excellent roleplaying.

If a character bonds with a phoenix, it serves that character as a mount until the end of this adventure. Give the player of that character a copy of appendix 4. Characters mounted on a juvenile phoenix are immune to its Fire Form trait. If a juvenile phoenix dies during this adventure, it can be summoned again with a *find steed* spell.

The following table suggests names and personality traits for the juvenile phoenixes.

Name	Personality
Sizzle	Playful, rambunctious
Steam	Skittish, easily afraid
Smoke	Capricious, grumpy
Ember	Quick, competitive
Blaze	Cool, aloof
Scorch	Energetic, excitable
Tinder	Loving, cuddly

COMPLETING THE RITUAL

When the characters complete the ritual successfully (see the previous section), the flow of magic in the pool is disrupted.

As the last words are spoken, the component pouches erupt in flames. A sweetly burnt scent fills the air as smoke swirls around the spiraling phoenixes. As it does, their flames calm from a raging inferno to a soft fire, and they look toward you gratefully.

With the ritual completed, the phoenixes are released from the influence of the Red Wizards' magic. If the characters are able to converse with them, these elementals can relay the following:

- The phoenixes—whose names are Inferna and Raikarr—are a mated pair of elemental fire spirits who have lived in this mountain for hundreds of years.
- They were awoken and driven into a rage when the magically infused bones in the lava pit began to channel corrupting energy.

TREASURE

Characters who bond with a phoenix earn the **Born from the Ashes** legacy event (see appendix 8).

INCOMPLETE RITUAL

If the ritual is not completed and the phoenixes are defeated, their nest disappears from the lava, returning to the Elemental Plane of Fire. At your discretion, you can work with the players to determine alternative ways for the characters to recover Shargrailer's leg bones from the depths of the lava pool.

WRAP-UP

The characters can recover up to **three bones** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many of Shargrailer's bones have been recovered.

QUEST 1C: THE MORBID MONASTERY

Estimated Duration: 45–60 minutes

The characters must explore the ruins of an ancient monastery, locating Shargrailar's bones with the help of the site's residents—both living and undead.

This social interaction quest is appropriate for tier 3 characters.

MISSION TO THOO-TOP

Characters undertaking this mission are given the following information by the attendants of Princess Serissa beforehand:

- Thoo-Top is an abandoned goblin village in the Thunder Peaks, said to be haunted after a terrible incident caused its destruction many years ago.
- It is rumored that this destruction might have been linked to Shargrailar's bones.
- Scouts recently passing by the area noticed movement among the rubble, but were unable to discern any details.

THOO-TOP

The goblin village of Thoo-Top was founded long ago in one of the many valleys of the Thunder Peaks. A goblin named Preacher Bloatskiv discovered three of Shargrailar's bones while wandering near the village, and was able to use the bones' innate power to take over Thoo-Top and create her own cult, inspiring zealous fervor and worship. But then Bloatskiv used the bones in a ritual that inadvertently summoned a ghastly creature from the Negative Plane, which then promptly annihilated the village. Those who dwelled here were killed, their souls bound to the ruins of Thoo-Top and forced to wander the ruins for eternity.

APPROACHING THE RUINS

The characters can easily locate the ruins of Thoo-Top. As they draw close, read or paraphrase the following:

Nestled between two picturesque peaks is an abandoned village, its stone huts and houses crumbling. A single tower still stands above the rubble—and from its highest window, you see a humanoid figure eagerly waving in your direction.

AREA INFORMATION

The ruined village has the following features.

Dimensions and Terrain. The ruins of Thoo-Top are a half-mile in diameter, consisting mostly of stone huts collapsed to rubble. The area is difficult terrain.

Bell Tower. A 40-foot-tall bell tower stands on the western edge of the village, and has been rebuilt as a monastery for the Order of Eternal Life (see below).

Lighting. By day, bright sunlight covers the area of the village.

CREATURE INFORMATION

As the characters wander the village, they see brief glimpses of the spirits of two dozen goblin villagers (use the **ghost** stat block) performing the mundane tasks they performed in life, from adults tending livestock to children playing games in the street. Five of the goblin ghosts are accompanied by monks who imitate their tasks, wearing shoddily made clothes that roughly match those worn by the ghosts.

THE ORDER OF ETERNAL LIFE

The Monks of the Order of Eternal Life were a ragtag group of five human backpackers who stumbled upon the ruins of Thoo-Top eleven months ago, and were taken in by the placid life of the ghostly villagers. With much labor, they reconstructed a crumbled bell tower as their monastery headquarters.

Believing the villagers' undeath to be a blessing of eternal life, the monks seek to reenact the events that led to the goblins' untimely demise. Each of the monks has assumed the identity of one of the villagers (with mixed results), and tries to emulate the ghost's demeanor and schedule, following them around throughout the day and mimicking their behavior. They await the arrival of an outsider to uncover the bones of Shargrailar, just as Preacher Bloatskiv did, and perform the ritual that will grant them eternal undeath.

Each of the five monks has forsaken their previous identity to act as follows:

- The first monk poorly acts the part of Skrek Vraa, a middle-aged goblin with a sassy attitude who prefers things to be quiet.
- The second monk acts out the part of the mayor Vroom Skkrik in an over-the-top fashion. The mayor has a penchant for roast meats and creepily sharpens bones left over from his meals.
- The third monk politely mimics Krak Draa, a young goblin metalworker with a passion for fine crafting.
- The fourth monk dramatically mimics Yar Drawk, Krak Draa's charismatic husband and business partner, who has a raucous laugh and loves a good joke.
- The fifth monk gruffly portrays Ziiir Lik, an erudite librarian eager to share their knowledge, but prone to enthusiastically ramble on about disturbing cult rituals.

WHAT THE MONKS KNOW

The monk who waved to the characters from the tower (use the **martial arts adept** stat block for them and the other monks) approaches the characters and welcomes them to Thoo-Top. The monks believe that one of the characters is destined to play the role of Preacher Bloatskiv in their reenactment of Thoo-Top's end, by uncovering Shargrailar's bones and performing the ritual. The monks do not know the locations of the bones or the particulars of the ritual, but can suggest that the characters speak to their ghost counterparts for more information.

The monks openly bet and debate over which of the characters will take on the role of Preacher Bloatskiv in the reenactment of the ritual. They try to get in the good graces of especially charismatic and religious characters by providing offerings and praising them.

FINDING THE BONES

The characters must speak with three ghosts to find the locations of the three bones hidden near Thoo-Top. Any ghost can know the location of one bone, so select which of the ghosts you're most interested in roleplaying.

WHAT THE GHOSTS KNOW

The villager ghosts flicker in and out of existence as they recreate the events of their pastoral lives, ignoring the characters and the monks alike unless directly confronted. The ghosts do not remember their deaths, but remain subconsciously traumatized by the events that destroyed Thoo-Top.

A character who talks to a ghost must make a DC 17 Charisma (Persuasion) check. On a success, the ghost relates mundane details of its life as you determine, then passes on the location of one bone. The three bones in and around Thoo-Top are located as follows:

- A stapes bone from Shargrailar's middle ear is located in the ruins of a crumbled library, and weighs 10 pounds.
- A toe bone can be found in the mountainside behind a bakery, and weighs 25 pounds.
- A finger bone is buried in the ruins of a wyvern stable, and weighs 25 pounds.

On a failed check, the ghost weeps, screams, and babbles incoherently in fear. The ground begins to shake, and the character has a horrible vision of a colossus made of writhing shadows striking the earth with a stark white jawbone. The character must make a DC 20 Wisdom saving throw. On a failed save, they take 24 (7d6) psychic damage and gain vulnerability to necrotic damage for 1 hour. On a success, they take half as much damage and do not gain vulnerability.

The characters can attempt to speak to the ghosts as often as desired, and can make the check again even after failing it with a specific ghost. After the characters successfully speak with a ghost, that ghost fades away.

AN UNEASY FEELING

While speaking with the ghosts, any character who succeeds on a DC 17 Wisdom (Insight) check discerns that the undead are worried about the bones being uncovered. If pressed, the ghosts can impart the following information:

- All the villagers were there when Preacher Bloatskiv set up the ritual. A terrible sense of unending cold settled over the village that day.
- Bloatskiv often referred to the bones as "dark artifacts."

The preacher told the villagers that the "day of reckoning" would occur once all three bones had been prepared and brought to within 60 feet of each other.

JUST HANGING OUT

After the characters successfully speak with a ghost, the monk mimicking that ghosts begins following the party around, enthusiastically encouraging the characters to dig up the bone. By the time the characters head out to collect the third bone, all five of the monks should be following close behind.

DARK COLLECTION

If all three bones are successfully collected and brought within 60 feet of each other, the lingering magic of the old ritual melds with the preliminary magic already spreading

from the Red Wizards' new ritual. Pulsing shadow arcs between the bones, tearing open a rift to the Negative Plane and allowing a towering, nightmarish creature—a **nightwalker**—to step forth and attack.

As the creature appears, the monks scream with terror and freeze. All five monks begin within the nightwalker's Annihilating Aura, and stay there unless the characters move them or draw the creature away. Any monks who remain in the aura on initiative count 0 are instantly killed. For each monk who dies, the nightwalker gains 30 temporary hit points and has advantage on ability checks, attack rolls, and saving throws for 1 round.

A monk killed within the ruins of Thoo-Top rises as a noncombatant **ghost** 3 rounds after their death.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** No effect occurs when the **nightwalker** consumes a monk.
- **Weak.** The **nightwalker** has 200 hit points.
- **Strong.** The **nightwalker** has 418 hit points and advantage on saving throws against spells and other magical effects.
- **Very Strong.** The **nightwalker** has 418 hit points and advantage on saving throws against spells and other magical effects. When the nightwalker consumes a cultist, in addition to the existing effects, each character has disadvantage on saving throws against the nightwalker's traits and attacks until the end of the nightwalker's next turn.

NO RITUAL TODAY

If not all the bones are collected, or if the characters don't bring all three bones within 60 feet of each other, the monks beg them to complete the setup of the ritual—or to leave the bones in Thoo-Top, believing that they are crucial for the monks' future undeath. The monks won't fight the characters, but they're not above throwing embarrassing temper tantrums to get their way. They can be convinced to stop debasing themselves and give up their self-destructive faith with effective roleplaying or successful DC 12 Charisma (Intimidation or Persuasion) checks.

BLOATSKIV'S REMORSE

As the characters leave the village with the bones, the ghost of Preacher Bloatskiv appears. She expresses sadness that her actions led to the destruction of her village, and explains how she wanted only to tap into a power that would give the villagers hope and meaning in their lives. She didn't realize she was playing with the magic of death and necromancy, and thanks the adventurers for ensuring that the power of the bones cannot be used again. She and any remaining ghosts then fade away and go to their rest.

WRAP-UP

The characters can recover up to **three bones** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many of Shargrailar's bones have been recovered.

QUEST 1D: SILVER SOLITUDE

Estimated Duration: 30–45 minutes

A Thunder Peaks hermit claims to know where two dragon neck bones can be found. The hermit is happy to show the bones' location to characters who come with good intentions—but has a secret reason to sound the characters out on their goals and allegiances.

This social interaction quest is appropriate for tier 3 characters.

THE HERMIT'S QUEST

The characters are tasked with meeting Teskmore, the hermit who found the neck bones and is willing to shepherd them to their resting place. Teskmore's hermitage is near the village of Thoo-Top from quest 1C, but is farther along the valley. When the characters arrive at the small hut, they see an elderly human waiting for them, munching on dried jerky. Teskmore greets them warmly, talking of being pleased that the giants have sent capable adventurers to deal with the dracolich's bones. But as they interact with the hermit, the characters might get a sense (or might confirm, if they have access to magic such as the *true seeing* spell) that they are more than they seem (see the "Teskmore" sidebar).

TESKMORE

Lawful good ancient silver dragon

The silver dragon Teskmore moved into this region after hearing about the destruction of Thoo-Top. The gargantuan dragon uses their Change Shape trait to take human form, posing as a modestly dressed hermit. They wear a small silver necklace bearing a tree of life medallion and an acorn-shaped pendant.

What They Want. Teskmore wants to ensure that the bones of Shargrailar are being taken into the care of those capable of dealing with their power, and willing to keep evil at bay.

Time and Memory. Teskmore speaks with a soft and slightly rumbling voice, musing over bits of facts and stories they have picked up over almost a millennium of living. They can ramble.

WALK AND TALK

As the characters walk with Teskmore, the hermit is happy to answer questions, but does not divulge their true identity as a silver dragon unless the characters have already determined that. Use the following information to guide the conversation:

- Teskmore has lived in this region for a decade, having moved here from farther north with an interest in exploring local caverns and ruins.
- The hermit travels into nearby settlements often, spending days at a time talking to everyone they can. They have a particular family they are close to, and tell stories about them at any opportunity.
- Teskmore came upon the huge neck bones three years ago in a remote cavern, assuming they belonged to some great creature that had previously laired there. When the giants inquired about lost bones, Teskmore passed the information on.

During any conversation, Teskmore expresses curiosity about the lives of the characters. The hermit presses them to speak of deeds that they have accomplished or think important, prodding to see what they value most in life—and to judge how morally good they live their lives. Roleplay Teskmore's questions as inquisitive, but not rude. During the conversation, any character who succeeds on a DC 21 Wisdom (Insight) check gets a sense that the hermit has ulterior motives to their questioning.

TESKMORE'S TEST

In a remote part of the valley, Teskmore leads the characters into a large cave.

AREA INFORMATION

The cave complex has the following features.

Dimensions and Terrain. The expansive caverns in which the neck bones have rested since Shargrailar's destruction have a floor of stone and dirt. The caves are dry, with the largest extending 40 feet across and 40 feet high.

Shargrailar's Bones. Three of the dracolich's neck bones are half buried in the stones and dirt of the cavern floor. Each bone weighs 100 pounds.

Lighting. The caverns are dark. Teskmore carries a hooded lantern for light.



Smells and Sounds. Musty scents hang on the air, which grows cold in spots. The sounds of the character's footsteps and speech echoes around them.

A FINAL QUESTION

Arriving at the area where the two neck bones lie half buried in dirt and rock, Teskmore allows the characters to inspect them. But before the characters can claim the bones, the hermit says they have one last, most important question: "Why are you each helping the giants? What drives you?"

Teskmore is aware of the evil embodied by the Red Wizards and the Cult of the Dragon, but many giants have engaged in their own evil ends over the centuries. The silver dragon wishes to learn what each character's personal reasons are for joining the fight. As the characters answer, he nods thoughtfully but shows no reaction.

Answers relating to gold or glory are poor answers in Teskmore's mind, while answers relating to performing good and altruistic acts resonate with the dragon. Characters who lie about their motivations or have evil intentions leave a bad impression on the hermit.

If half or more of the characters answer poorly, Teskmore shakes their head sadly, and tells the characters they should do more for their fellow sentient beings. The hermit then dissolves into mist, leaving behind a single silver acorn (the boon for this quest) in the hope that benefiting from good will encourage the characters to do good deeds for others.

If more than half the characters express good intentions, Teskmore asks one more question:

"I have heard that one of the Red Wizards may be fighting against the order. Have you heard of Dar'lon Ma? What do you think of him?"

Teskmore is not looking for specific information, but wants to know what other humanoids think of Dar'lon Ma, and the rumors that he might be a positive force within the Red Wizards. When the characters have shared what information they wish to share, Teskmore thanks them for their indulgence, then hands them six silver acorns (the boon for this quest). If Teskmore is asked about their intentions, the hermit's eyes turn a beautiful silver color as they reply, "I like to see that good still happens in the world." They then dissolve into silver mist with a hearty cry of, "Ekess Vargach!" ("To Battle!" in Draconic.)

Once Teskmore is gone, the characters discover that the normal effects imbued into the dragon bones (see the "Shargrailar's Bones" sidebar above) have been dispelled, making them potentially easier to move.

WRAP-UP

The characters can recover up to **three bones** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many of Shargrailar's bones have been recovered.

QUEST 1E: A ROCKY PURSUIT

Estimated Duration: 45–60 minutes

Tipped off by a kenku ranger, the characters go after a magic cart hauling bones through a remote ravine. With careful planning and tactics, they can put down the threat of a Red Wizard patrol and claim a collection of Shargrailar's bones.

This combat quest is appropriate for tier 3 characters.

BIRD OF PREY

Princess Serissa's scouts have befriended a ranger of the Thunder Peaks named Tytola, who has noted Red Wizard activity near an area called Rocfall Ravine. The characters are charged with seeking out Tytola, gathering pertinent information, and dealing with the Red Wizards.

As the characters approach the area where the ranger is known to patrol, read or paraphrase the following:

A dense outcropping of evergreen trees clings to the top of a rocky ledge ahead. A deep hooting, followed by a soft chuckle, draws your attention to an enormous barn owl perched in the trees.

CREATURE INFORMATION

An owl-form kenku ranger named Tytola nimbly clammers down from the trees and greets the characters with a snarky smile. She has been waiting for them, and is keen to get moving quickly. In response to questions, she can share the following information:

- Rocfall Ravine is named not for the prevalence of rockslides in the area, but for the giant rocs that lair nearby.
- Tytola has been patrolling the ravine for some time, and has more than once spotted skulking figures recognizable as Red Wizards. Before she could get close, though, the figures invariably disappeared.
- Just an hour ago, she spotted something new—a cart pulled by no creatures and with no driver, heading for Rocfall Ravine. This kind of magical conveyance seems likely to be the Red Wizards' work.
- Even at a distance, it was clear the cart was carrying enormous bones.
- Based on the cart's route, Tytola expects that it's traveling to a cave near the north edge of the ravine, which was once the lair of an adult blue dragon and still holds countless bones.

Tytola expects that the Red Wizards must know that another of the bones they seek is in the cave, and estimates that the cart will arrive there in half an hour or less. She says that if the characters move quickly, they should be able to beat the cart to the cave and determine if any Red Wizards are nearby. Alternatively, they could try to intercept the cart in a rocky portion of the ravine. Whatever plan the characters want to put in place, Tytola knows the ravine like the back of her hand. She can provide them with details of its layout to fine-tune their approach.

INFORMATION GATHERING

If the characters are interested in taking a course of action not described here, encourage their creativity. Tytola knows the ravine well, and can direct the characters to wherever they might want to go. So if a character asks whether a specific feature or type of terrain exists in or around the ravine, it absolutely does. Tytola can describe plants, topography, traps, and anything else you deem reasonable to line up with the characters' plans. When in doubt, use the "Rule of Cool" and let the characters' decisions drive the action.

TYTOLA

Chaotic good kenku ranger/wizard

Tytola stands 3 feet tall, and has the appearance of an oversized barn owl wearing a series of leather packs and belts around her torso. Her left leg is slowly petrifying into sandstone, from a curse bestowed on her by an earth elemental guardian years ago.

Tytola has a sprite familiar named Wallsby. If the characters ask specific questions that Tytola struggles to answer with her kenku mimicry, Wallsby says what she believes Tytola is trying to say. Tytola then mimics the sprite if he is correct.

What They Want. Tytola is concerned that the Red Wizards will upset the balance of nature in the Thunder Peaks, and wants them out of the area—by force, if necessary.

Quippy Ranger. Tytola is quick-witted, always playfully poking fun at the characters while providing advice on how to outmaneuver the Red Wizards.

MAKING PREPARATIONS

The characters don't know (though they certainly might suspect) that the cart is not a magic vehicle at all, but is being pulled and escorted by invisible creatures (see "One Fell Swoop" below). Either way, they need to develop a proposed course of action to seize the cart, then some initial ability checks to determine their success. The two obvious approaches suggested by Tytola are to grab the cart after it reaches the dragon's lair, or to try to catch up to it in the rocky ravine.

If characters want to reach the cart in the ravine, they must travel at a normal or fast pace to intercept it. If they worry about unseen foes or spot the invisible creatures by using ability checks or magic, setting up an ambush then requires a DC 17 group Dexterity (Stealth) check. With a successful check, the invisible Red Wizards and their allies are surprised when the characters attack. On a failed check, the characters are spotted as a rockfall gives away their location.

To grab the cart after it reaches the blue dragon's cavern lair, the characters must travel at a fast pace. Each character must succeed on a DC 17 Constitution saving throw or gain one level of exhaustion from the frantic journey. One character must then make a DC 16 Wisdom (Survival) check to navigate the ravine. On a failed check, the characters arrive with the invisible Red Wizards and their servants already in place. On a success, the number by which the check exceeds 15 is the number of rounds the characters have to prepare before the cart and the Thayan entourage arrive. For example, if the character gets a 20 on their check, the party has 5 rounds to get into position and set their tactics.

ONE FELL SWOOP

Depending on the characters' preparations, this combat can occur in one of two locations: the rocky ravine or the blue dragon's lair. Regardless of the location, the characters fight two **nycaloths**, one **yagnoloth**, and two Red Wizard **archmages**. The nycaloths are dragging the cart, which holds two of Shargrailar's rib bones (each weighing 100 pounds), while the yagnoloth and the archmages watch for trouble. All travel invisibly, having cast *invisibility* on themselves. The archmages have cast *see invisibility* as well.

AREA INFORMATION: ROCKY RAVINE

The ravine has the following features.

Dimensions and Terrain. Rockfall Ravine is roughly three miles in length, with a well-trodden 10-foot-wide path running along the bottom. Its sheer cliffs are 100 feet high, and are covered in unstable stone which is prone to crack and fall.

Light. The sun provides bright light.

Cliffs. Climbing down to the path from the top of the cliffs requires a successful DC 17 Strength (Athletics) check or DC 20 Dexterity (Acrobatics) check.

Boulders. Large boulders atop the cliffs grant three-quarters cover to creatures hiding behind them.

Rockfall. Any effect that deals thunder damage to an area or causes a significant impact that would unsettle the ground results in the collapse of the cliff face and a rockslide. The slide begins at the top of the 100-foot cliff, is 40 feet wide, and moves 25 feet twice per round on initiative counts 10 and 0. When a rockslide moves, any creature in its space moves along with it and falls prone. The creature must make a DC 17 Strength saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one. When the rockslide stops, creatures within it are buried, and are blinded, restrained, and have total cover. A buried creature can free itself with a successful DC 22 Strength (Athletics) check. A creature that fails this check three times can't attempt to free itself again. A creature that is not restrained or incapacitated can spend 1 minute freeing another creature buried in the rocks.

Rocs. Triggering a rockslide attracts a pair of rainbow-feathered **rocs** that live on one of the high ledges of the ravine. The rocs soar overhead, observing the battle but not interfering. If provoked by anyone, they return to their nest at the opposite side of the ravine. If provoked a second time, they fight back.

AREA INFORMATION: DRAGON'S LAIR

The blue dragon's cavern lair has the following features.

Dimensions and Terrain. This cave is 140 feet wide and 100 feet high. Large rock outcroppings appear throughout the area, and enormous gnawed bones litter the floor. Charred lightning strikes are visible along the stone walls.

Light. The cave is dark.

Stealth. The cave system is extensive, with numerous side tunnels and stone outcroppings. Opportunities for concealment grant characters advantage on Dexterity (Stealth) checks made to hide.

Bones. The floor of the cavern is littered with bones, making all areas of the cave difficult terrain. A creature can clear one 5-foot square of bones as an action.



TACTICS

When combat breaks out, the nycaloths and the yagnoloth take the fight to the characters, while the Red Wizards hold back to cast at range while they can. Both Red Wizards wear magic bracelets that allow them to alter any damage-dealing spell they cast to deal acid damage instead of the spell's regular damage. The bracelets function only for Red Wizards.

COLLECTING THE SPOILS

When the Red Wizards and their servants have been dealt with, the characters can claim the cart and the two bones it carries. If they fought the Thayan entourage in the blue dragon's cave—or if time permits and the characters want to investigate the Red Wizards' destination after dealing with them in the ravine—they might also claim the bone hidden in the cave.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Remove the yagnoloth and one archmage.
- **Weak.** Remove the yagnoloth.
- **Strong.** Replace the yagnoloth with an ultroloth.
- **Very Strong.** Add an ultroloth.

WRAP-UP

The characters can recover up to **four bones** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many of Shargrailar's bones have been recovered.

QUEST 1F: PROTECT THE PRINCESS

Estimated Duration: 45–60 minutes

As more of Shargrailar's bones are returned to Princess Serissa's safekeeping, the Red Wizards see an opportunity. By focusing the preliminary preparations for their powerful ritual, they amplify the dark magic imbued into the bones to corrupt Serissa's bodyguards—and only the timely intervention of adventurers can save her.

This is a **locked quest**, and cannot be run until the event administrators announce that it has been unlocked. When the quest is unlocked, the Commander will make the following announcement:

Shargrailar's Toe Bones. Two of Shargrailar's toe bones are hidden among the other bones in the cavern. It weighs 25 pounds, and each can be found with extensive digging and a successful DC 15 Intelligence (Investigation) check.

Yellow Mold. Six patches of yellow mold are spread throughout the cavern and immediately noticeable. With a successful DC 12 Intelligence (Nature) check, a character understands the mold's effects. If touched, the mold ejects a cloud of spores that fills a 10-foot cube originating from it. Each creature in the area must succeed on a DC 17 Constitution saving throw or take 22 (4d10) poison damage and 11 (2d10) lightning damage and become poisoned for 1 minute. While poisoned in this way, the creature takes 11 (2d10) poison damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A patch of yellow mold is destroyed by exposure to sunlight or by being targeted by 20 or more fire damage.

In your mind, you hear the voice of Princess Serissa, crying out: “We need help at the command post! Something is happening with the bones ...” You hear the sound of crashing metal and voices crying out. “Please! Hurry!”

We need tier 3 volunteers. Which groups will set aside their current quest to aid Princess Serissa?

The Commander will wait for responses, then continue:

Go now! Princess Serissa doesn’t have much time. DMs: Quest 1F is unlocked!

This combat quest is appropriate for tier 3 characters.

PROTECT AND SERVE

The command post where Princess Serissa and her guards are coordinating the collection of Shargrailar’s bones is set up as a central tent protected by storm giant guards.

AREA INFORMATION

The command post has the following features.

Dimensions and Terrain. The sturdy tent is 150 feet wide, 100 feet long, and 30 feet high. The interior is furnished with tables and chairs, and Shargrailar’s bones have been collected in one corner.

Lighting. Daylight comes through multiple openings on the top of the tent, providing bright light.

Shargrailar’s Bones. Each of the bones stored here weighs between 50 and 300 pounds.

SHARGRAILAR’S BONES

When the characters enter the tent, read or paraphrase the following:

The command tent is a site of carnage. Several storm giants lie dead on the floor as Princess Serissa’s guards fight among themselves. A number of those guards’ eyes pulsate with a dark purple light—the same glow pulsing where Shargrailar’s bones are stacked in the far corner of the tent.

The last of Princess Serissa’s uncorrupted guards is cut down. The others close in around her as she wields her greatsword defensively, yelling out to you: “They do not know their corruption! Please do not kill them!”

Princess Serissa (use the **storm giant** stat block) faces three corrupted **storm giants** closing in around her. (See the sidebar at the storm giant stat block in “Creature Statistics” for changes to the corrupted giants’ stat blocks.) A sickly hum emanates from the dracolich’s glowing bones, whose purple glow is accentuated with pulses of faint lightning. A character within 5 feet of the bones who succeeds on a DC 18 Intelligence (Arcana) check can tell that they are being used as a conduit for a magic ritual originating at some far-off location. The bones can be attacked and destroyed (see the “Shargrailar’s Bones” sidebar earlier in this section), magically locked down (see

below), or physically scattered to disrupt the effect of the ritual. Alternatively, the characters can focus on subduing the giants in combat.

If all the bones are magically sealed off from the ritual targeting them (placed in a *portable hole* or *bag of holding*, surrounded by the effect of a *force cage* spell, and so forth), each corrupted giant must succeed on a DC 20 Constitution saving throw or be stunned until the end of their next turn.

If all the bones are destroyed or sealed away, each corrupted giant shakes off the effects of their corruption with a successful DC 18 Wisdom saving throw.

Serissa protects herself during combat by using the Dodge action, or uses the Help action to aid the characters’ attacks. If the characters need more assistance, she makes greatsword attacks, but any giant she reduces to 0 hit points is left unconscious.

The three corrupted storm giants do not speak, attacking with Lightning Strike and Thunderous Stomp as often as they can, and hammering the characters with greatsword attacks.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak or Weak.** Remove one corrupted **storm giant**.
- **Strong.** Each corrupted **storm giant** has 270 hit points. Princess Serissa has 170 hit points.
- **Very Strong.** Each corrupted **storm giant** has 270 hit points and an additional use of Legendary Resistance. Princess Serissa (a **storm giant**) has 115 hit points.

PLAYING THE PILLARS

You can make use of the following suggestions when running this quest.

Combat. Princess Serissa supports the characters whatever way she can, including grappling corrupted giants and positioning herself to give the characters cover. She reminds the characters to focus on melee attacks so that corrupted storm giants reduced to 0 hit points can be spared. The corrupted giants make their initial attacks against Serissa, but then focus on the characters.

Exploration. Serissa is willing to move the bones if the characters protect her. If four bones are moved at least 30 feet from the pile, the corruption immediately lessens. The corrupted giants can no longer recharge their Lightning Strike and Thunderous Stomp attacks, and the giant with the lowest hit points immediately falls unconscious.

Social. If the characters kill a corrupted storm giant, Serissa angrily admonishes them. The giants are her loyal bodyguards, and any additional deaths will only reduce the strength of the giants in the coming fight.

POLITICAL STATEMENT

When the fight is done, a crowd of Princess Serissa’s followers gather at the entrance of the tent, horrified at the carnage within. Princess Serissa knows that what’s happened potentially makes her look weak, and she understands that something must be done to put her subjects at ease and reinforce their faith in her.



Princess Serissa must make a speech to ease the concerns of her people, and she asks for the characters' help. This requires a series of five checks that the characters can make while Serissa prepares to speak, or by whispering talking points to her during the speech, as all good advisors do.

Ask for a character to make each noted check, and to come up with a few talking points that the check might cover. If the player mentions any of the talking points noted for each check, they make the check with advantage.

Wisdom (Insight). A successful DC 20 check allows Princess Serissa to accurately read the mood of and empathize with her subjects. Talking points include feelings of uncertainty or worry, the fear that the corruption that's been witnessed might affect anyone else who enters the tent, and worries that Princess Serissa cannot rule with the strength of her father.

Charisma (Persuasion). A successful DC 20 check allows Princess Serissa to calm her subjects' fear and uncertainty, making them more receptive to the rest of her speech. Talking points include discussing times in the past where Serissa has shown strength and led the giants effectively, talking of the strength of the giant people and how they can endure anything if they work together, and appealing to the hopeful nature of giants.

Intelligence (History or Religion). A successful DC 20 check allows Princess Serissa to draw on the history and culture of the storm giants. Talking points include the storm giants' place in the Ordning, the faith that Annam has in them, addressing the concerns of specific giant factions from *DDAL-DRW04: Foreign Affairs*, and calling on the memory of historical and religious events highlighting storm giant power.

Charisma (Intimidation). A successful DC 20 Charisma (Intimidation) check allows Princess Serissa to instill her followers with the importance of their mission. Talking points include discussing what failure and the loss of King Hekaton would mean for the giants and the world.

Charisma (Persuasion). A successful DC 20 Charisma (Persuasion) check allows Princess Serissa to instill hope in her subjects and perform a final call to action. Talking points include a call for good to prevail over evil, highlighting that the giants have the support of adventurers in their search for King Hekaton, and how far they have already come.

If the characters succeed on three or more checks, Princess Serissa's speech is a success. She is able to once more instill hope in her people, and her reign is safe (for now).

SUCCESS OR FAILURE

The characters' overall success at this quest depends on them being able to protect Princess Serissa, subdue the corrupted giants without killing them, and help Serissa regain the faith of her other followers.

If Princess Serissa takes more than 100 damage, if two or more giants are killed, or if Serissa fails to instill hope in her followers, the quest fails.

WRAP-UP

The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note the outcome.

QUEST 1G: THE COLOR OF PAIN

Estimated Duration: 45–60 minutes

The characters enter Shargrail's long-abandoned lair in the caverns of the Thunder Peaks, and must solve a pair of deadly puzzles to retrieve some of the shards of the dracolich's phylactery.

This exploration quest is appropriate for tier 4 characters.

THE PRISMATIC CORRIDOR

Guided by the intelligence gathered by Serissa's scouts, the characters arrive at a section of the dracolich's lair known as the Prismatic Corridor, due to the colorful nature of the puzzles contained within. A background aura of enchantment magic suffuses this area, and colors appear more vivid here than normal.

The first area of this quest features a puzzle that must be solved to obtain a key, which is necessary to solve the puzzle in the second area. Solving the second puzzle reveals three shards from Shargrailar's phylactery.

CRYSTAL PRISM CHAMBER

When the characters enter the first part of the Prismatic Corridor, read or paraphrase the following:

A huge, multicolored hexagonal crystal prism sits at the center of this room. It has a golden key set inside it—and six small bodies sprawled around it, one on each side. The floor here is painted a garish orange, and has some sort of delicate inscription carved into it in front of the crystal. A narrow beam of light shines from the west wall onto the prism, casting a blue hue onto the east wall. An open passageway is visible to the north, opposite the entrance.

AREA INFORMATION

The crystal prism chamber has the following features.

Dimensions and Terrain. This circular chamber is 30 feet in diameter and 30 feet high. One passage opens south (where the characters entered), with another to the north.

Crystal Prism. The six-sided crystal prism is 10 feet across and 15 feet high, and floats above a low pedestal. Each of its faces is a different color—blue, indigo, violet, red, yellow, and green—and presents a magical image to a creature looking into it (see below). A golden key sits at the crystal's exact center, with no sense of how it was placed there or how to remove it.

Lighting. The room is dimly lit by the beam of light originating from a 1-foot-diameter hole on the west wall, near the ceiling. The beam shines into the crystal, which refracts the light and casts a single color onto the east wall. The color cast corresponds to the face of the crystal that faces east (presently blue).

Hole. The hole extends 5 feet into the wall. A successful DC 15 Intelligence (Arcana) check confirms that magic in this space creates the beam of light emanating from the hole. A *dispel magic* spell suppresses the effect for 1 minute.

Floor. The floor is roughhewn stone that has been conspicuously painted orange.

Inscription. On the south side of the crystal, an inscription carved into the floor in Draconic reads: "*Place of life, place of death. Feeling of strife, feeling of breath. The world submits to these colors alone.*" (Give the characters just the top half of the appendix 5 handout.) Any character who inspects the inscription can see that it was carved recently. With a successful DC 19 Intelligence (Investigation) check, the inscription is revealed as only hours old.

Footprints. A character who searches the floor and succeeds on a DC 19 Wisdom (Survival) check discerns the tracks of at least one humanoid who came in the south entrance, walked around the crystal, went to the inscription, then attempted to clean up their footprints before leaving the same way they came in.

KOBOLD CORPSES

The bodies arrayed around the crystal are six kobolds, each missing their head. The desiccated corpses are decades old, but a successful DC 19 Wisdom (Medicine) check reveals that each kobold was killed by specific type of damage (cold, necrotic, lightning, fire, radiant, and acid). Each kobold's right hand is especially heavily damaged. Any inspection of the bodies reveals that their heads were removed only hours before.

Any player might intuit that removing a creature's head prevents the *speak with dead* spell from working for that creature, and that this is a likely reason why the kobolds were decapitated. Alternatively, you can have the character with the highest passive Intelligence (Investigation) score figure this out.

WHAT'S REALLY GOING ON HERE?

Shargrailar constructed the Prismatic Corridor to protect a vault sealed away in a demiplane. To access the golden key, six kobold servants would be forced to place their hands on each face of the crystal, instantly killing them and freeing the key. Many of the features of this chamber are subterfuge designed to confound intruders.

The Red Wizards arrived here a few hours before the characters. After examining the crystal, one of their clerics cast *speak with dead* on a kobold to determine how the prism worked. Having learned that they would need servants to sacrifice in order to claim the key, they decided to return later after gathering some of the more easily acquired shards of Shargrailar's phylactery. To add to the potential confusion of anyone coming in after them, the Red Wizards used magic to create the inscription, which has no bearing on the function of the room.

THE CRYSTAL

The crystal cannot be moved from the pedestal it floats above, but it can be rotated, changing the color of the light cast on the east wall. Each of the crystal's six faces is a different color, and displays a distinct image when viewed straight on. The image in each face of the crystal is representative of a specific school of magic, in connection with the second puzzle in this area. (Do not reveal the connection between the colors of the crystal and the schools of magic yet.)

Each face also generates a particular damage type (see below). A creature that is not a construct or undead that touches one face of the crystal must make a DC 20 Dexterity saving throw, taking 45 (10d8) damage of the appropriate type on a failed save, or half as much damage on a successful one. After dealing damage, the touched face of the crystal deactivates for 1 round, losing its color and not dealing damage if touched. If the east face of the crystal is deactivated while the ray of light shines from the ceiling, white light hits the east wall of the room.

Starting with the east face of the crystal and moving clockwise, the color, image, and damage of each face are:

Blue. This face deals cold damage and displays an image of a frozen, windy tundra, within which a figure stands staring blankly at the sky (connecting to enchantment magic).

Indigo. This face deals necrotic damage and displays an image of a ghost trapped in the crystal, pounding on the interior and weeping in uncontrolled sorrow (connecting to necromancy magic).

Violet. This face deals lightning damage and displays an image of a hand holding a crackling ball of electricity (connecting to evocation magic).

Red. This face deals fire damage and displays an image of a barren, sandy desert. Within the desert, an oasis fades in and out of view (connecting to illusion magic).

Yellow. This face deals radiant damage and displays an image of a wheat field gently blowing in the breeze, with a shield leaning up against a fence post (connecting to abjuration magic).

Green. This face deals acid damage and displays an image of a putrid swamp abuzz with swarming insects, which appear to be commanded by a robed figure (connecting to conjuration magic).



OBTAINING THE KEY

The crystal is indestructible, and its form cannot be altered by any magical or mundane means. The key cannot be accessed by teleportation or any other magic available to the characters. The only way to obtain the key is to deactivate all the faces of the crystal, which causes it to shatter. Resistance to specific types of damage and benefits to Dexterity saving throws can help lessen the effect of touching the crystal, or the players might come up with other novel ways to help solve this puzzle.

When the characters start to experiment with the crystal, they note the following details:

- When a face is deactivated, the prism hums in a way that suggests the magic in it has become unstable. The humming grows more intense the more faces are deactivated. A successful DC 19 Intelligence (Investigation) check made after deactivating at least one face suggests that the crystal will shatter if enough faces are deactivated.
- If more than one face of the crystal is touched at the same time, all the faces take 1 round longer to reactivate. That is, two faces that are touched are disabled for 2 rounds, three faces that are touched are disabled for 3 rounds, and so forth.

When all six faces of the crystal are deactivated simultaneously, the crystal shatters and collapses harmlessly to the floor, allowing the characters to retrieve the key. After the key is used in the next section, it vanishes from the hand of the character using it. The crystal then reforms, with the key once more at its center.

ROOM OF EIGHT KEYHOLES

Beyond the north doorway of the crystal prism room, a winding passageway extends some two hundred feet. When the characters reach the end of it, read or paraphrase:

The winding passageway opens up to a barren room set with a large marble door in the north wall. Relief carvings on the door depict a dracolich burning whole cities with its breath, infused with fire and lightning. In the center of the door, eight keyholes are arranged in a circle.

AREA INFORMATION

This room has the following features.

Dimensions. This 20-foot-square room has 30-foot-high ceilings.

Door. The door to the north is 10 feet wide and 15 feet tall, and made of relief-sculpted marble. It has no handle or hinges—just the eight keyholes in a circle. If the characters open the door in any way other than using the prismatic keys (see below), the door swings wide to reveal a solid stone wall.

Lighting. The room is dark.

INSCRIPTION

If the characters inspect the door, a successful DC 17 Intelligence (Investigation) check or a *detect magic* spell discerns an invisible, indented inscription in the circle defined by the keyholes. A *see invisibility*, *dispel magic*, or *identify* spell allows the inscription to be read, as does making a mundane charcoal rubbing.

The inscription reads:
Green is next to yellow and orange.
Blue is not next to yellow nor is white next to Divination.
If enchantment is blue then transmutation is white.
Divination is orange and/or necromancy is violet.
Indigo is next to illusion and across from orange.
Abjuration is either violet or yellow.

(Give the characters just the bottom half of the appendix 5 handout.)

THE EXPANDING KEY

If the golden key from the crystal prism room is brought within 10 feet of the door, it magically divides into eight differently colored prismatic keys: red, orange, yellow, green, blue, indigo, violet, and white. If any of the prismatic keys are moved more than 10 feet away from the door, or if any key is targeted by *dispel magic* or exposed to an antimagic field or similar effect, all the keys recombine into the golden key again.

KEYHOLES

A *detect magic* spell reveals that each keyhole radiates a different school of magic. A key placed in a keyhole can be turned only by a humanoid creature. Each keyhole is matched to a key of a particular color. If an incorrect key is turned, a spell is cast from the keyhole with a DC 20 saving throw. If the spell affects an area, it covers the entire room and the 200-foot passageway to the south. If it targets one creature, it targets the creature that turned the key.

The keys appear identical except for their color. Each key fits into any keyhole. Deducing which key fits into which keyhole can be accomplished through the connections between colors and schools of magic implied by the images in the crystal prism in the previous area, as well as by the clues contained in the inscription within the keyholes. If the players need help to connect the images seen in the prism to the schools of magic, or to figure out the clues of the inscription, you can provide hints to any character who succeeds on a DC 20 Intelligence (Arcana) check.

The Keyhole Effects table notes the connection between keyhole colors and schools of magic, as well as the spell cast by the keyhole, starting with the topmost keyhole in the circle and moving clockwise.

KEYHOLE EFFECTS

School of Magic	Key Color	Spell
Abjuration	Yellow	<i>Symbol</i> (death)
Conjuration	Green	<i>Incendiary cloud</i>
Divination	Orange	<i>Contact other plane</i> (as if the key-turner had cast the spell to contact Fraz-Urb'luu, the demon lord of lies)
Enchantment	Blue	<i>Power word kill</i>
Evocation	Violet	<i>Meteor swarm</i>
Illusion	Red	<i>Weird</i>
Necromancy	Indigo	<i>Abi-Dalzim's horrid wilting</i>
Transmutation	White	<i>Disintegrate</i>

Once all eight keys have been turned in their correct keyholes, a portal appears on the door. Through the portal, the characters can see a lavish, brightly lit circular vault some one hundred feet across, filled with gold and jewels. In the center of the vault stands an altar holding three shards of Shargrailer's phylactery.

WRAP-UP

The characters can recover up to **three phylactery shards** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many shards of the phylactery have been recovered.

QUEST 1H: A FRIEND IN NEED

Estimated Duration: 45–60 minutes

The characters travel into Shargrailer's lair to meet with a Thayan contact who needs safe escort out. They must find the contact while avoiding the notice of the Red Wizards—and then steal some of the shards of Shargrailer's phylactery from a powerful Red Wizard operative.

This exploration quest is appropriate for tier 4 characters.

GATHERING INTELLIGENCE

Princess Serissa's agents have received correspondence from an unknown contact and potential ally, offering information on the Red Wizards' fortifications within Shargrailer's lair. Serissa tells the characters the following:

- An adventurer who was scouting the exterior of the lair received a telepathic message a short while ago, offering information on the Red Wizards' fortifications to any emissary of the giants. In exchange, the sender has asked for an escort and safe passage out of the lair.
- The contact mentally communicated instructions for where to seek them deep within the lair.

Serissa asks the characters to sneak into Shargrailer's lair and meet with this contact. If there are additional actions that should be taken based on the contact's information, she trusts the characters to decide what to do.

INFILTRATION

The characters must travel into the network of tunnels within Shargrailer's lair, through a section heavily patrolled by the Red Wizards. Getting past the Red Wizards without raising suspicion will require stealth, deception, and careful planning.

AREA INFORMATION

These tunnels have the following features.

Dimensions and Terrain. The tunnels throughout this area vary from 10 feet to 30 feet in diameter.

Teleportation Ward. Teleportation in or out of this area of the lair is blocked by a powerful magical ward. It can be identified with a successful DC 20 Intelligence (Arcana) check but cannot be dispelled or negated.

Alarm Glyphs. Special glyphs set every 50 feet along the tunnels are magical alarms that can be activated by any Red Wizard or one of their allies (no action required).

Doing so creates the sounds of a blaring horn that can be heard throughout the nearby tunnels.

Dispel Glyphs. Special glyphs set every 100 feet along the tunnels channel powerful magic similar to a *dispel magic* spell. These glyphs trigger every 5 minutes, dispelling any ongoing spell of 6th level or lower in the tunnels. If characters attempt to slip through these tunnels by way of a *wind walk* spell or similar magic, the glyphs dispel the effect. **Illusory Watchers.** A school of translucent illusory floating catfish patrol the tunnels under the control of Imaraska, a spymaster for the Red Wizards (see the sidebar below). Acting as autonomous scrying sensors, each catfish has a passive Wisdom (Perception) score of 17, a passive Dexterity (Stealth) score of 20, and can telepathically communicate any sighting of suspicious activity to Imaraska. Whenever the characters start an encounter, roll any die. On an even number, a catfish is present. If the characters are sighted by the catfish, make a note in preparation for “Phylactery Heist” below.

DEALING WITH PATROLS

While the characters travel through the initial sections of the lair, set up encounters with one or two Red Wizard patrols from the Red Wizard Patrols table. Be creative in your descriptions of these areas to allow the characters to use creative solutions to circumvent encounters (most likely involving stealth or deception). Or if the players choose a more direct approach, resolve the combat.

If combat breaks out and reinforcements are alerted, they arrive in 1d4 rounds. Select one or two additional sets of combatants from the Red Wizard Patrols table.

RED WIZARD PATROLS

d4 Patrol

- | | |
|---|---|
| 1 | An archmage and her pet steel predator |
| 2 | Two retriever guards |
| 3 | One black abishai servant and two hidden shadow assassins |
| 4 | A mind-controlled purple worm serving a mage |

MYSTERIOUS MEETING

As you reach the location provided by the contact, you note a crevice in the tunnel wall ahead. This opens into a small cavern dotted with amethyst crystals. A flicker of movement catches your eye as a shadow pops out from behind a large opaque crystal, and then just as quickly disappears again.

CREATURE INFORMATION

The contact is a goblin named Graw, who has an Intelligence score of 18 and speaks Abyssal, Common, Dwarvish, Elvish, Goblinoid, and Undercommon. She has been hiding while patiently waiting for the characters to arrive.

GRAW

Neutral goblin ambassador

Graw is an intelligent and talkative young goblin who is an ambassador for the Society of Brilliance—an organization of monsters dedicated to solving all the problems of the Underdark. Graw traveled to Shargrail's abandoned lair a tenday ago in search of a duergar clan who had been abducting flumph travelers. She planned to negotiate a peace agreement, but became trapped when the Red Wizards invaded the surrounding tunnels. Graw has black hair and crisp amber eyes. She wears a fitted waistcoat, and trousers embroidered with images of pale-yellow fungi.

Graw experiences harmless, involuntary physical tics (such as quickly jerking her head) and vocal tics (such as chuffing noises and short bursts of laughter), which increase in frequency if she is experiencing stress or strong emotions. If you choose to utilize this characteristic during roleplaying, it should be used to add diversity to the character and should not be used in a comical or demeaning manner.

- **What They Want.** Graw can provide the characters with information on the location of phylactery shards in exchange for safe escort out of the lair.
- **Excitable Ambassador.** Graw is young and eager to take on any challenge that can help her prove herself as a worthy member of the Society of Brilliance.

Graw's first order of business is confirming that the characters are not working with the Red Wizards. This can be accomplished with suitable roleplaying, or you can call for one of the characters to succeed on a DC 20 Charisma (Persuasion) check. Once the characters confirm their commitment to helping Graw escape the lair safely, she provides the following information:

- Graw randomly found one phylactery shard while exploring the tunnels, which she freely offers to the characters.
- She knows that a Red Wizard caster named Imaraska is guarding at least one phylactery shard in a nearby cavern. Imaraska utilizes illusory catfish to patrol the tunnels.

THE SOCIETY OF BRILLIANCE

The Society of Brilliance is an organization of highly intelligent monsters that work together to solve problems within the Underdark. Characters might remember that group's involvement in *Out of the Abyss* as researchers attempting to solve the suspected demonic incursion. Characters who are on friendly terms with other members of the society have advantage on Charisma (Persuasion) checks to interact with Graw.

If the characters choose to attempt to recover additional phylactery shards from Imaraska, proceed with “Phylactery Heist,” following. Otherwise, go to “Escape” below.

PHYLACTERY HEIST

By following Graw's directions, the characters proceed to a central cavern, where Imaraska has set up a base of operations. When the characters can see into this area, read or paraphrase:

An olive-skinned elf wearing long, purple robes sits on a floating chair next to a crystal podium at the center of this dimly lit cavern. The air around her is filled with a swirling school of translucent floating catfish—through which you catch a glimpse of two phylactery shards resting atop the podium.

AREA INFORMATION

Imaraska's cavern has the following features.

Dimensions and Terrain. The cavern is 40 feet in diameter and 30 feet high.

Light. Crystals set into the walls fill the area with dim light.

CREATURE INFORMATION

Imaraska (a **drow matron mother**) is meditating when the characters enter this area. If the characters have been previously detected by one of her catfish (see "Infiltration" above) or if she notices them immediately with her passive Wisdom (Perception) score of 21, she telepathically sends one of her catfish down a side tunnel to seek reinforcements. She then turns to address the party, buying time until backup arrives in 1d4 rounds (use one of the Red Wizard patrols from the table above). However, her reinforcements wait until combat breaks out before they enter the cavern, not wanting to interrupt Imaraska if she has some ulterior motive for engaging with the characters.

IMARASKA

Lawful evil half-drow matron mother

Imaraska is an accomplished spellcaster and spymaster serving the Red Wizards of Thay. She utilizes her network of illusory catfish to gather invaluable information, which has combined with the ruthless assassinations of her enemies to inspire her meteoric rise within the ranks of the Red Wizards. Her ancestry is drow and Shou human. She has asymmetrically cropped indigo hair and bright maroon eyes, and wears the finest purple robes with silver embroidery. Imaraska has neurological paralysis affecting her legs, and utilizes a magic chair that she can move with the flick of her wrist. The chair hovers an inch above the ground, granting her a flying speed of 40 feet and the ability to hover. The chair's magic cannot be dispelled.

- **What They Want.** Imaraska would prefer to seize any phylactery shards claimed by the characters after watching their painful deaths. But if she feels outnumbered, she is willing to compromise and give the characters her two phylactery shards in exchange for information on Princess Serissa's goals, weaknesses, and defenses.
- **Inscrutable Illusionist.** Imaraska is an accomplished illusionist and spy master who enjoys manipulating and controlling her enemies like pawns on a chess board, to achieve greater power and a cruel satisfaction.

If characters are not detected when they first reach this area, they can attempt to steal the two phylactery shards without alerting Imaraska. Doing so requires that they distract her or draw her away from the podium, but even then, they must contend with her passive Wisdom (Perception) score of 21 to determine the effect.

If characters tell Imaraska any information about Princess Serissa's goals, weaknesses, or defenses, she sends this information to other Red Wizards using her catfish immediately.

If combat breaks out, Imaraska uses her first action to cast the *illusory dragon* spell (see the sidebar), which manifests an enormous catfish coalesced from all her illusory catfish. She has *death ward* and *freedom of movement* cast on herself before combat begins.

In the first round of combat, part of the cavern wall tears away, revealing itself as a crystalline **steel predator** guardian that rushes to Imaraska's defense.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

Very Weak. Remove the **steel predator**.

Weak. Use the **stone golem** stat block rather than the **steel predator** for the crystalline guardian.

Strong. Imaraska has 385 hit points.

Very Strong. Imaraska has 385 hit points. Her *illusory dragon* spell does not require concentration, and remains active unless she is rendered unconscious. An additional **steel predator** appears at the start of round 2.

ILLUSORY DRAGON

8th-level illusion

Casting Time: 1 action

Range: 120 feet

Components: S

Duration: Concentration, up to 1 minute

By gathering threads of shadow material from the Shadowfell, you create a Huge shadowy dragon in an unoccupied space that you can see within range. The illusion lasts for the spell's duration and occupies its space, as if it were a creature.

When the illusion appears, any of your enemies that can see it must succeed on a Wisdom saving throw or become frightened of it for 1 minute. If a frightened creature ends its turn in a location where it doesn't have line of sight to the illusion, it can repeat the saving throw, ending the effect on itself on a success.

As a bonus action on your turn, you can move the illusion up to 60 feet. At any point during its movement, you can cause it to exhale a blast of energy in a 60-foot cone originating from its space. When you create the dragon, choose a damage type: acid, cold, fire, lightning, necrotic, or poison. Each creature in the cone must make an Intelligence saving throw, taking 7d6 damage of the chosen damage type on a failed save, or half as much damage on a successful one.

The illusion is tangible because of the shadow stuff used to create it, but attacks miss it automatically, it succeeds on all saving throws, and it is immune to all damage and conditions. A creature that uses an action to examine the dragon can determine that it is an illusion by succeeding on an Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through it and has advantage on saving throws against its breath.

This spell is found in *Xanathar's Guide to Everything*.

ESCAPE

If this quest has taken 30 minutes or less to play, the characters should encounter one additional Red Wizard Patrol while leaving the lair (see the *Red Wizard Patrols* table, above). If the characters end up defeating two or more patrols in combat, they find another phylactery shard on the Red Wizards or their allies.

When any last patrol is dealt with, work through the characters' daring escape from the tunnels. Have each character describe how they evaded the Red Wizards' patrols, then make a DC 10 ability check of their choosing related to their story. If half or more of the characters succeed on this check, they successfully escape. If more than half the characters fail their checks, the party encounters one additional Red Wizard patrol (see the table above) while leaving the lair.

After the group escapes, Graw thanks them profusely for their help. The goblin offers to advise Princess Serissa on the Underdark tunnels in the area, which proves useful in troop movement and placement.

WRAP-UP

The characters can recover up to **four phylactery shards** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many shards of the phylactery have been recovered. If the characters tell Imaraska any information about Princess Serissa's goals, weaknesses, or defenses, the Table Captain should provide this detail to HQ as well.

QUEST II: TURNCOAT

Estimated Duration: 45–60 minutes

The characters must infiltrate a Thayan research site to find a Red Wizard interested in defecting from that order—giving them a chance to claim some of the shards of Shargrailer's phylactery that the Thayans have already collected.

This social interaction quest is appropriate for tier 4 characters.

PLEA FOR SANCTUARY

Princess Serissa has received a message from a Red Wizard named Agromaar, who has asked for sanctuary and offered to reveal information regarding the ritual meant to bring the dracolich Shargrailer back to the world. Serissa is not yet certain whether the offer is a ruse, but her scouts have learned that Agromaar's location and other details of the message are accurate. She asks the characters to discreetly bring the Red Wizard back, providing them with Thayan uniforms captured from patrols.

AGROMAAR

Lawful evil Thayan human archmage

Agromaar is a bureaucrat at heart, content to do paperwork and study spells rather than engaging in dangerous field work. His primary contribution to the Red Wizards' current efforts is reading ritual books for information that can help advance the plans of Szass Tam.

What They Want. Agromaar wants to break free of the Red Wizards before something dangerous happens to him. He's nervous that his intentions will be discovered, and employs the *mind blank* spell and similar magic to keep from being caught.

Timid and Nosey. Everything Agromaar does is for knowledge. It was this bookish attitude and his knowledge of ancient rituals that brought him to his superiors' attention.

With the help of their disguises, the characters can make their way to and inside Shargrailer's lair without incident. Read or paraphrase the following:

The meeting point within the old lair that Serissa was given is some sort of research and excavation site—and is alive with activity. You were expecting to meet just one Red Wizard, but where a dozen are hard at work around a number of tents, all in identical robes and similar tattoos, finding your turncoat will take time.

The uniforms the characters wear mark them as the same rank as most of the Red Wizards at the research site. If the characters use only the uniforms to try to pass, a real Red Wizard must succeed on a DC 15 Wisdom (Insight) check to notice that something about them feels off. If the characters also engage in roleplaying to pass themselves off as Red Wizards, have one character roll a Charisma (Deception) check with advantage, contested by a Wisdom (Insight) check for the Thayans.

WHERE'S AGROMAAR?

For the characters, finding Agromaar without alerting the Red Wizards around them will be a slow process. Their progress in this section is tracked using information points, which can be gathered by interacting with the Thayans or exploring the area. To successfully locate Agromaar, the characters must collect a number of information points equal to one less than the number of characters in the party.

AREA INFORMATION

This site has the following features.

Dimensions and Terrain. The research and excavation site is a roughly square cavern 50 feet on a side. The Red Wizards meticulously dig through the rocks and sediment that cover the cavern floor, and tables, tents and supplies are strewn across the site.

Lighting. Magical light fills the area, but fades to dim light around the edges of the site.

Smells and Sounds. The sounds of digging are loud, and the Thayans often shout out to be heard over it. The air is heavy with the scent of dust, and carries a hint of ritual components and reagents.

RED WIZARD PARANOIA

All Red Wizards are distrustful of each other as a result of their experiences in the order—some more than others. All the Thayans in this area are under the effect of the *mind blank* spell.

ASSESSING THE RED WIZARDS

As the characters make their way throughout the site, they notice that the Thayans working here are split into three ranks. They further notice that one tent is a particular focus for activity. Use the following information to guide the characters on their quest for information points.

Red Wizard Site Supervisor (2 Information Points). The supervisor's passive Wisdom (Insight) score of 24 means he readily notices any characters or other workers acting suspicious. Even if the characters approach him with effective deception, the supervisor still questions why they're speaking to him rather than working. If asked where research into the lore of the ritual is being conducted, he points them toward Agromaar's general location.

Red Wizard Apprentices and Workers (1 Information Point). Regular workers each have a passive Wisdom (Insight) score of 16. Most are reluctant to talk about any information outside their specific purview, but they discuss the general workings of the site and their coworkers if the characters engage them.

Minion (1/2 Information Point). Thayan servants doing tedious menial work each have a passive Wisdom (Insight) score of 12. Minions are always worried about being reprimanded—or being disciplined with a transfer to another more dangerous work site. They can pass on the same general information as apprentices or workers, but that information is incomplete.

Supervisor's Tent (2 Information Points). Characters can try to break into this central tent in search of information regarding who works on the site, what's been found here, and so forth. The supervisor's tent is also where



the four phylactery shards already found in this area are being stored, with a note saying that they are ready to be transported when the couriers from the Red Wizards' fortress arrive.

When the characters have collected enough information points, Agromaar can be found. However, the wary Red Wizard does not immediately trust the disguised characters, concerned that his plan to defect has been discovered. It takes two successful DC 20 Charisma (Persuasion) checks to earn his trust. A character gains advantage on this check by bringing up Agromaar's work, talking specifically about Princess Serissa's willingness to protect him, or sharing that the characters have seen the phylactery shards in the supervisor's tent.

If his trust is earned, Agromaar is eager to leave immediately. If characters were caught out by suspicious Red Wizards more than twice, they can recover only three of the four phylactery shards in the tent before being accosted by the supervisor and several minions. The characters can avoid combat, though, as Agromaar is able to cover for their escape.

WRAP-UP

The characters can recover up to **four phylactery shards** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many shards of the phylactery have been recovered.

QUEST 1J: RITUAL DISASTER

Estimated Duration: 45–60 minutes

The ritual to bring back Shargrailar requires a number of complex and valuable components. By undermining the efforts of the high-ranking Red Wizard working to prepare those components, the characters have a chance to sabotage the ritual before it reaches fruition.

This social interaction quest is appropriate for tier 4 characters.

MINION INFILTRATION

Princess Serissa's scouts have noted the location of a hidden chamber in Shargrailar's lair, and have spotted many important components and reagents for the ritual being moved into and out of the area. A Red Wizard named Otto Hoofderdn is in charge of assembling the ritual components, and the guards at the entrance rotate on a regular schedule. Serissa's intelligence suggests that infiltrating the site during a guard change should be straightforward, allowing the characters to sabotage the ritual.

Thayan minions are tasked with moving materials into and out of the ritual laboratory. Serissa's scouts were able to waylay a group of minions and acquire their clothes and identification papers, giving the characters effective disguises. In this quest, the players get to set up the identity of the minion their characters will be impersonating, leading to some potentially fun roleplaying opportunities. Give the players 5 minutes to decide on their minion's name and what role they play in assisting Otto Hoofderdn, and make a note of that information. The kinds of tasks minions of Thay might perform in relation to the ritual include the following:

- Tool collector
- Rock chaser
- Heat holder
- Book finder
- Plant picker
- Manual laborer

OTTO HOOFERDERN

Lawful evil human archmage

Otto is a master of arcana, and cannot be deterred from creating the best components for Szass Tam's ritual!

What They Want. Otto wants only to finish creating the components he prepares for Szass Tam, but he's very much a manager. He saves all the small details, such as gathering materials and tools, for his minions—after he makes sure they can be trusted.

Tireless Researcher. Otto is easily frustrated by setbacks, but if his research is a success, he showers praise on those who helped him.

Once the characters are ready to go, getting inside the ritual laboratory is easily done. Read or paraphrase the following:

The intelligence gathered by Serissa's scouts was solid, and you arrived at the entrance to the ritual laboratory during the guard changeover. The forged paperwork you carry lets you slip inside without incident. But upon entering the laboratory, the Red Wizard in charge appears most displeased.

MANY HANDS MAKE LIGHT WORK

As the characters enter the busy ritual laboratory, Otto immediately tells them to stop slacking off and get to work. Even as they acclimate themselves to the busy site, they'll need to quickly get up to speed on the work being done here.

AREA INFORMATION

The laboratory has the following features.

Dimensions and Terrain. Otto Hoofderdn's ritual research and development laboratory is 30 feet square and overflowing with reagents, components, books, and lab equipment set on cluttered tables.

Lighting. The corner closest to Otto's desk at the far back wall is in bright light provided by a magical torch, while the rest of the area is in dim light.

Smells and Sounds. Otto hums loudly and constantly, and the sound and scent of potions hissing and bubbling fills the air.

RED WIZARD PARANOIA

All Red Wizards are distrustful of each other as a result of their experiences in the order—some more than others. All the Thayans in this area are under the effect of the *mind blank* spell.

While in Otto Hoofderdn's lab, the characters must skillfully earn his trust while also sabotaging the ritual components he is charged with creating. Any character proficient in the Arcana skill or who succeeds on a DC 10 Intelligence (Arcana) check makes note of the key ingredients and tools on display in the lab. Key areas to sabotage include the following:

- Agitated amber in bottles, being formed into potions
- Mortars and pestles set up to grind gems and other stones
- A set of crucibles for melting down precious metals
- Dozens of cat-sized spiders working to scribe elaborate sigils on parchments and tiles
- Supplies of ground dragon bone
- Bottled essence of elemental fire and lightning

Feel free to develop additional materials and equipment of your choosing.

IMPRESSING THE BOSS

The characters can work their way through the components, trying to “help” Otto by gathering the tools and materials he needs. Each character is allowed one attempt to assist the archmage. To be assigned to a task,

the character must first convince Otto that they are the right minion for the job, requiring suitable roleplaying and an ability check of the player's choice. A character who works the minion role they established earlier into pitching themselves for the task has advantage on the check.

Once Otto agrees that a character is the right choice, he sends them to collect a key component for his next phase of development. The character must then make a second ability check of the player's choice to pick a component that appears similar but is not correct. Any skill or tool proficiency used for the check should be appropriate to the action or item.

With the DM's approval, a character can be assisted in either check by one other character, who uses the Help action to grant advantage on the check.

Checks to convince Otto of a character's usefulness or that a component is correct both start at DC 18. For every failed check by any character—whether the character is unable to convince Otto that they are the right minion for the job, or can't pretend that the wrong ingredient, component, or tool is the correct one—the DC increases by 1.

If a character fails a check, Otto becomes convinced that they are incompetent and does not allow them to assist him again.

An Example Exchange. Otto might call out for a tool collector, requesting a specific woodworking tool. A character comes forward, engaging the archmage with roleplaying and making a DC 18 Intelligence check using carpenter's tools or woodcarver's tools to convince him of the character's competence. With a successful check, Otto trusts the character.

The character then needs to find and present a false tool similar to the one asked for, so that work done with the false tool helps to sabotage the preparations for the ritual. This might involve a Charisma (Persuasion) check to convince Otto that the tool handed over is the right one, or a Dexterity (Sleight of Hand) check to swap tools after showing the right one to Otto. With a success on the second ability check representing this subterfuge, Otto uses the false tool, whereupon it becomes the next character's turn.

FINISHING TOUCHES

If all the characters successfully sabotage a component or tool without Otto knowing it, the mission is a complete success. Otto thanks the minions for their assistance by ordering them to take charge of four phylactery shards that are to be taken to the Red Wizards' fortress.

If the characters are able to sabotage at least one component, the mission is a partial success. Otto sends them on their way with three phylactery shards, keeping one for further testing. Characters unable to sabotage any components earn Otto's condescension as he orders his "hapless, sabotaging minions" to leave the lab. However, the characters are able to escape without incident.

WRAP-UP

The characters can recover up to **four phylactery shards** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many shards of the phylactery have been recovered.

QUEST 1K: DIG DEEP

Estimated Duration: 45–60 minutes

The characters must take on the construct defenders of a dig site, then overcome the powerful magic of a secret vault to retrieve some of the shards of Shargrailer's phylactery.

This combat quest is appropriate for tier 4 characters.

DIG SITE

As they infiltrate Shargrailer's former lair in search of phylactery shards, the characters discover that the Red Wizards have excavated an archeological dig site in a large cavern, and are utilizing a number of constructs to search for buried shards of the dracolich's phylactery. Read or paraphrase the following to set the scene:

This dark cavern is cluttered with rubble and debris, some of which ripples and shifts as if something moves beneath it. Four stone constructs move through the room, all with arms outstretched as if reaching for something beyond their grasp.

Suddenly the cavern floor begins to shake as an enormous metallic worm bursts forth! Its open jaws reveal thousands of grinding sharpened spikes as it surges toward you!

AREA INFORMATION

The cavern has the following features.

Dimensions and Terrain. This rough stone cavern is 130 feet across and 50 feet high. The floor is covered with rubble and debris, making the area difficult terrain.

Lighting. The cavern is dark.

Symbol of Fear. A glyph with the spell *symbol* (fear) has been etched at the height of the ceiling. It triggers when any humanoid creature moves within 30 feet of the center of the cavern.

CREATURE INFORMATION

No Red Wizards or other humanoids are in this area, and the constructs here are programmed to deal with intruders. The **bore worm** that bursts up in front of the characters attacks at once, trying to draw melee characters forward and separate them from the back line. Burrowing beneath the floor, two **tomb tappers** pop up in front of the bore worm, hoping to ambush characters holding back.

The tomb tappers use their Sense Magic trait to locate characters with interesting magic items, then telepathically inform the four **statues of Vergadain** as they quickly close in, letting the statues target the characters holding those items with their Magic Theft trait. The vault where the statues send any magic items they steal is beneath this cavern (see below).

All these constructs fight until destroyed.



ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Remove the **bore worm**.
- **Weak.** Remove one **tomb tapper** and one **statue of Vergadain**.
- **Strong.** Add one **tomb tapper**.
- **Very Strong.** Add one **statue of Vergadain**.

SOUL VAULT

Tunnels carved by the tomb tappers and the bore worm lead out of the main cavern, creating a disorienting network of passages that runs for miles. A secret chamber set below the main cavern was discovered by these excavations, and has been claimed by the tomb tappers. Five shards of Shargrailar's phylactery already claimed by the constructs are hidden here, as are any magic items the characters lost during the previous fight.

A successful DC 20 group Wisdom (Survival) check is needed to navigate the tunnels and locate the hidden chamber without trouble. On a failed group check, each character gains one level of exhaustion from digging through collapsing tunnels. If the characters use magical or creative means to navigate the tunnels, give them advantage on their checks or an automatic success (in the case of the *find the path* spell and similar effects).

When the characters arrive at the chamber, read or paraphrase the following:

A tinkling sound rings out from above, where thousands of glass orbs float beneath the ceiling of this oblong stone chamber.

AREA INFORMATION

The vault has the following features.

Dimensions and Terrain. This stone chamber is 60 feet long and 20 feet wide, with a 40-foot-high ceiling. The floor is made of roughly worked stone.

Lighting. A pastel glow from the glass orbs fills the area with dim light.

Hallucinatory Terrain. A *hallucinatory terrain* spell has been cast on the 30 feet of the chamber farthest from the entrance, creating the appearance of a seamless stone floor and obscuring a 30-foot-square pit of lava. A character who succeeds on a DC 18 Intelligence (Investigation) check detects the illusion by noticing a shimmering in the area caused by the heat.

Lava. Any creature that enters the area of the lava for the first time on a turn or starts its turn there takes 39 (6d12) fire damage. The lava is difficult terrain.

Glass Orbs. Each glass orb contains a soul trapped using the *magic jar* spell, placed here by Shargrailar's long-dead servants. With a successful DC 18 Intelligence (Arcana or Religion) check, a character understands the function of the orbs. If an orb is destroyed, the soul it holds is freed. Each orb has AC 12, 25 hit points, and resistance to poison and psychic damage.

Phylactery Shards. Five phylactery shards are hidden among the glass orbs. A successful DC 20 Wisdom (Perception) check allows a character to spot one shard. As soon as a shard is tugged at, the magic holding it in the air fails and it can be claimed. If any area effect is used to destroy the glass orbs and all the phylactery shards in this area have not been recovered, roll a die. On an even number, one of the phylactery shards is destroyed.

DEADLY GAUNTLET

Ancient magic in this area makes this chamber a perfect place to store valuables—and a deadly challenge for the characters. When any creature that is not undead or a construct starts its turn in the area, it is targeted by a soul trapped within one of the glass orbs. The creature must succeed on a DC 17 Charisma saving throw or have its soul swapped with a malevolent soul in the glass orb. While occupying the creature's body, the soul has the body take the Dash action to move toward, then into the lava pit. At the end of the creature's turn, the two souls are swapped again, and the creature is once more in control of its body.

Characters who are already in the lava are not targeted by the glass orbs.

An **iron golem** lurks in the lava pit. When any creature enters the pit, the golem tries to grapple and drown that creature by forcing it below the surface. While beneath the surface, a character makes Constitution saving throws against the lava's heat with disadvantage.

WRAP-UP

The characters can recover up to **five phylactery shards** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many shards of the phylactery have been recovered.

QUEST 1L: AMBUSH!

Estimated Duration: 45–60 minutes

Even long after the events of *Storm King's Thunder*, the leaders of the fire giants and cloud giants remain bitter regarding their thwarted ambition. Seeing an opportunity, the Red Wizards of Thay informed the leaders of those giant factions of their plans to corrupt Princess Serissa's entourage in the heat of battle—allowing a fire giant and cloud giant strike team to finish off the troublesome adventurers who will come to Serissa's aid.

This is a **locked quest**, and cannot be run until the event administrators announce that it has been unlocked. When the quest is unlocked, the Commander will make the following announcement:

The sky above you roils with a sudden influx of storm clouds as a chill wind blows through the mountains. In the distance, you see a distress signal from the storm giants—a great column of smoke rising into the sky.

We need tier 4 volunteers! Which groups will set aside their current quest to aid Princess Serissa?

The Commander will wait for responses, then continue:

Go now! The giants are running out of time. DMs: Quest 1L is unlocked!

This combat quest is appropriate for tier 4 characters.

AMBUSH FROM AFAR

As the characters make their way to Princess Serissa's command post, the rebellious giants make their first strike. A *meteor swarm* spell (DC 17) is cast against them from near the edge of its 1-mile range. Any character with a passive Wisdom (Perception) score of 23 or higher spots the glint of a spyglass in the distance, giving each character advantage on their saving throw against the spell.

As you race toward the command post and Princess Serissa, the sky grows suddenly dark. From the distance, four blazing orbs of fire hurtle toward you. Prepare for impact!

The giant strike team teleports in just after the *meteor swarm* hits.

AREA INFORMATION

The battlefield has the following features.

Dimensions and Terrain. The giants have spotted the party with long-range spyglasses, and choose the ideal spot for their assault. This will be an open field with little to no cover, perfect for their initial bombardment.

Unnatural Weather. An hour before the strike team's ambush attack, their cloud giant smiling one leader cast *control weather* to help them control the battlefield. Any character who asks about the stormy weather in response to your description of it intuitively that magic is responsible. Characters who have the ability to counteract the spell (most easily by casting *control weather* themselves) can quell the storm.

Lighting. The area is filled with bright light on a sunny or partially cloudy day, or dim light if the giants are allowed to use *control weather* to create a storm.

Senses. The smell of ozone hangs in the air if a storm is brewing, or can be sensed fading if the storm is countered.

Wind. If the storm is allowed to rise, a strong wind imposes disadvantage on ranged weapon attacks for any weapon smaller than a boulder, and on Wisdom (Perception) checks that rely on hearing.

CREATURE INFORMATION

A **cloud giant smiling one** leads the strike team, already under the effect of *foresight* and *fly*. (This and the spells below have been cast by Red Wizards charged with aiding the giants.) Flanking the cloud giant are two **fire giant dreadnoughts**, each under the effect of *true seeing*, *fly*, and *haste*. A **storm giant quintessent** under the effect of *mind blank* floats over their heads.



One of the Red Wizards (use the **archmage** stat block) who cast the spells for the giants remains with them, watching from 800 feet away. The arcanist is content to watch the fight and maintain concentration on the *fly* spell they cast on the giants, but uses *teleport* to move in and attack if the giants are in trouble.

The cloud giant starts combat with a shouted threat: “Your good will stops here, small folk!” Then all the giants attack.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak or Weak.** No changes. This is meant to be a difficult fight.
- **Strong.** Each giant has an additional 30 hit points. At the end of round 2, an **iron golem** is teleported into the battle.
- **Very Strong.** Each giant has an additional 40 hit points. At the end of round 2, an **iron golem** and a **fire giant** are teleported into the battle.

PLAYING THE PILLARS

You can make use of the following suggestions when running this quest.

Combat. The giants move to take down the most vulnerable characters first, wanting to make an example of them. They fight efficiently, avoiding grandstanding and allowing no option for failure.

Exploration. The characters can find the Red Wizard **archmage** spotter 800 feet away on a hill. Killing the Red Wizard ends the *fly* spell affecting all the giants.

Social. As the characters fight the giants, they can try to convince them that their attack is futile in the face of Serissa having continually proved her right to rule. With effective roleplaying and a successful DC 25 Charisma (Persuasion) check, the storm giant quintessent sees the truth and flees the fight.

AFTERMATH

If the characters are successful in overpowering or killing the giants, they discover that the cloud giant carries four shards from Shargrailar’s phylactery.

WRAP-UP

The characters can recover up to **four phylactery shards** in this quest. The Table Captain should report to HQ that your party has completed this specific quest, give your table number, and note how many shards of the phylactery have been recovered.

PART 2: ASSAULTING THE FORTRESS

Estimated Duration: 1 hour and 15 minutes
(approximately one to two quests)

In this portion of the adventure, tier 3 characters assault the fortress the Red Wizards have newly raised on the slopes of the Thunder Peaks, sabotaging its defenses. At the same time, tier 4 characters push through the fortress to try to hinder and shut down the Red Wizards' ritual before it can be completed.

Part 2 of the adventure is divided into three encounters for each tier of play. Encounters 2A through 2C are available for tier 3 tables, while encounters 2D through 2F are available for tier 4 tables. These encounters don't focus on a specific pillar of play, but all involve combat.

Provide the players with the handouts of appendix 6 (for tier 3 characters) or appendix 7 (for tier 4 characters) and allow them to select which encounters they would like to play. When a number of groups successfully complete specific missions, the Commander will announce the effect produced on the overall fight, either granting a boon or disabling a battlefield effect (see "Battlefield Effects" below).

STORY OBJECTIVE

Capturing the *Wyrmskull Throne*, defeating Iymrith, and preventing Shargrailar from being bound to Thay is **Story Objective B**.

MISSION BRIEFING

At the start of part 2, the Commander will read the mission briefing aloud (reproduced here for your reference):

Adventurers, the time has come! You have assembled [#] of the bones of the first dracolich, Shargrailar, and collected [#] shards of his phylactery. The Red Wizards have now retreated to their fortress with what bones and shards they could recover.

Even with their plans disrupted by your efforts, the Thayans plan to attempt their dark ritual to raise Shargrailar as a dracolich once more, and bind him to their will. With what they have collected, the first dracolich will not be as powerful as he once was, but Shargrailar will be a devastating weapon for Thay nonetheless. You must assault the Red Wizards' fortress and stop the ritual at all costs. This will be no easy feat, for the Thayans have prepared for this moment. Their defenses must be disabled and the *Wyrmskull Throne* recovered, if you are to have any chance of success. Go now!

Use the following information to brief your players on their mission:

- The Red Wizards have gathered a number of Shargrailar's bones and phylactery shards, and are now performing the ritual to remake the dracolich deep within their fortress. The ritual is intended to remake Shargrailar as a dracolich under the control of Thay—a process that must be stopped at all costs.
- Princess Serissa reminds the characters that her father, King Hekaton, remains a tool of Szass Tam as an undead death knight. In the hope of resurrecting the king or redeeming his soul, it is imperative that Hekaton is captured but not killed.
- Tier 3 characters are to assault the fortress, first breaching its walls, then disabling its potent magical defenses.
- Tier 4 characters are to enter the Red Wizards' fortress and attempt to disrupt the ritual, with a focus on finding and claiming the *Wyrmskull Throne*.

WANDERING VILLAINS

The Commander will announce the arrival of wandering NPC villains during part 2 of the event—the blue dragon dracolich Iymrith and the death knight Hekaton. If either of these villains arrives at your table, pause the current encounter and allow the villain encounter to take place. Combat occurs outside any current initiative order. Any monsters present when the villain arrives do not participate in the battle. The volunteer running the villain will control and direct this encounter. Once they leave the table, you can resume play where you left off.

BATTLEFIELD EFFECTS

The following effects might come into play in this section. The Commander will announce when these effects begin and end.

ETHEREALNESS

A potent etherealness effect covers the Red Wizards' fortress, and is in effect for all characters at the beginning of part 2 of the adventure. This effect can be disabled by tier 3 characters in "Encounter 2B: Fugue Machine." While etherealness is in effect, at the beginning of each turn, a character must roll a die. The Red Wizards and their allies are each able to control the magic of the etherealness effect, using a bonus action to shift between the Ethereal Plane and the Material Plane at will.

d20	Effect
1-7	Shifted to (or remain on) the Ethereal Plane
8-14	Shifted to (or remain on) the Material Plane
15-20	Character chooses whether to shift or stay on their current plane.

This effect is not a spell, but it does not function in an *antimagic field*, which traps creatures on their current plane. If a character would appear in an occupied space when they shift from one plane to another, they appear in the nearest unoccupied space instead. Consider placing a visible marker on each character or enemy while they are in the Ethereal Plane. When this effect ends, all characters return to the Material Plane.

UNDEAD REINFORCEMENTS

Undead reinforcements swarm out from the Red Wizards' fortress, and are in effect for all characters at the beginning of part 2. The reinforcements can be shut down by tier 3 characters during "Encounter 2C: What Goes Down Must Come Up." While the reinforcements are in effect, zombies and skeletons swarm the area. At initiative count 0 each round, each character on the ground in the Material Plane takes 3 bludgeoning damage (tier 3) or 5 bludgeoning damage (tier 4) from constant undead attacks.

ENCOUNTER 2A: DESTRUCTIVE DIVERSION

Estimated Duration: 30 minutes

The characters must help their giant allies break down the walls of the Red Wizards' fortress by identifying weak spots, dispelling the magic that protects them, and calling in artillery to smash through.

This encounter is appropriate for tier 3 characters.

DESTROY THE WALL

Princess Serissa's lieutenants give the characters three alchemical smoking flasks to aid them in their assault of the fortress (see the sidebar). The characters are directed toward the outer walls and instructed to use the flasks to signal the giants when they find a weakness. The characters need to disarm any magical wards in the wall before it can be physically harmed, after which the giants and their boulder artillery can take it down.

The battle rages around you as you approach your target: the south wall of the newly raised Thayan fortress. Fiery explosions and the pulse of lightning flash from the towers that protect either end of the wall.

SMOKING FLASK

Colored alchemical smoke leaks from this tiny, cork-stopped glass bottle. As a bonus action, a character can uncork the bottle to release highly visible colored smoke that lightly obscures the area in a 5-foot-diameter, 100-foot-tall cylinder. If not used within 24 hours, a smoking flask becomes inert.

AREA INFORMATION

The fortress wall has the following features.

Dimensions and Terrain. The wall is 100 feet long and 40 feet high, and flanked by two 50-foot-tall, 15-foot-radius towers.

Lighting. Storm clouds block out the sun, filling this area with dim light.

CREATURE INFORMATION

Two **evokers** are positioned behind the towers' parapets, which grant them three-quarters cover. Two Thayan **blackguards** are on the ground. The evokers use *spell scrolls of see invisibility* just before the characters arrive, while the blackguards consume *potions of flying*.

When part of the wall collapses (see below), six **greater zombies** charge out from inside the fortress. The zombies work in groups of two or three to grapple characters whenever possible, making it easier for the evokers and blackguards to target the characters.

BATTLEFIELD FIRE

On initiative count 10, Red Wizard apprentices hiding along the wall unleash a *magic missile* barrage against the characters, each of whom takes 3 (1d4 + 1) force damage unless protected by a *shield* spell or similar magic. The apprentices take immediate cover after firing, and cannot be targeted by the characters.

WEAKNESSES IN THE WALL

The wall is enchanted with wards protecting it from magical and mundane damage. But with careful effort and planning, the characters can discover the wall's weaknesses. Three spots potentially weak enough to be broken through with siege weapons can be found in the wall, each 5 feet above the ground, and at points 30, 65, and 80 feet from the east tower, respectively.

With a successful DC 17 Wisdom (Perception) check made as an action, a character can locate one of these weak spots. Any character proficient with mason's tools makes the check with advantage. A successful DC 17 Intelligence (Arcana) check made as an action within 60 feet of the wall reveals that all the weak spots are immune to damage unless the wards over each spot are separately dispelled with a *dispel magic* spell (DC 17), or if a combined seven levels of spell slots are channeled into the wall to overload the wards over the weak spot. Spell slots can be channeled in this way as an action by any character within 20 feet of the weak spot. A character proficient with thieves' tools can also disable one ward with a successful DC 22 Dexterity check using thieves' tools. If the character is proficient in the Arcana skill, they have advantage on the check.

Once a weak spot is no longer immune to all damage, it has AC 20, 100 hit points, a damage threshold of 30, and immunity to psychic and poison damage. When a weak spot is reduced to 0 hit points, a 10-foot-radius hole opens up in the wall. If all three weak spots are reduced to 0 hit points, the entire wall collapses.

SMASHING THROUGH

At the start of the round after a smoking flask is uncorked, a boulder is hurled at the space where the flask is located. Each creature within 20 feet of that point must make a DC 17 Dexterity saving throw, taking 70 (20d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Objects and structures within 20 feet of where the boulder hits (which hopefully includes the wall) take double damage from this attack. One boulder can be launched for each smoking flask used in this way. A flask is destroyed by the impact of the boulder.

Characters can also attempt to breach the weak spots with their own attacks.

WRAP-UP

The Table Captain should report to HQ that your party has completed this specific encounter, give your table number, and note whether the characters succeeded at collapsing the entire wall.

ENCOUNTER 2B: FUGUE MACHINE

Estimated Duration: 30 minutes

The characters go to the highest tower of the Thayan stronghold to disable the powerful *Fugue Machine*, allowing them to end the etherealness effect on the battlefield.

This encounter is appropriate for tier 3 characters.

DISABLING THE FUGUE MACHINE

Princess Serissa's forces have learned that the mysterious etherealness effect plaguing the battlefield is being generated by an artifact inside the Red Wizards' fortress. Using the intelligence and magical assistance of the giants, the characters travel to the fortress's highest tower, intent on destroying this *Fugue Machine*.

When the characters arrive within the tower, read or paraphrase:

A ten-foot-wide crystal shell is surrounded by spinning adamantine rings and mounted in the center of an enormous glass-domed chamber at the apex of the fortress's highest tower. Ghostly light is emitted by swirling forms seemingly trapped within the sphere, even as two hulking stone golems on guard here turn toward you.

AREA INFORMATION

This tower chamber has the following features.

Dimensions and Terrain. A 50-foot-radius glass dome caps the fortress's highest stone tower, which is 80 feet high. The *Fugue Machine* is mounted at the center of the room, guarded by its lich creator and their servants (see below).

Lighting. The room is dimly lit by the pulsating ghostly forms trapped within the *Fugue Machine*.

CREATURE INFORMATION

The creator of the *Fugue Machine* oversees its operation here—a **lich** wearing *bracers of defense* that take the form of red satin evening gloves. An **ultroloth** and two **stone golems** serve the lich, but only the stone golems are visible when the characters arrive here (the lich and the ultroloth having consumed *potions of invisibility* beforehand to hide behind the *Fugue Machine*.)

While the *Fugue Machine* is active, its guardians make use of its power to shift in and out of the Ethereal Plane as a bonus action, allowing them to move without provoking opportunity attacks. The invisible ultroloth leads off with the *fire storm* spell, intentionally including one or both iron golems in the area to activate their Fire Absorption trait.



On its first turn, the lich casts *power word stun* on whichever character looks most like the party's healer. If that character remains stunned on the lich's next turn, it uses *disintegrate* on them.

If the lich and the ultroloth are both killed, the golems deactivate and become motionless.

THE FUGUE MACHINE

The *Fugue Machine* is a magical-mechanical artifact developed by the Red Wizards, consisting of a 10-foot-diameter crystal sphere reinforced with bands of adamantine, and surrounded by adamantine rings that spin continuously. The shell encapsulates a portal to the Fugue Plane that is tenuously held open by the engine's magic. The swirling forms seen within the device are creatures continuously drawn from the Fugue Plane, which are consumed by the machine to power the etherealness effect it generates (see "Battlefield Effects" above).

The *Fugue Machine* has AC 20; hit points equal to the number of characters in the party $\times$ 100; immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks; and immunity to spell damage originating on the Material Plane. The artifact can be disabled by reducing it to 0 hit points, and can be damaged in the following ways:

- Attacks from magic weapons and from spells originating on the Ethereal Plane are fully effective against the machine. This can be deduced with a successful DC 15 Intelligence (Arcana) check.

- A creature can use an action to channel a spell slot into the *Fugue Machine*, which deals damage to the machine equal to the spell's level × 20. The first character to target the machine with a damaging spell realizes this automatically, or a character can deduce this weakness with a successful DC 15 Intelligence (Arcana) check.

On initiative count 20, if the *Fugue Machine* has taken damage since the previous initiative count 20, it crackles with ghostly light and discharges an effect on the Material Plane. Roll on the Fugue Machine Effects table below to determine the effect. The guardians of the *Fugue Machine* are immune to these effects.

FUGUE MACHINE EFFECTS

d10	Effect (Material Plane Only)
1	Each creature within 30 feet of the machine must succeed on a DC 17 Constitution saving throw or be turned to glass and petrified until the next initiative count 20.
2	Each creature within 30 feet of the machine gains vulnerability to bludgeoning, piercing, and slashing damage until the next initiative count 20.
3	The machine emits a wave of necrotic energy. Each creature within 30 feet of the machine must make a DC 17 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one. The machine regains a number of hit points equal to the damage taken by all creatures.
4	Clear white lightning crackles from the machine. Each creature within 30 feet of the machine must make a DC 17 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.
5	The machine emits a wave of purple energy, creating an antimagic zone within 40 feet of it that lasts until the next initiative count 20. Spell slots cannot be channeled into the machine by a character in this zone.
6	The machine emits a wave of pale white light. Each creature in this area must succeed on a DC 17 Wisdom saving throw or be shifted to the Ethereal Plane.
7	Chilling blue light pulses out from the machine. Each creature within 30 feet of the machine must make a DC 17 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.
8	Fiery white light crackles from the machine. Each creature within 30 feet of the machine must make a DC 17 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.
9	A pale green light spreads in a 30-foot radius around the machine. Each creature that enters this area for the first time on a turn or starts its turn there must make a DC 17 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.
10	The machine emits a pulse of unstable magical energy. Each creature within 10 feet of the machine must succeed on a DC 17 Intelligence saving throw or become invisible until they attack or cast a spell.

MACHINE INSIGHT

If the characters are having trouble figuring out how to deal with the *Fugue Machine*, you can use the following information to guide them:

- Be sure the characters quickly figure out how to make effective attacks against the *Fugue Machine*. If no character thinks to assess the machine with Intelligence (Arcana) checks (or if those checks all fail), you can automatically reveal the machine's strengths and weaknesses to any character with proficiency in the Arcana skill after a few rounds of combat.
- Many of the *Fugue Machine*'s effects have a 30-foot radius, allowing characters who keep their distance from the machine to avoid those effects. Point this out to characters if it doesn't quickly become clear.
- Creatures on the Ethereal Plane are immune to the *Fugue Machine*'s effects, though the machine's guardians can shift to the Ethereal Plane to target characters who attack the machine from there.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Remove the **ultroloth**. When characters channel spell slots into the *Fugue Machine*, it takes damage equal to the spell's level × 25.
- **Weak.** Remove the **ultroloth**.
- **Strong.** Replace one **stone golem** with an **iron golem**.
- **Very Strong.** Replace two **stone golems** with two **iron golems**.

TREASURE

In the aftermath of the fight, the characters can claim the lich's *bracers of defense*.

WRAP-UP

The Table Captain should report to HQ that your party has completed this specific encounter, give your table number, and note whether the characters succeeded at disabling the *Fugue Machine*.

ENCOUNTER 2C: WHAT GOES DOWN MUST COME UP

Estimated Duration: 30 minutes

The characters must destroy a necrotic wellspring that provides the Red Wizards with their undead troops—but those troops and their masters are spoiling for a fight.

This encounter is appropriate for tier 3 characters.

WELLSPRING BATTLE

The scouts of the storm giants have determined that the undead hordes defending the Red Wizards' fortress are all originating in the same area. Storm giant magic sends the characters there to deal with the threat. Read or paraphrase the following to set the scene:

This semicircular chamber reeks of death and decay. Corpses litter the floor, surrounding a circular well-constructed of bones and spewing forth a gray mist. Four Red Wizards stand guard around the well, as two hulking constructs hurl corpses into it.

AREA INFORMATION

This foul chamber has the following features.

Dimensions and Terrain. This semicircular chamber is 50 feet across the middle and 100 feet from top to bottom.

Necromantic Wellspring. The 15-foot-wide wellspring is made of thousands of interlocking bones and opens up at the center of the room. The well is surrounded by piles of corpses in a 10-foot radius, which are difficult terrain.

Lighting. A dozen stones lit by *continual flame* are set into the ceiling, filling the area with bright light.

Protective Mist. A gray mist spreads 30 feet around the well. Any Red Wizard in the mist has immunity to necrotic damage and has advantage on saving throws against spells and other magical effects.

NECROMANTIC WELLSPRING

The Red Wizards created this necromantic wellspring to spawn undead servants. Whenever the corpse of a creature is thrown into the well, that creature rises from the well on initiative count 10 of the following round. It uses its original statistics, but its creature type is undead, it has immunity to necrotic damage, and it is under the control of the nearest Red Wizard.

Whenever a corpse is thrown into the well during this encounter, roll on the following table to determine what type of creature is thrown in, emerging as an undead on initiative count 10 of the following round.

d6	Creature
1	Martial arts adept
2	Champion
3	Evoker
4	Assassin
5	Blackguard
6	Archmage

CREATURE INFORMATION

Four Red Wizard **necromancers** and two **cadaver collectors** protect the necromantic wellspring. As the characters arrived, they saw the cadaver collectors toss the corpses of two **champions** into the well, which climb out and join combat in round 2.

During the fight, the Red Wizard necromancers cast *Bigby's hand*, then use the spell and a bonus action each round to toss more corpses into the necromantic wellspring. The necromancers cast *circle of death* without worrying about its effect on themselves or any other Red Wizards in the protective gray mist.

The cadaver collectors use their Paralyzing Breath as often as possible, then target paralyzed characters with slam attacks. If prevented from attacking, the cadaver collectors throw more corpses into the necromantic wellspring.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Remove one **cadaver collector** and one **necromancer**.
- **Weak.** Remove one **cadaver collector**.
- **Strong.** Replace one **necromancer** with an **archmage**.
- **Very Strong.** Replace two **necromancers** with two **archmages**.

DESTROYING THE WELLSPRING

When the threats here have been neutralized, the characters can disable the necrotic wellspring by first smashing it apart, either with a successful DC 20 Strength (Athletics) check or by attacking it (the well has AC 16, 100 hit points, and immunity to necrotic, poison, and psychic damage). Its magic can then be unraveled with a *dispel magic* spell (DC 17).

TREASURE

When the fight is done, the characters find a *spellguard shield* on the back of one of the champion corpses that crawled out of the well at the start of combat.

WRAP-UP

The Table Captain should report to HQ that your party has completed this specific encounter, give your table number, and note whether the characters succeeded at disabling the necrotic wellspring.



ENCOUNTER 2D: CLAIMING THE THRONE

Estimated Duration: 30 minutes

At long last, Princess Serissa's agents have discovered the location of the *Wyrmskull Throne*! The characters must now recover the artifact before the Red Wizards finish preparing it for their dread ritual.

This encounter is appropriate for tier 4 characters.

BREAKING AND ENTERING

The magic of the storm giants brings the characters to the site where the *Wyrmskull Throne* is held. Read or paraphrase the following to set the scene:

You stand within sight of the entrance to one of the ritual's focal points. Potent levels of magical energy rise from ahead—where the *Wyrmskull Throne* floats at the center of the ritual chamber.

AREA INFORMATION

The throne chamber has the following features.

Dimensions and Terrain. This circular chamber is 60 feet in diameter, with walls that are silvered to a mirror finish. The air around the *Wyrmskull Throne* is crackling with lightning, which discharges out a 1-foot-wide opening acting as a conduit for magical energy. There is no gravity in this room. Any creature without a flying speed treats the floor as difficult terrain.

Lighting. Dim light fills the area, punctuated by irregular arcs of bright lightning.

Smell and Sound. The room smells of ozone, and the sound of electrical humming and the intermittent crack of thunder fill the air.

DEADLY COMPULSION

The *Wyrmskull Throne* presently emits an invisible magical aura that fills the room and clouds the minds of creatures here. When a creature that is not an ally of the Red Wizards first enters the room, they must succeed on a DC 20 Wisdom saving throw or be compelled to move toward, then sit on the throne, taking no other actions. The throne can hold three Medium creatures.

A creature that ends its turn sitting on the *Wyrmskull Throne* must succeed on a DC 20 Constitution saving throw or take 26 (4d12) necrotic damage and gain one level of exhaustion, as its life energy is sucked into the throne. Each time a creature takes this damage, or if it ends its turn 60 feet or more away from the throne and can't see it, the creature can attempt a DC 20 Wisdom saving throw to end the effect. A creature that succeeds on either saving throw is immune to this effect of the throne for 1 minute.

CREATURE INFORMATION

When the characters first enter this area, a number of **tier 3 wraiths** equal to half the number of characters (minimum two) emerge from the polished walls. The wraiths attack any creature in the area not sitting on the *Wyrmskull Throne*.

THE WYRMSKULL THRONE

The *Wyrmskull Throne* floats at the center of the room, tethered by four near-invisible, magically enhanced silk threads. While the threads are intact, the throne can't be moved by any means, and characters who can't see the threads will have no idea what force or magic holds the throne in place. A character with a passive Wisdom (Perception) score of 21 or higher notices the threads, as does a character who uses an action to search the area and succeeds on a DC 21 Wisdom (Perception) check or a DC 18 Intelligence (Investigation) check. If no one notices the threads initially, the first character to move during round 3 bumps into a thread and becomes aware of it.

Each thread has AC 18, 10 hit points, a damage threshold of 10, and resistance to all damage. Attacks against the threads are made with disadvantage. Once all four threads are destroyed, the *Wyrmskull Throne* can be removed from the room.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** The DCs for saving throws against the throne's compulsion effect and for ability checks to find the threads decrease by 2.
- **Weak.** The DCs for saving throws against the throne's compulsion effect and for ability checks to find the threads decrease by 1.
- **Strong.** Add one more **wraith**.
- **Very Strong.** Add two more **wraiths**.

TREASURE

While leaving this area with the *Wyrmskull Throne*, the characters find a *spellguard shield* abandoned in an antechamber.

WRAP-UP

The Table Captain should report to HQ that your party has completed this specific encounter, give your table number, and note whether the characters succeeded at capturing the *Wyrmskull Throne*.

ENCOUNTER 2E: PARDON THE INTERRUPTION

Estimated Duration: 30 minutes

A pair of powerful archmages are focusing the magic of the Red Wizards' ritual. To help hinder the rise of Shargrailer, these casters and their volatile ceremony must be stopped.

This encounter is appropriate for tier 4 characters.

KNOCK, KNOCK

Princess Serissa's agents have determined a key location of the Red Wizards' ongoing ritual, and the characters are sent in to break things up. Read or paraphrase the following:

The stone chamber before you has five burning runes etched into the floor. The magic the runes channel is being controlled by two distracted Red Wizards, but the Thayans' iron golem guards are more attentive as they turn toward you.

AREA INFORMATION

The ritual chamber has the following features.

Dimensions and Terrain. This chamber is 50 feet square with a 15-foot-high ceiling, made of worn stone and enhanced with magic. The door stands in the west wall.

Magical Runes. Burning ritual components fill the five magical runes etched into the floor.

Lighting. Torches along the walls provide bright light, augmented by a red glow pulsing intermittently from the magical runes.

RITUAL COMPONENTS

The ritual components set within the runes are volatile. Applying any more force than a footstep to any part of a rune starts a chain reaction in a 10-foot radius around the point of impact. Each creature within this radius must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage and 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Stopping the ritual requires that the characters disrupt the process by which the components are being consumed. The burning components can be smothered with water, blown out with wind, or gently scooped from the runes, with any of those actions requiring a successful DC 18 Dexterity check. A failed check results in an explosion as noted above.

If the ritual is disrupted three times, its overall magic starts to come undone. This has the effect of negating both benefits the Red Wizards in this area gain from their protective circles (see below).

If the Red Wizards are left behind, they will be able to reactivate the ritual in time. To permanently disable the ritual, the characters must disrupt the components three times and permanently incapacitate the Red Wizards here.

CREATURE INFORMATION

Two Red Wizard **archmages** watch over the ritual components from within protective circles, while two **iron golems** guard the chamber. The archmages need only watch the ritual from this point on, letting them do everything they can to take down the adventurers. The iron golems attack until they are destroyed. If the archmages are killed, the golems continue fighting as long as the characters remain in this area.

If your table needs an additional challenge, the Red Wizards have placed two *glyphs of warding* on the walls here, both of which cast *counterspell* on the first two spells cast by anyone other than a Red Wizard.

PROTECTIVE CIRCLES

The protective circles grant both archmages immunity to all damage while they stand within them. If a mage leaves their circle, this immunity lessens to resistance to all damage. If the ritual components are disrupted three times, the circles' magic fades and the archmages lose these

benefits. If an archmage leaves their circle, that circle can also be dispelled as a 9th-level spell, ending its benefit for that archmage.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Decrease the DC to remove the components safely by 2. Replace one **iron golem** with a **stone golem**.
- **Weak.** Decrease the DC to remove the components safely by 2.
- **Strong.** Each **archmage** has *contingency* cast on themselves, which is activated in response to coming under attack by another creature. When this happens, each archmage is targeted by the *greater invisibility* spell.
- **Very Strong.** Each **archmage** has *contingency* cast on themselves, as above. Add one **iron golem**.

TREASURE

When the fight is done, the characters discover one of the archmages wearing a *ring of earth elemental command* that they did not have time to attune to.

WRAP-UP

The Table Captain should report to HQ that your party has completed this specific encounter, give your table number, and note whether the characters succeeded at permanently disrupting the ritual.

ENCOUNTER 2F: LEFT FOR UNDEAD

Estimated Duration: 30 minutes

In the lead-up to the ritual to remake Shargrailar, the Red Wizards have been experimenting with the processes of creating undead, trying to merge and migrate the undead life force between bodies. These dread experiments must be stopped.

This encounter is appropriate for tier 4 characters.

MONSTER MASH

With the assistance of Serissa's agents, the characters arrive at a dread site of necromantic experimentation. Read or paraphrase the following:

The huge chamber before you presents a horrific sight. Some sort of staging ground for undead experimentation, the place is filled with surgical equipment, laboratory paraphernalia, arcane sigils—and dozens of bodies.

AREA INFORMATION

The laboratory has the following features.

Dimensions and Terrain. This 30-by-50-foot room has a sterile feel, and the air is cold here. Bodies are carefully stacked in alcoves that spread along each wall, covered and anointed with various magical glyphs and components.

Lighting. Dim light fills the area from blue-burning magical torches.

MAGICAL GLYPHS AND COMPONENTS

Permanently disabling this laboratory requires that the characters attempt to disrupt the experiments here, and that they succeed three times before failing three times. A successful DC 23 Intelligence (Arcana or Religion) or Wisdom (Medicine) check allows a character to recognize that the experiments are designed to move souls between bodies, and that they have not been successful so far.

Subsequent successful DC 23 Intelligence (Arcana or Religion) or Wisdom (Medicine) checks allow the characters to disrupt the experiments. Simply damaging corpses or equipment accelerates the ritual and counts

as a failure. Once three successes or three failures have been incurred, the disruption to the experiments triggers the magic in the lab. The bodies come to life, twisting and writhing into new forms determined by how well the characters fared (see “Creature Information” below).

CODE BREAKER LEGACY EVENT

Characters with the **Code Breaker** legacy event have advantage on checks to disrupt the experiments in the lab, and can fail once without it counting against the party's number of failures.

CREATURE INFORMATION

If the characters succeeded on three checks to disrupt the experiments, they are attacked by a **boneclaw**, three **greater zombies**, and one **skull lord**. If the characters failed three checks, they are instead attacked by three **boneclaws**, one **greater zombie**, and one **skull lord**.

The skull lord is the latest attempt at soul transference by the Red Wizards, and is a partially failed experiment. It attacks at random, lashing out at any non-undead creature it can reach. Greater zombies and boneclaws focus on lightly armored enemies, hoping to take them down as quickly as possible.

One of the boneclaws wears *bracers of defense*, increasing its AC by 2.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** Decrease the DC for ability checks to disrupt the experiments by 2. Remove one **greater zombie**.
- **Weak.** Decrease the DC for ability checks to disrupt the experiments by 1.
- **Strong.** The cold in the room saps the strength of creatures. A creature that starts its turn in the laboratory must succeed on a DC 17 Constitution saving throw or have disadvantage on ability checks and attack rolls until the start of its next turn. Undead and creatures that have resistance or immunity to cold are immune to this effect.
- **Very Strong.** The cold in the room saps the strength of creatures, as above, but the saving throw is DC 18. Add one **boneclaw**.

TREASURE

When the fight is done, the characters find the *bracers of defense* worn by one of the boneclaws.

WRAP-UP

The Table Captain should report to HQ that your party has completed this specific encounter, give your table number, and note whether the characters succeeded at sabotaging the laboratory.



PART 3: SHARGRAILAR RETURNS

Estimated Duration: 45 minutes

In this final portion of the adventure, the dracolich Shargrailar is reborn, but has been weakened by the successes of all the characters in parts 1 and 2 of the adventure. When part 3 begins, stop any current encounter as all other enemies fall back, content to watch Shargrailar destroy Princess Serissa's allies.

At the start of part 3, the Commander will read the mission briefing aloud (reproduced here for your reference):

A sudden shockwave erupts from the fortress, as a deep voice echoes across the battlefield. "Yes ... yes! I am reborn once more, as I was the day Sammaster first brought me into this form ..."

A colossal dracolich, easily one hundred and fifty feet from nose to tail, unfurls its wings above the fortress, a single giant rider on its back. Fire and lightning dance at the edges of its charred teeth, the creature's empty eye sockets taking in the battlefield. "Which of you will be the first to fall this day? Adventurers! The First Sacred One, Shargrailar, descends to claim your lives!"

Even as the dracolich advances, you recognize the giant who sits astride it. Death knight Hekaton has joined with Shargrailar to destroy you all.

FINAL SHOWDOWN

In the exciting climax of this epic adventure, the characters must defeat Shargrailar. The dracolich uses a universal hit point pool, which means it cannot be defeated at any individual table until the universal pool is depleted by all tables. To determine when Shargrailar has been defeated, you and each other DM tallies the amount of damage done to Shargrailar each round. At the end of each round, the Table Captain reports this damage to the Commander, who tallies the damage and will announce when the dracolich falls.

Death knight Hekaton does not use a universal hit point pool during part 3 of the adventure. Rather, each table gets to fight him individually. If he is brought to 0 hit points by your group, then Hekaton is defeated for your group. Remind the players of Princess Serissa's warning that the characters are to capture Hekaton, not kill him. **The King's Fate** legacy event will be recorded for each character, noting whether King Hekaton was captured or killed.

Note that while no additional boons can be earned, boons already earned and not used may still be used during Part 3.

STORY OBJECTIVE

Defeating Shargrailar and capturing Hekaton is **Story Objective C**.

SHARGRAILAR UNLEASHED

The characters can begin their fight against Shargrailar in their current location or on the open battlefield (your choice). If you are running a tier 3 table, use the **Shargrailar (reduced threat)** and **death knight Hekaton (reduced threat)** stat blocks. For a tier 4 table, use the **Shargrailar** and **death knight Hekaton** stat blocks.

Combat in this final part of the adventure continues until the Commander announces that Shargrailar has been defeated or the event has ended.

CAPTURING HEKATON

Princess Serissa has had two special siege engines constructed that can be used to fire nets to capture Hekaton. Each wooden siege engine is 30 feet tall and has AC 15, 200 hit points, and immunity to poison and psychic damage. To shoot a giant-sized net at Hekaton, a character can use an action to make a Dexterity-based attack roll that uses their proficiency modifier. If the attack hits, Hekaton is restrained, but uses his action each turn to try to escape with a DC 30 Strength (Athletics) check. If the event ends while Hekaton is trapped inside a net or otherwise restrained or incapacitated, he is considered captured. If the event ends while Hekaton is free, he is inadvertently killed by the ranged attacks of the Red Wizards and their allies.

The King's Fate story award is determined by the actions of the characters at the table, and not for the entire epic.

ADJUSTING THE SCENE

Consider the following suggestions for adjusting this scene depending on the relative strength of the party.

- **Very Weak.** An NPC gunner operates one of the net siege engines and makes one attack each round, with a +8 bonus at tier 3 and +10 bonus at tier 4. The NPC is killed if the siege engine is destroyed. Each siege engine has 230 hit points. Decrease Shargrailar's damage by 4.
- **Weak.** Each siege engine has 230 hit points. Decrease Shargrailar's damage by 2.
- **Strong.** Each siege engine has 170 hit points.
- **Very Strong.** Ignore the modifications for Shargrailar and death knight Hekaton's stat blocks noted in the sidebar in the "Creature Statistics" section. Each siege engine has 170 hit points.



REWARDS

At the **end of the session**, the characters receive rewards based upon their accomplishments.

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

A character participating in this adventure gains one level. Players must tick the box to show this reward has been claimed.

OPTIONAL: DECLINING ADVANCEMENT

Each player can decline advancement if they so choose, gaining potential benefits. It's possible that a player might want their character to not advance outside of an adventure's level range, meaning that they'd be unable to play the adventure as planned. Similarly, advancing too quickly means that a character won't earn as much gold as their peers.

Conversely, remind the players that the amount of gold their characters can earn per level is limited. Characters declining advancement might reach a point where they no longer earn gold.

GOLD

Award each character gold for each hour of the session. Adventures typically feature cues for where this treasure appears, but you can add it wherever you see fit. The maximum gold that you can award a character per hour is determined by their tier, as follows:

Tier	Hourly GP Award	GP Limit per Level
1	20 gp	80 gp
2	30 gp	240 gp
3	200 gp	1,600 gp
4	750 gp	6,000 gp

MAGIC ITEMS

The characters can keep the following magic items (described in "Appendix 8: Character Rewards") if they are found by any table participating in the epic.

For tier 3 characters:

- *Bracers of defense*
- *Spellguard shield*
- *Spell scroll of etherealness*
- *Potion of fire giant strength*
- *Potion of superior healing*

For tier 4 characters:

- *Bracers of defense*
- *Spellguard shield*
- *Ring of earth elemental command*
- *Spell scroll of control weather*
- *Potion of cloud giant strength*
- *Potion of supreme healing*

LEGACY EVENTS(S)

The characters can gain the following legacy events in this adventure.

Born from the Ashes. You befriended a **juvenile phoenix** who has brought joy, laughter, and fiery disaster into your life. The juvenile phoenix serves you as a mount, and while you are mounted upon it, you are immune to the creature's Fire Form trait. If the juvenile phoenix dies, it returns to its parents' lair, but can be summoned with the *find steed* spell.

The King's Fate. You have captured/destroyed (circle one) King Hekaton.

DUNGEON MASTER REWARDS

For running this adventure, you earn a DM Reward. See the *Adventurers League Dungeon Master's Guide* for more information.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure.

AGROMAAR

(*Ag-ruh-MAR*)

Agromaar is a bureaucrat at heart, content to do paperwork and study spells rather than engaging in dangerous field work. His primary contribution to the Red Wizards' current efforts is reading ritual books for information that can help advance the plans of Szass Tam.

What They Want. Agromaar wants to break free of the Red Wizards before something dangerous happens to him. He's nervous that his intentions will be discovered, and employs the *mind blank* spell and similar magic to keep from being caught.

Timid and Nosey. Everything Agromaar does is for knowledge. It was this bookish attitude and his knowledge of ancient rituals that brought him to his superiors' attention.

GRAW

Graw is an intelligent and talkative young goblin who is an ambassador for the Society of Brilliance—an organization of monsters dedicated to solving all the problems of the Underdark. Graw traveled to Shargrailar's abandoned lair a tenday ago in search of a duergar clan who had been abducting flumph travelers. She planned to negotiate a peace agreement, but became trapped when the Red Wizards invaded the surrounding tunnels. Graw has black hair and crisp amber eyes. She wears a fitted waistcoat, and trousers embroidered with images of pale-yellow fungi.

Graw experiences harmless, involuntary physical tics (such as quickly jerking her head) and vocal tics (such as chuffing noises and short bursts of laughter), which increase in frequency if she is experiencing stress or strong emotions. If you choose to utilize this characteristic during roleplaying, it should be used to add diversity to the character and should not be used in a comical or demeaning manner.

What They Want. Graw can provide the characters with information on the location of phylactery shards in exchange for safe escort out of the lair.

Excitable Ambassador. Graw is young and eager to take on any challenge that can help her prove herself as a worthy member of the Society of Brilliance.

IMARASKA

(*im-ah-ROS-ka*)

Imaraska is an accomplished spellcaster and spymaster serving the Red Wizards of Thay. She utilizes her network of illusory catfish to gather invaluable information, which has combined with the ruthless assassinations of her enemies to inspire her meteoric rise within the ranks of the Red Wizards. Her ancestry is drow and Shou human. She has asymmetrically cropped indigo hair and bright maroon eyes, and wears the finest purple robes with silver embroidery. Imaraska has neurological paralysis affecting her legs, and utilizes a magic chair that she can move with the flick of her wrist. The chair hovers an inch above the ground, granting her a flying speed of 40 feet and the ability to hover. The chair's magic cannot be dispelled.

What They Want. Imaraska would prefer to seize any phylactery shards claimed by the characters after watching their painful deaths. But if she feels outnumbered, she is willing to compromise and give the characters her two phylactery shards in exchange for information on Princess Serissa's goals, weaknesses, and defenses.

Inscrutable Illusionist. Imaraska is an accomplished illusionist and spy master who enjoys manipulating and controlling her enemies like pawns on a chess board, to achieve greater power and a cruel satisfaction.

IYMRITH

(*eyem-rith*)

Iymrith is an ancient blue dragon turned dracolich, sometimes called the "Doom of the Desert" or "Dragon of Statues." Blue dragon scales hang from her skeletal body, and her eyes glow yellow with hate.

What They Want. Since she was killed at the hands of heroes, Iymrith has bent her considerable intellect toward taking vengeance on every group of adventurers she can.

Never Let a Good Grudge Die. An excessively cruel dragon in life, the undead Iymrith nurtures a dark hatred of all adventurers after having been killed by adventurers in *Storm King's Thunder*. If fortune has it that any of the characters in the party are the same characters who killed her, Iymrith targets these characters first above any others.

MAYADIRU

(*my-uh-DEER-oo*)

Mayadiru is 9 feet tall, has thick, ruddy fur and a red-opal earring, and wears rough-spun clothing lined with mountain goat fur. The many pouches on their belt brim with herbs, small animal bones, and powders.

What They Want. Mayadiru wants outsiders to leave the valley. Recent activity from the Red Wizards, giants, and now adventurers have been an irritant, to say the least. The bugbear knows that the spirits of the mountain are upset, and seeks to put them to rest.

Hermit Mystic. Mayadiru has great pride in their ancestry and their knowledge of the land, and they disdain those who do not understand or appreciate this heritage. They are guarded in sharing the secrets of the valley, and distrust outsiders who they fear will use the knowledge only to further their own ends.

OTTO HOOFERDERN

(*HOO-fer-dern*)

Otto is a master of arcana, and cannot be deterred from creating the best components for Szass Tam's ritual!

What They Want. Otto wants only to finish creating the components he prepares for Szass Tam, but he's very much a manager. He saves all the small details, such as gathering materials and tools, for his minions—after he makes sure they can be trusted.

Tireless Researcher. Otto is easily frustrated by setbacks, but if his research is a success, he showers praise on those who helped him.

PRINCESS SERISSA

(SAH-riss-ah)

The youngest daughter and chosen successor of King Hekaton, Serissa is cool and calm, even as she understands that others in the giant court covet her position.

What They Want. To maintain peace among the giants, Serissa must rescue her father and secure the *Wyrmskull Throne*. The Red Wizards must face justice.

Optimistic Leader. Serissa wants to believe that all folk are innately good at heart. Reluctantly accepting the mantle of ruler once more in her father's stead, she is determined to do everything she can to find King Hekaton and return the *Wyrmskull Throne* to Maelstrom. She fears that her father's disappearance will bring about a new rise in tensions between the giant races and knows that she must defuse those tensions if she can.

SHARGRAILAR

(shar-GRAY-lar)

Shargrailar is the first dracolich, created by Sammaster who founded the Cult of the Dragon. In his first dracolich incarnation, Shargrailar is said to have been destroyed by Shandril Shessair with spellfire. His bones were scattered across the Thunder Peaks, while his phylactery was shattered and lost within his lair in those same mountains.

What They Want. Remade and bound by the will of the Red Wizards, Shargrailar is filled with rage and the desire for pure destruction.

Let It Burn. The fury that consumes Shargrailar is now controlled by Szass Tam and the Red Wizards, who have bound the dracolich to their control. He exists only to destroy.

TESKMORE

(TESK-mor)

The silver dragon Teskmor moved into this region after hearing about the destruction of Thoo-Top. The gargantuan dragon uses their Change Shape trait to take human form, posing as a modestly dressed hermit. They wear a small silver necklace bearing a tree of life medallion and an acorn-shaped pendant.

What They Want. Teskmor wants to ensure that the bones of Shargrailar are being taken into the care of those capable of dealing with their power, and willing to keep evil at bay.

Time and Memory. Teskmor speaks with a soft and slightly rumbling voice, musing over bits of facts and stories they have picked up over almost a millennium of living. They can ramble.

TYTOLA

(ty-TOL-uh)

Tytola stands 3 feet tall, and has the appearance of an oversized barn owl wearing a series of leather packs and belts around her torso. Her left leg is slowly petrifying into sandstone, from a curse bestowed on her by an earth elemental guardian years ago.

Tytola has a sprite familiar named Wallsby. If the characters ask specific questions that Tytola struggles to answer with her kenku mimicry, Wallsby says what she believes Tytola is trying to say. Tytola then mimics the sprite if he is correct.

What They Want. Tytola is concerned that the Red Wizards will upset the balance of nature in the Thunder Peaks, and wants them out of the area—by force, if necessary.

Quippy Ranger. Tytola is quick-witted, always playfully poking fun at the characters while providing advice on how to out-manuever the Red Wizards.



CREATURE STATISTICS

The following creatures appear in this adventure.

ARCHMAGE (RED WIZARD)

Medium humanoid (any race), any alignment

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 Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from stonewood)

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 archmage 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.

ASSASSIN

Medium humanoid (any race), any non-good alignment

Armor Class 15 (studded leather armor)

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 +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

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 14 (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:* +6 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:* +6 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.

BLACK ABISHAI

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	13 (+1)	16 (+3)	11 (+0)

Saving Throws Dex +6, Wis +8

Skills Perception +6, Stealth +6

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

Damage Immunities acid, fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Draconic, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

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

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

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

ACTIONS

Multiattack. The abishai makes three attacks: two with its scimitar and one with its bite.

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 9 (2d8) acid damage.

Creeping Darkness (Recharge 6). The abishai casts darkness at a point within 120 feet of it, requiring no components. Wisdom is its spellcasting ability for this spell. While the spell persists, the abishai can move the area of darkness up to 60 feet as a bonus action.

BLACKGUARD

Medium humanoid (any race), any non-good alignment

Armor Class 18 (plate armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Spellcasting. The blackguard is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

ACTIONS

Multiattack. The blackguard makes three attacks with its glaive or its shortbow.

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

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The blackguard exudes magical menace. Each enemy within 30 feet of the blackguard must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

BONECLAW

Large undead, chaotic evil

Armor Class 16 (natural)
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

Skills Perception +6, Stealth +7

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical 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.

BORE WORM

Gargantuan construct, unaligned

Armor Class 18 (natural armor)
Hit Points 247 (15d20 + 90)
Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities blinded, charmed, deafened, exhaustion, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages -

Challenge 16 (15,000 XP)

Regeneration. The worm regains 10 hit points at the start of each of its turns if it has at least 1 hit point.

Tunneler. The worm can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its grinding jaws and one with its stinger.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

CADAVER COLLECTOR

Large construct, lawful evil

Armor Class 17 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	5 (-3)	11 (+0)	8 (-1)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages but can't speak

Challenge 14 (11,500 XP)

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

Summon Specters (Recharges after a Short or Long Rest). As a bonus action, the cadaver collector calls up the enslaved spirits of those it has slain; 1d6 specters (without Sunlight Sensitivity) arise in unoccupied spaces within 15 feet of the cadaver collector. The specters act right after the cadaver collector on the same initiative count and fight until they're destroyed. They disappear when the cadaver collector is destroyed.

ACTIONS

Multiattack. The cadaver collector makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage plus 16 (3d10) necrotic damage.

Paralyzing Breath (Recharge 5–6). The cadaver collector releases paralyzing gas in a 30-foot cone. Each creature in that area must make a successful DC 18 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate armor)

Hit Points 143 (22d8 + 44)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/Day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

CLOUD GIANT SMILING ONE

Huge giant, chaotic neutral

Armor Class 15 (Natural Armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

Saving Throws CON +10, INT +6, CHA +7

Skills Deception +11, Insight +7, Perception +7, Sleight of Hand +9

Senses passive Perception 17

Languages Common, Giant

Challenge 11 (7,200 XP)

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *detect magic, fog cloud, light*

3/day: *feather fall, fly, misty step, telekinesis*

1/day: *control weather, gaseous form*

Spellcasting. The giant is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The giant has the following bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *cure wounds, disguise self, silent image, Tasha's hideous laughter*

2nd level (3 slots): *invisibility, suggestion*

3rd level (2 slots): *major image, tongues*

ACTIONS

Multiattack. The giant makes two attacks with its morningstar.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Change Shape. The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form. Any equipment the giant is wearing or carrying is absorbed by the new form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

DEATH KNIGHT HEKATON

(REDUCED THREAT)

Huge undead, chaotic evil

Armor Class 20 (plate armor, shield)

Hit Points 405 (30d12+ 250)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +15, Dex +8, Con +11, Int +9, Wis +10, Cha +10

Skills Arcana +8, Athletics +19, Perception +9

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

Damage Immunities lightning, necrotic, poison, thunder

Condition Immunities exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Abyssal, Common, Giant

Challenge 24 (62,000 XP)

Enhanced Reactions. Death knight Hekaton can make two reactions per round.

Legendary Resistance (3/Day). If Death knight Hekaton fails a saving throw, he can choose to succeed instead.

Magic Resistance. Death knight Hekaton has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless Death knight Hekaton is incapacitated, him and undead creatures of his choice within 60 feet of him have advantage on saving throws against features that turn undead.

Planar Anchored. Death Knight Hekaton is unable to be moved to another plane of existence unless Szass Tam allows him to move.

Turn Immunity. Death knight Hekaton is immune to effects that turn undead.

Undead Nature. Death knight Hekaton doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Death knight Hekaton makes three Negative Lightning Sword attacks.

Negative Lightning Sword. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. Hit: 22 (3d8 + 8) slashing damage, or 25 (3d10 + 8) slashing damage if used with two hands, plus 11 (3d6) lightning damage and 14 (3d8) necrotic damage. Hekaton can choose to do thunder damage instead of lightning damage.

Hellfire Orb. Death knight Hekaton hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each character in a 20-foot radius sphere centered on that point must make a DC 17 Dexterity saving throw. The sphere spreads around corners. A creature takes 28 (8d6) fire damage and 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

Lightning Strike. Death knight Hekaton hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Stomp. Death knight Hekaton stomps the ground, triggering a thunderclap. All other creatures within 15 feet of him must succeed on a DC 17 Constitution saving throw or take 11 (2d10) necrotic damage plus 11 (2d10) thunder damage and be deafened until the start of Hekaton's next turn. If a creature failed by 5 or more, they are also stunned until the start of Hekaton's next turn. On a successful save, a creature takes half as much damage and isn't deafened.

REACTIONS

Retort. Death knight Hekaton adds 6 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon. When Death knight Hekaton parries an attack, the attacker must make a DC 21 Strength saving throw. On a failed save, the creature is knocked back 30 feet, knocked prone, and takes 11 (3d6) necrotic damage and 11 (3d6) thunder damage. The target takes half as much damage on a successful one and is knocked back only 15 feet.

LEGENDARY ACTIONS

Death knight Hekaton 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. Death knight Hekaton regains spent legendary actions at the start of his turn.

Strike Down. Death knight Hekaton makes one attack with his Negative Lightning Sword.

King Step (2 Legendary Actions). Death knight Hekaton teleports himself to an unoccupied space within 150 feet of him. Immediately after he disappears, a thunderous boom sounds, and each creature within 10 feet of the space he left must make a DC 17 Constitution saving throw, taking 17 (3d10) thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

Storm Wall (2 Legendary Actions). Death knight Hekaton creates an opaque wall of pure storm energy at any point within 120 feet of him. The wall can be 50 feet long, 15 feet high, and 1 foot thick, can be placed on a surface or in the air in any shape, but must be one continuous surface. The wall lasts until Hekaton's next turn.

When the wall appears, each creature within its area must make a DC 17 Strength saving throw. A creature takes 7 (2d6) bludgeoning damage and 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

The storm wall keeps all other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

STAT BLOCK MODIFICATIONS

Death knight Hekaton (reduced threat) has the following modifications in part 3 of the adventure:

- He has 280 hit points.
- He starts with one level of exhaustion (disadvantage on all ability checks).

For a very strong party, ignore these modifications.

DEATH KNIGHT HEKATON

Huge undead, chaotic evil

Armor Class 22 (plate armor, shield)

Hit Points 610 (30d12+ 250)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +15, Dex +8, Con +11, Int +9, Wis +10, Cha +10

Skills Arcana +9, Athletics +21, Perception +10

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

Damage Immunities lightning, necrotic, poison, thunder

Condition Immunities exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 20

Languages Abyssal, Common, Giant

Challenge 27 (105,000 XP)

Enhanced Reactions. Death knight Hekaton can make two reactions per round.

Legendary Resistance (4/Day). If Death knight Hekaton fails a saving throw, he can choose to succeed instead.

Magic Resistance. Death knight Hekaton has advantage on saving throws against spells and other magical effects.

Marshal Undead. Unless Death knight Hekaton is incapacitated, him and undead creatures of his choice within 60 feet of him have advantage on saving throws against features that turn undead.

Planar Anchored. Death Knight Hekaton is unable to be moved to another plane of existence unless Szass Tam allows him to move.

Turn Immunity. Death knight Hekaton is immune to effects that turn undead.

Undead Nature. Death knight Hekaton doesn't require air, food, drink, or sleep.

ACTIONS

Multiaction. Death knight Hekaton makes three Negative Lightning Sword attacks.

Negative Lightning Sword. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 23 (3d8 + 9) slashing damage, or 26 (3d10 + 9) slashing damage if used with two hands, plus 14 (4d6) lightning damage and 18 (4d8) necrotic damage. Hekaton can choose to do thunder damage instead of lightning damage.

Hellfire Orb. Death knight Hekaton hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each character in a 20-foot radius sphere centered on that point must make a DC 19 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.

Lightning Strike. Death knight Hekaton hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Stomp. Death knight Hekaton stomps the ground, triggering a thunderclap. All other creatures within 15 feet of him must succeed on a DC 19 Constitution saving throw or take 17 (3d10) necrotic damage plus 17 (3d10) thunder damage and be deafened until the start of Hekaton's next turn. If a creature failed by 5 or more, they are also stunned until the start of Hekaton's next turn. On a successful save, a creature takes half as much damage and isn't deafened.

REACTIONS

Retort. Death knight Hekaton adds 8 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon. When Death knight Hekaton parries an attack, the attacker must make a DC 23 Strength saving throw. On a failed save, the creature is knocked back 30 feet, knocked prone, and takes 14 (4d6) necrotic damage and 14 (4d6) thunder damage. The target takes half as much damage on a successful one and is knocked back only 15 feet.

LEGENDARY ACTIONS

Death knight Hekaton 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. Death knight Hekaton regains spent legendary actions at the start of his turn.

Strike Down. Death knight Hekaton makes one attack with his Negative Lightning Sword.

King Step (2 Legendary Actions). Death knight Hekaton teleports himself to an unoccupied space within 150 feet of him. Immediately after he disappears, a thunderous boom sounds, and each creature within 10 feet of the space he left must make a DC 19 Constitution saving throw, taking 4d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

Storm Wall (2 Legendary Actions). Death knight Hekaton creates an opaque wall of pure storm energy at any point within 120 feet of him. The wall can be 50 feet long, 15 feet high, and 1 foot thick, can be placed on a surface or in the air in any shape, but must be one continuous surface. The wall lasts until Hekaton's next turn.

When the wall appears, each creature within its area must make a DC 19 Strength saving throw. A creature takes 9 (2d8) bludgeoning damage and 9 (2d8) lightning damage on a failed save, or half as much damage on a successful one.

The storm wall keeps all other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and automatically miss. (Boulders hurled by giants or siege engines, and similar projectiles, are unaffected.) Creatures in gaseous form can't pass through it.

STAT BLOCK MODIFICATIONS

Death knight Hekaton has the following modifications in part 3 of the adventure:

- He starts with 410 hit points.
- He starts with one level of exhaustion (disadvantage on all ability checks).

For a very strong party, ignore these modifications.

DROW MATRON MOTHER

Medium humanoid (elf), neutral evil

Armor Class 17 (half plate armor)

Hit Points 262 (35d8 + 105)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	17 (+3)	21 (+5)	22 (+6)

Saving Throws Con +9, Wis +11, Cha +12

Skills Insight +11, Perception +11, Religion +9, Stealth +10

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 21

Languages Elvish, Undercommon

Challenge 20 (25,000 XP)

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

Innate Spellcasting. The drow's innate spellcasting ability is Charisma. She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *detect magic*

1/day each: *clairvoyance*, *darkness*, *detect thoughts*, *dispel magic*, *faerie fire*, *levitate* (self only), *suggestion*

Lolth's Fickle Favor. As a bonus action, the matron can bestow the Spider Queen's blessing on one ally she can see within 30 feet of her. The ally takes 7 (2d6) psychic damage but has advantage on the next attack roll it makes until the end of its next turn.

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

Spellcasting. The drow is an 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). The drow has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bane*, *command*, *cure wounds*, *guiding bolt*

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

3rd level (3 slots): *bestow curse*, *clairvoyance*, *dispel magic*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*, *freedom of movement*, *guardian of faith*

5th level (3 slots): *contagion*, *flame strike*, *geas*, *mass cure wounds*

6th level (2 slots): *blade barrier*, *harm*

7th level (2 slots): *divine word*, *plane shift*

8th level (1 slot): *holy aura*

9th level (1 slot): *gate*

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

ACTIONS

Multiattack. The matron mother makes two demon staff attacks or three tentacle rod attacks.

Demon Staff. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) bludgeoning damage, or 8 (1d10 + 4) bludgeoning damage if used with two hands, plus 14 (4d6) psychic damage. In addition, the target must succeed on a DC19 Wisdom saving throw or become frightened of the drow for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tentacle Rod. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 3 (1d6) bludgeoning damage. If the target is hit three times by the rod on one turn, the target must succeed on a DC 15 Constitution saving throw or suffer the following effects for 1 minute: the target's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

Summon Servant (1/day). The drow magically summons a retriever or a yochlol. The summoned creature appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

LEGENDARY ACTIONS

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

Demon Staff. The drow makes one attack with her demon staff.

Compel Demon (Costs 2 Actions). An allied demon within 30 feet of the drow uses its reaction to make one attack against a target of the drow's choice that she can see.

Cast a Spell (Costs 1-3 Actions). The drow expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.

EVOKER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

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

Cantrips (at will): *fire bolt**, *light**, *prestidigitation*, *ray of frost**

1st level (4 slots): *burning hands**, *mage armor*, *magic missile**

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

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

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

5th level (2 slots): *Bigby's hand**, *cone of cold**

6th level (1 slot): *chain lightning**, *wall of ice**

*Evocation spell

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

FIRE ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate armor)

Hit Points 123 (19d8 + 38)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	9 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, one language of its creator's choice

Challenge 7 (2,900 XP)

Illumination. The myrmidon sheds bright light in a 20-foot radius and dim light in a 40-foot radius.

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

Water Susceptibility. For every 5 feet the myrmidon moves in 1 foot or more of water, it takes 2 (1d4) cold damage.

ACTIONS

Multiattack. The myrmidon makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Fiery Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) fire damage.

FIRE GIANT

Huge giant, lawful evil

Armor Class 18 (plate)

Hit Points 162 (13d12 + 78)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (+1)	23 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws DEX +3, CON +10, CHA +5

Skills Athletics +11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 9 (5,000 XP)

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

FIRE GIANT DREADNOUGHT

Huge giant, lawful evil

Armor Class 21 (plate, shields)

Hit Points 187 (15d12 + 90)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (+1)	23 (+6)	8 (-1)	10 (+0)	11 (+0)

Saving Throws DEX +4, CON +11, CHA +5

Skills Athletics +13, Perception +5

Damage Immunities fire

Senses passive Perception 15

Languages Giant

Challenge 14 (11,500 XP)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

ACTIONS

Multiattack. The giant makes two fireshield attacks.

Fireshield. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6 + 8) bludgeoning damage, or 29 (6d6 + 8) bludgeoning damage if it was already prone.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages that it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrible Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrible Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil* and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

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

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

Multiattack. The zombie makes two melee attacks.

Empowered Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

IRON GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 16 (15,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

ACTIONS

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 5–6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

LICH

Medium undead, any evil alignment

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

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

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

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

Damage Resistances cold, lightning, necrotic

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

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP) or 22 (41,000 XP) when encountered in lair

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

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

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

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*
1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*
2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*
3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*
4th level (3 slots): *blight*, *dimension door*
5th level (3 slots): *cloudkill*, *scrying*
6th level (1 slot): *disintegrate*, *globe of invulnerability*
7th level (1 slot): *finger of death*, *plane shift*
8th level (1 slot): *dominate monster*, *power word stun*
9th level (1 slot): *power word kill*

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

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Cantrip. The lich casts a cantrip.

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

Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become

frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

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

LAIR ACTIONS

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

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

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)

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

Spellcasting. The archmage is an 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The archmage 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*
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.

MAGIC-THIEVING STONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The statue is immune to any spell or effect that would alter its form.

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

Magic Theft. As a bonus action, the golem targets one creature it can see within 30 feet of it. The target must succeed on a DC 17 Charisma saving throw, or all magic items in its possession are teleported to a vault designated by its creator.

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

ACTIONS

Multiattack. The statue makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The statue targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Melee Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

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

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

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

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

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

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

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

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

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

*Necromancy spell of 1st level or higher

ACTIONS

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

NIGHTWALKER

Huge undead, chaotic evil

Armor Class 14

Hit Points 297 (22d12 + 154)

Speed 40 ft., fly 40 ft.

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

Saving Throws Con +13

Damage Resistances acid, cold, fire, lightning, thunder;

bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, prone, restrained

Condition Immunities exhaustion, frightened, grappled,

paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 9

Languages -

Challenge 20 (25,000 XP)

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

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

ACTIONS

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

Enervating Focus. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. Hit: 28 (5d6 + 6) necrotic damage. The target must succeed on a DC 21 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest.

Finger of Doom (Recharge 6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) The nightwalker points at one creature it can see within 300 feet of it. The target must succeed on a DC 21 Wisdom saving throw or take 26 (4d12) necrotic damage and become frightened until the end of the nightwalker's next turn. While frightened in this way, the creature is also paralyzed. If a target's saving throw is successful, the target is immune to the nightwalker's Finger of Doom for the next 24 hours.

NYCALOTH

Large fiend (yugoloth), neutral evil

Armor Class 18 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	12 (+1)	10 (+0)	15 (+2)

Skills Intimidation +6, Perception +4, Stealth +4

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The nycaloth's innate spellcasting ability is Charisma. The nycaloth can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *mirror image*

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

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

ACTIONS

Multiattack. The nycaloth makes two melee attacks, or it makes one melee attack and teleports before or after the attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or take 5 (2d4) slashing damage at the start of each of its turns due to a fiendish wound. Each time the nycaloth hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Teleport. The nycaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

PHOENIX, ADVANCED

Gargantuan elemental, neutral

Armor Class 18 (natural armor)

Hit Points 175 (10d20 + 70)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	25 (+7)	6 (-2)	21 (+5)	18 (+4)

Saving Throws Wis +10, Cha +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 15

Languages Goblin, Primordial

Challenge 16 (15,000 XP)

Fiery Death and Rebirth. When the phoenix dies, it explodes. Each creature within 60-feet of it must make a DC 20 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't worn or carried. The explosion destroys the phoenix's body and leaves behind an egg-shaped cinder that weighs 5 pounds. The cinder is blazing hot, dealing 21 (6d6) fire damage to any creature that touches it, though no more than once per round. The cinder is immune to all damage, and after 1d6 days, it hatches a new phoenix.

Fire Form. The phoenix can move through a space as narrow as 1 inch wide without squeezing. Any creature that touches the phoenix or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the phoenix can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage. With a touch, the phoenix can also ignite flammable objects that aren't worn or carried (no action required).

Flyby. The phoenix doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The phoenix sheds bright light in a 60-foot radius and dim light for an additional 30 feet.

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

Siege Monster. The phoenix deals double damage to objects and structures.

ACTIONS

Multiattack. The phoenix makes two attacks: one with its beak and one with its fiery talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fiery Talons. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) fire damage.

PURPLE WORM

Gargantuan monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 247 (15d20 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11, Wis +4

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9

Languages -

Challenge 15 (13,000 XP)

Tunneler. The worm can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns. If the worm takes 30 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 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 worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

RETRIEVER

Large construct, lawful evil

Armor Class 19 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	3 (-4)	11 (+0)	4 (-3)

Saving Throw Dex +8, Con +10, Wis +5

Skills Perception +5, Stealth +8

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 15

Languages understands Abyssal, Elvish, and Undercommon but can't speak

Challenge 14 (11,500 XP)

Faultless Tracker. The retriever is given a quarry by its master. The quarry can be a specific creature or object the master is personally acquainted with, or it can be a general type of creature or object the master has seen before. The retriever knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The retriever can have only one such quarry at a time. The retriever also always knows the location of its master.

Innate Spellcasting. The retriever's innate spellcasting ability is Wisdom (spell save DC 13). The steel predator can innately cast the following spells, requiring no material components:

At will: *plane shift* (only self and up to one incapacitated creature which is considered willing for the spell), *web*

ACTIONS

Multiattack. The retriever makes two foreleg attacks and uses its force or paralyzing beam once, if available.

Foreleg. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Force Beam. The retriever targets one creature it can see within 60 feet of it. The target must make a DC 16 Dexterity saving throw, taking 27 (5d10) force damage on a failed save, or half as much damage on a successful one.

Paralyzing Beam (Recharge 5–6). The retriever targets one creature it can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the paralyzed creature is Medium or smaller, the retriever can pick it up as part of the retriever's move and walk or climb with it at full speed.

ROC

Gargantuan monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 248 (16d20 + 80)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +3

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 11 (7,200 XP)

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The roc makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 27 (4d8 + 9) piercing damage.

Talons. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

SHADOW ASSASSIN

Medium undead, chaotic evil

Armor Class 14

Hit Points 70 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-6)	19 (+4)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Saving Throw Dex +8, Int +5

Skills Perception +9, Stealth +12

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 19

Languages understands the languages it knew in life but can't speak
Challenge 9 (5,000 XP)

Amorphous. The assassin can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the assassin has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The assassin makes two Shadow Blade attacks.

Shadow Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 5) piercing damage plus 10 (3d6) necrotic damage. Unless the target is immune to necrotic damage, the target's Strength score is reduced by 1d4 each time it is hit by this attack. The target dies if its Strength is reduced to 0. The reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a shadow (see the *Monster Manual*) rises from the corpse 1d4 hours later.

SHARGRAILAR (REDUCED THREAT)

Gargantuan undead, chaotic evil

Armor Class 22 (natural armor)

Hit Points 658 (44d20 + 458) for tables running solo

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	18 (+4)	16 (+3)	27 (+8)

Saving Throws Dex +8, Con +16, Int +11, Wis +10, Cha +15

Skills Arcana +11, Athletics +17, Intimidation +22, Perception +19

Damage Resistances force, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, lightning, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., truesight 120 ft., passive Perception 31

Languages Common, Draconic

Challenge 26 (90,000 XP)

Legendarily Reactive For each remaining use of legendary resistance that Shargrailar has, it gains an extra reaction each round.

Legendary Resistance (4/Day) If Shargrailar fails a saving throw, he can choose to succeed instead.

Magical Attacks Shargrailar's attacks are considered magical.

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

Metamagic Shargrailar can modify his spellcasting with the following metamagic options:

- **Distant Spell (4/Day).** When Shargrailar casts a spell that has a range of 5 feet or greater, he can choose to double the range of the spell. If the spell has a range of touch, he can choose to make the range of the spell 30 feet.
- **Subtle Spell (4/Day).** When Shargrailar casts a spell, he can choose to cast it without any somatic or verbal components.
- **Transmuted Spell (4/Day).** When Shargrailar casts a spell that deals a type of damage from the following list, he can choose to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

Planar Anchored. Shargrailar is unable to be moved to another plane of existence unless Szass Tam allows him to move.

Spellcasting Shargrailar is a 16th-level spellcaster. His spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). Shargrailar has the following sorcerer spells prepared, and ignores material components:

Cantrips (at will): *chill touch*, *fire bolt*, *lightning lure*, *minor illusion*, *mold earth*, *shocking grasp*

1st level (4 slots): *absorb elements*, *fog cloud*, *shield*

2nd level (3 slots): *hold person*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *lightning bolt*

4th level (3 slots): *cone of cold*, *dimension door*, *wall of fire*

5th level (3 slots): *banishment*, *hold monster*, *synaptic static*

6th level (2 slots): *chain lightning*, *disintegrate*

7th level (2 slots): *reverse gravity*, *teleport*

8th level (1 slot): *earthquake*

Turn Immunity. Shargrailar is immune to effects that turn undead.

Undead Nature. Shargrailar doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Shargrailar can use its Frightful Presence. It then chooses one of the following sets of attacks: One with its bite and two with its claws and one with its tail, or two with Pride Barrage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage and 14 (4d6) lightning damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Pride Barrage. *Ranged Weapon Attack:* +15 to hit, reach 120 ft., one target. *Hit:* 19 (3d6 + 8) fire damage and 19 (3d6 + 8) lightning damage. In addition, any other creatures within 30 feet of the target must make a DC 24 Dexterity saving throw. They each take 9 (2d4 + 4) fire damage and 9 (2d4 + 4) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of Shargrailar's choice that is within 120 feet of Shargrailar and aware of it must succeed on a DC 22 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 Shargrailar's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Shargrailar 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. Shargrailar regains spent legendary actions at the start of its turn.

Cast Spell (Costs 1–3 Actions). Shargrailar casts a spell of 3rd level or lower for 1 Legendary Action. Shargrailar can cast a spell of 4th or 5th level instead for 2 or 3 Legendary Actions, respectively.

Detect. Shargrailar makes a Wisdom (Perception) check.

Pride Shot. Shargrailar makes one Pride Barrage attack.

Wing Attack (Costs 2 Actions). Shargrailar beats his wings.

Each creature within 15 feet of him must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Shargrailar can then fly up to half his flying speed.

Fire and Lightning Breath (Costs 3 Actions). Shargrailar moves up to half of his flying speed, and then exhales fire and lightning in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 46 (13d6) fire damage and 46 (13d6) lightning on a failed save, or half as much damage on a successful one.

SHARGRAILAR

Gargantuan undead, chaotic evil

Armor Class 24 (natural armor)

Hit Points 1,038 (44d20 + 458) for tables running solo

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	18 (+4)	16 (+3)	27 (+8)

Saving Throws Dex +9, Con +17, Int +12, Wis +11, Cha +16

Skills Arcana +12, Athletics +18, Intimidation +24, Perception +21

Damage Resistances force, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, lightning, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., truesight 120 ft., passive Perception 31

Languages Common, Draconic

Challenge 30 (155,000 XP)

Legendarily Reactive For each remaining use of legendary resistance that Shargrailar has, it gains an extra reaction each round.

Legendary Resistance (5/Day). If Shargrailar fails a saving throw, he can choose to succeed instead.

Magical Attacks Shargrailar's attacks are considered magical.

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

Metamagic Shargrailar can modify his spellcasting with the following metamagic options:

- **Distant Spell (5/Day).** When Shargrailar casts a spell that has a range of 5 feet or greater, he can choose to double the range of the spell. If the spell has a range of touch, he can choose to make the range of the spell 30 feet.
- **Subtle Spell (5/Day).** When Shargrailar casts a spell, he can choose to cast it without any somatic or verbal components.
- **Transmuted Spell (4/Day).** When Shargrailar casts a spell that deals a type of damage from the following list, he can choose to change that damage type to one of the other listed types: acid, cold, fire, lightning, poison, thunder.

Planar Anchored. Shargrailar is unable to be moved to another plane of existence unless Szass Tam allows him to move.

Spellcasting Shargrailar is a 19th-level spellcaster. His spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). Shargrailar has the following sorcerer spells prepared, and ignores material components:

Cantrips (at will): *chill touch*, *fire bolt*, *lightning lure*, *minor illusion*, *mold earth*, *shocking grasp*

1st level (4 slots): *absorb elements*, *fog cloud*, *shield*

2nd level (3 slots): *hold person*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *lightning bolt*

4th level (3 slots): *cone of cold*, *dimension door*, *wall of fire*

5th level (3 slots): *banishment*, *hold monster*, *synaptic static*

6th level (2 slots): *chain lightning*, *disintegrate*

7th level (2 slots): *reverse gravity*, *teleport*

8th level (1 slot): *earthquake*

9th level (1 slot): *power word kill*

Turn Immunity. Shargrailar is immune to effects that turn undead.

Undead Nature. Shargrailar doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Shargrailar can use its Frightful Presence. It then chooses one of the following sets of attacks: One with its bite and two with its claws and one with its tail, or two with Pride Barrage.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 21 (6d6) fire damage and 21 (6d6) lightning damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Pride Barrage. *Ranged Weapon Attack:* +16 to hit, reach 120 ft., one target. *Hit:* 22 (4d6 + 8) fire damage and 22 (4d6 + 8) lightning damage. In addition, any other creatures within 30 feet of the target must make a DC 25 Dexterity saving throw. They each take 11 (2d6 + 4) fire damage and 11 (2d6 + 4) lightning damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of Shargrailar's choice that is within 120 feet of Shargrailar and aware of it must succeed on a DC 23 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 Shargrailar's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

Shargrailar 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. Shargrailar regains spent legendary actions at the start of its turn.

Cast Spell (Costs 1–3 Actions). Shargrailar casts a spell of 3rd level or lower for 1 Legendary Action. Shargrailar can cast a spell of 4th or 5th level instead for 2 or 3 Legendary Actions, respectively.

Detect. Shargrailar makes a Wisdom (Perception) check.

Pride Shot. Shargrailar makes one Pride Barrage attack.

Wing Attack (Costs 2 Actions). Shargrailar beats his wings.

Each creature within 15 feet of him must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Shargrailar can then fly up to half his flying speed.

Fire and Lightning Breath (Costs 3 Actions). Shargrailar moves up to half of his flying speed, and then exhales fire and lightning in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 56 (15d6) fire damage and 56 (15d6) lightning on a failed save, or half as much damage on a successful one

SKULL LORD

Medium undead, lawful evil

Armor Class 18 (Plate)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	17 (+3)	16 (+3)	15 (+2)	21 (+5)

Skills Athletics +7, History +8, Perception +12, Stealth +8

Damage Resistances Cold, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Stunned, Unconscious

Senses darkvision 60 ft., passive Perception 22

Languages all the languages it knew in life

Challenge 15 (13,000 XP)

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

Master of the Grave. While within 30 feet of the skull lord, any undead ally of the skull lord makes saving throws with advantage, and that ally regains 1d6 hit points whenever it starts its turn there.

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

Spellcasting. The skull lord is a 13th-level spellcaster. Its spellcasting ability is Charisma (spell save DC18, +10 to hit with spell attacks). The skull lord knows the following sorcerer spells:

Cantrips (at will): *chill touch*, *fire bolt*, *mage hand*, *poison spray*, *ray of frost*, *shocking grasp*

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

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

3rd level (3 slots): *fear*, *haste*

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

5th level (2 slots): *cloudkill*, *cone of cold*

6th level (1 slot): *eyebite*

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

ACTIONS

Multiattack. The skull lord makes three bone staff attacks.

Bone Staff. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 14 (4d6) necrotic damage.

LEGENDARY ACTIONS

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

Bone Staff (Costs 2 Actions). The skull lord makes a bone staff attack.

Cantrip. The skull lord casts a cantrip.

Move. The skull lord moves up to its speed without provoking opportunity attacks.

Summon Undead (Costs 3 Actions). Up to five skeletons or zombies appear in unoccupied spaces within 30 feet of the skull lord and remain until destroyed. Undead summoned in this way roll initiative and act in the next available turn. The skull lord can have up to five undead summoned by this ability at a time.

STEEL PREDATOR

Large construct, lawful evil

Armor Class 20 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	22 (+6)	4 (-3)	14 (+2)	6 (-2)

Skills Perception +7, Stealth +8, Survival +7

Damage Resistances cold, lightning, necrotic, thunder

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

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages understands Modron and the language of its owner but can't speak

Challenge 16 (15,000 XP)

Innate Spellcasting. The steel predator's innate spellcasting ability is Wisdom. The steel predator can innately cast the following spells, requiring no components:

At will: *dimension door* (self only), *plane shift* (self only),

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

Magic Weapons. The steel predator's weapon attacks are magical.

ACTIONS

Multiattack. The steel predator makes three attacks: one with its bite and two with its claw.

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

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Stunning Roar (Recharge 5–6). The steel predator emits a roar in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 27 (5d10) thunder damage, drops everything it's holding, and is stunned for 1 minute. On a successful save, a creature takes half as much damage. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STORM GIANT

Huge giant, chaotic good

Armor Class 16 (scale mail)
Hit Points 230 (20d12 + 100)
Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

Saving Throws Str +14, Con +10, Wis +9, Cha +9
Skills Arcana +8, Athletics +14, History +8, Perception +9
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 19
Languages Common, Giant
Challenge 13 (10,000 XP)

Amphibious. The giant can breathe air and water.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *feather fall*, *levitate*, *light*
3/day: *control weather*, *water breathing*

ACTIONS

Multiattack. The giant makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) slashing damage.

Rock. *Ranged Weapon Attack:* +14 to hit, reach 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

Lightning Strike (Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Thunderous Stomp (Recharge 6). The storm giant stomps the ground, triggering a thunderclap. All other creatures within 15 feet of the giant must succeed on a DC 17 Constitution saving throw or take 33 (6d10) thunder damage and be deafened until the start of the giant's next turn. On a successful save, a creature takes half as much damage and isn't deafened. The thunderclap can be heard out to a range of 1,200 feet.

CORRUPTED STORM GIANTS

In "Quest 1F: Protect the Princess," the corrupting effect of the Red Wizard ritual gives the storm giants the following adjustments to their stat block:

- Thunderous Stomp deals 17 (3d10) thunder damage and 17 (3d10) fire damage, rather than 33 (6d10) thunder damage.
- Each giant has the following trait:
Legendary Resistance (1/Day). If the storm giant fails a saving throw, they can choose to succeed instead.

STORM GIANT QUINTESSENT

Huge giant, chaotic good

Armor Class 12
Hit Points 230 (20d12 + 100)
Speed 50 ft., fly 50 ft. (hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	17 (+3)	20 (+5)	19 (+4)

Saving Throws Str +14, Con +10, Wis +10, Cha +9
Skills Arcana +8, History +8, Perception +10
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities lightning, thunder
Senses truesight 60 ft., passive Perception 20
Languages Common, Giant
Challenge 16 (15,000 XP)

Amphibious. The giant can breathe air and water.

ACTIONS

Multiattack. The giant makes two Lightning Sword attacks or uses Wind Javelin twice.

Lightning Sword. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 40 (9d6 + 9) lightning damage.

Wind Javelin. The giant coalesces wind into a javelin-like form and hurls it at a creature it can see within 600 feet of it. The javelin is considered a magic weapon and deals 19 (3d6 + 9) piercing damage to the target, striking unerringly. The javelin disappears after it hits.

LEGENDARY ACTIONS

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

Gust. The giant targets a creature it can see within 60 feet of it and creates a magical gust of wind around it. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in any horizontal direction the giant chooses.

Thunderbolt (2 Actions). The giant hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

One with the Storm (3 Actions). The giant vanishes, dispersing itself into the storm surrounding its lair. The giant can end this effect at the start of any of its turns, becoming a giant once more and appearing in any location it chooses within its lair. While dispersed, the giant can't take any actions other than lair actions, and it can't be targeted by attacks, spells, or other effects. The giant can't use this ability outside its lair, nor can it use this ability if another creature is using a control weather spell or similar magic to quell the storm.

STONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TOMB TAPPER

Huge construct, lawful neutral

Armor Class 17 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	14 (+2)	14 (+2)	11 (+0)

Skills Perception +6
Damage Resistances lightning
Damage Immunities cold, fire
Condition Immunities charmed, frightened
Senses blindsight 240 ft. (blind beyond this radius), passive Perception 16
Languages understands Common and Undercommon but doesn't speak, telepathy 60 ft.
Challenge 10 (5,900 XP)

Petrified Death. A tomb tapper reduced to 0 hit points turns into a lifeless stone statue. Anything it's wearing or carrying is not transformed.

Sense Magic. The tomb tapper senses magic within 30 feet of it and can use an action to pinpoint the location of any creature, object, or area in that range that bears magic. This sense penetrates barriers but is blocked by a thin sheet of lead.

Tunneler. The tomb tapper can burrow through solid rock at half its burrowing speed and leaves a 10-foot-wide, 20-foot-tall tunnel in its wake.

Unusual Nature. The tomb tapper doesn't require air or sleep.

ACTIONS

Multiattack. The tomb tapper makes two melee attacks with its sledgehammer or with its claws. If it hits the same creature with both claws, it can pull that creature within 5 feet of its mouth and make a bite attack against it.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Sledgehammer. *Melee or Ranged Weapon Attack:* +10 to hit, reach 15 ft. or range 30/120 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning or force damage (tomb tapper's choice). If thrown, the hammer returns to the tomb tapper at the end of its turn, landing at the tomb tapper's feet if it doesn't have a hand free to catch the weapon.

WRAITH, TIER 3 (DDAL00-01)

Medium undead, neutral evil

Armor Class 14

Hit Points 158 (19d8 + 78)

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

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +6, Int +7, Wis +6, Cha +8

Skills Deception +8, Insight +6, Perception +6, Persuasion +8

Damage Resistances acid, cold, fire, lightning, thunder

Damage Immunities silvered weapons, weapons that are not magical; necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 15 (13,000 XP)

Empowered Undead. The wraith has advantage on saving throws versus magic and magic effects.

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

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

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

ACTIONS

Life Drain. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 41 (6d8 + 5) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

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

ULTROLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 19 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	19 (+4)

Skills Intimidation +9, Perception +7, Stealth +8

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

Damage Immunities acid, poison

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., darkvision 60 ft., passive Perception 16

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 13 (10,000 XP)

Innate Spellcasting. The ultroloth's innate spellcasting ability is Charisma. The ultroloth can innately cast the following spells, requiring no material components:

At will: *alter self*, *clairvoyance*, *darkness*, *detect magic*, *detect thoughts*, *dispel magic*, *invisibility* (self only), *suggestion*

3/day: *dimension door*, *fear*, *wall of fire*

1/day: *fire storm*, *mass suggestion*

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

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

ACTIONS

Multiattack. The ultroloth can use its Hypnotic Gaze and makes three melee attacks.

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

Hypnotic Gaze. The ultroloth's eyes sparkle with opalescent light as it targets one creature it can see within 30 feet of it. If the target can see the ultroloth, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed until the end of the ultroloth's next turn. The charmed target is stunned. If the target's saving throw is successful, the target is immune to the ultroloth's gaze for the next 24 hours.

Teleport. The ultroloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

YAGNOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +6, Int +7, Wis +6, Cha +8

Skills Deception +8, Insight +6, Perception +6, Persuasion +8

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

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 11 (7,200 XP)

Innate Spellcasting. The yagnoloth's innate spellcasting ability is Charisma. The yagnoloth can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*, *invisibility* (self only), *suggestion*

3/day: *lightning bolt*

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

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

ACTIONS

Multiattack. The yagnoloth makes one massive arm attack and one electrified touch attack, or it makes one massive arm attack and teleports before or after the attack.

Electrified Touch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) lightning damage.

Massive Arm. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 23 (3d12 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or is stunned until the end of the yagnoloth's next turn.

Life Leech. The yagnoloth touches one incapacitated creature within 15 feet of it. The target takes 36 (7d8 + 4) necrotic damage, and the yagnoloth gains temporary hit points equal to half the damage dealt. The target must succeed on a DC 16 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest, and the target dies if its hit point maximum is reduced to 0.

Battlefield Cunning (Recharge 4–6). Up to two allied yugoloths within 60 feet of the yagnoloth that can hear it can use their reactions to make one melee attack each.

Teleport. The yagnoloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.



APPENDIX 1: CODE BREAKER HANDOUT

You have finally cracked the cypher that encoded the tome titled *The Death of the Mind*. After a careful reading, several things have become clear. There is nothing in this book that suggests Master Reader Alsboth needed it to create the ritual to find the *Wyrmskull Throne*. Indeed, the Chultan tome discusses controlling minds and souls, with a focus on the complicated magical theory of moving mind and soul from one vessel to another. It further explores the use of corporeal undead as targets, and ways to place souls into undead hosts. A person wielding these theories could design a magic ritual to trade bodies and effectively live forever.

The details needed to complete such rituals are not present in this tome. However, you immediately note two potential applications connected to your present mission.

- You have an insight into the rituals that create certain corporeal undead, and can gain benefits when trying to disrupt those rituals. Given the Thayan predilection for the creation of undead, you might soon have use for this lore.
- 'It is possible that you might be able to devise a way to save or transfer King Hekaton's soul from his corrupted Death Knight body, or whatever phylactery the Thayans are keeping it in.

APPENDIX 2: PART 1 TIER 3 QUESTS

EXPLORATION QUESTS

QUEST 1A: GONE IN A FLASH

Characters sent to find Shargrailar's bones arrive at a cavern entrance blazing with heat and static electricity. Though the bones are easily spotted, retrieving them presents a dangerous task.

QUEST 1B: DANCING WITH FIRE

While trailing a group of Red Wizards, the characters encounter a bugbear mystic named Mayadiru, who warns them that elemental activity is flaring up in the area. A nearby fiery cavern holds Shargrailar's leg bones—but is guarded by elemental power.

SOCIAL INTERACTION QUESTS

QUEST 1C: THE MORBID MONASTERY

The characters must explore the ruins of an ancient monastery, locating Shargrailar's bones with the help of the site's residents—both living and undead.

QUEST 1D: SILVER SOLITUDE

A Thunder Peaks hermit claims to know where two dragon neck bones can be found. The hermit is happy to show the bones' location to characters who come with good intentions—but has a secret reason to sound the characters out on their goals and allegiances.

COMBAT QUEST

QUEST 1E: A ROCKY PURSUIT

Tipped off by a kenku ranger, the characters go after a magical cart hauling bones through a remote ravine. With careful planning and tactics, they can put down the threat of a Red Wizard patrol and claim a collection of Shargrailar's bones.

APPENDIX 3: PART 1 TIER 4 QUESTS

EXPLORATION QUESTS

QUEST 1G: THE COLOR OF PAIN

The characters enter Shargrailar's long-abandoned lair in the caverns of the Thunder Peaks, and must solve a pair of deadly puzzles to retrieve some of the shards of the dracolich's phylactery.

QUEST 1H: A FRIEND IN NEED

The characters travel into Shargrailar's lair to meet with a Thayan contact who needs safe escort out. They must find the contact while avoiding the notice of the Red Wizards—and then steal some of the shards of Shargrailar's phylactery from a powerful Red Wizard operative.

SOCIAL INTERACTION QUESTS

QUEST 1I: TURNCOAT

The characters must infiltrate a Thayan research site to find a Red Wizard interested in defecting from that order—giving them a chance to claim some of the shards of Shargrailar's phylactery that the Thayans have already collected.

QUEST 1J: RITUAL DISASTER

The ritual to bring back Shargrailar requires a number of complex and valuable components. By undermining the efforts of the high-ranking Red Wizard working to prepare those components, the characters have a chance to sabotage the ritual before it reaches fruition.

COMBAT QUEST

QUEST 1K: DIG DEEP

The characters must take on the construct defenders of a dig site, then overcome the powerful magic of a secret vault to retrieve some of the shards of Shargrailar's phylactery.

APPENDIX 4: JUVENILE PHOENIX HANDOUT

JUVENILE PHOENIX

Large elemental, neutral

Armor Class 13

Hit Points 95 [7d20 + 7]

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Primordial

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

JUVENILE PHOENIX

Large elemental, neutral

Armor Class 13

Hit Points 95 (7d20 + 21)

Speed 50 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Goblin, Primordial

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

APPENDIX 5: PRISMATIC KEYS HANDOUT (QUEST 1G)

INSCRIPTION ON THE FLOOR:

Place of life, place of death. Feeling of strife, feeling of breath. The world submits to these colors alone.

INSCRIPTION ON THE DOOR:

Green is next to yellow and orange.

Blue is not next to yellow nor is white next to Divination.

If enchantment is blue then transmutation is white.

Divination is orange and/or necromancy is violet.

Indigo is next to illusion and across from orange.

Abjuration is either violet or yellow.

APPENDIX 6: PART 2 TIER 3 ENCOUNTERS

The encounters in part 2 don't focus on a specific pillar of play, but all involve combat.'

ENCOUNTER 2A: DESTRUCTIVE DIVERSION

The characters must help their giant allies break down the walls of the Red Wizards' fortress by identifying weak spots, dispelling the magic that protects them, and calling in artillery to smash through.

ENCOUNTER 2B: FUGUE MACHINE

The characters go to the highest tower of the Thayan stronghold to disable the powerful *Fugue Machine*, allowing them to end the etherealness effect on the battlefield.

ENCOUNTER 2C: WHAT GOES DOWN MUST COME UP

The characters must destroy a necrotic wellspring that provides the Red Wizards with their undead troops—but those undead troops and their masters are spoiling for a fight.

APPENDIX 7: PART 2 TIER 4 ENCOUNTERS

The encounters in part 2 don't focus on a specific pillar of play, but all involve combat.

ENCOUNTER 2D: CLAIMING THE THRONE

At long last, Princess Serissa's agents have discovered the location of the *Wyrmskull Throne*! The characters must now recover the artifact before the Red Wizards finish preparing it for their dread ritual.

ENCOUNTER 2E: PARDON THE INTERRUPTION

A pair of powerful archmages are focusing the magic of the Red Wizards' ritual. To help hinder the rise of Shargrailar, these casters and their volatile ceremony must be stopped.

ENCOUNTER 2F: LEFT FOR UNDEAD

In the lead-up to the ritual to remake Shargrailar, the Red Wizards have been experimenting with the processes of creating undead, trying to merge and migrate the undead life force between bodies. These dread experiments must be stopped.

APPENDIX 8: CHARACTER REWARDS

The characters can keep the following magic items if they are found during the adventure. It is suggested that you print off enough copies of this page to be able to give one to each of your players, crossing out rewards they didn't receive during the session.

BRACERS OF DEFENSE

Wondrous item, rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

This item is found in the *Dungeon Master's Guide*. These bracers take the form of red satin evening gloves, and are incredibly soft and surprisingly warm. Featuring detailed golden embroidery depicting the brutal slaughter of duergar rebels, these gloves grow warmer when within 100 feet of any elemental.

RING OF EARTH ELEMENTAL COMMAND

Ring, legendary (requires attunement)

While wearing this ring, you have advantage on attack rolls against elementals from the Elemental Plane of Earth and they have disadvantage on attack rolls against you. In addition, you have access to properties based on the Elemental Plane of Earth.

The ring has 5 charges. It regains 1d4 + 1 expended charges daily at dawn. Spells cast from the ring have a save DC of 17.

You can expend 2 of the ring's charges to cast *dominate monster* on an earth elemental. In addition, you can move in difficult terrain that is composed of rubble, rocks, or dirt as if it were normal terrain. You can also speak and understand Terrain.

If you help slay an earth elemental while attuned to the ring, you gain access to the following additional properties:

- You have resistance to acid damage.
- You can move through solid earth or rock as if those areas were difficult terrain. If you end your turn there, you are shunted out to the nearest unoccupied space you last occupied.
- You can cast the following spells from the ring, expending the necessary number of charges: *stone shape* (2 charges), *stoneskin* (3 charges), or *wall of stone* (3 charges).

This item is found in the *Dungeon Master's Guide*. The ring is made of beaten brass and set with a many-faceted apatite stone. While attuned to this item, your skin becomes extremely dry and is prone to cracking. Only the finest lotions and oils can keep this effect at bay.

(This item is available only to tier 4 characters.)

POTION OF GIANT STRENGTH

Potion, varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see below). The potion has no effect on you if your Strength is equal to or greater than that score.

This 'potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. This item is found in the *Dungeon Master's Guide*.

Tier 3. *Potion of fire giant strength* (rare, 25 Strength).

Tier 4. *Potion of cloud giant strength* (very rare, 27 Strength).

POTION OF HEALING

Potion, common

You regain hit points when you drink this potion, with the number of hit points depending on the potion's rarity. Whatever its potency, the potion's red liquid glimmers when agitated. This item is found in the *Dungeon Master's Guide*.

Tier 3. *Potion of superior healing* (rare, 8d4 + 8 hit points regained).

Tier 4. *Potion of supreme healing* (very rare, 10d4 + 20 hit points regained).

SPELLGUARD SHIELD

Armor (shield), very rare (requires attunement)

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

This item is found in the *Dungeon Master's Guide*. This tower shield is made of hundreds of interlocking humanoid bones, dipped in a shimmering silver resin. When you are targeted by a spell, the bones vibrate gently and emit deep, ominous chanting in ancient Oman, lasting for 1d6 rounds.

SPELL SCROLL

Scroll, varies

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity.

Tier 3. *Spell scroll of etherealness* (very rare).

Tier 4. *Spell scroll of control weather* (very rare).

LEGACY EVENT: BORN FROM THE ASHES

You befriended a **juvenile phoenix** who has brought joy, laughter, and fiery disaster into your life. The juvenile phoenix serves you as a mount, and while you are mounted upon it, you are immune to the creature's Fire Form trait. If the juvenile phoenix dies, it returns to its parents' lair, but can be summoned with the *find steed* spell.

LEGACY EVENT: THE KING'S FATE

You have captured/destroyed (circle one) King Hekaton.

APPENDIX 9. DUNGEON MASTER TIPS

To run an adventure as a DM, you must have three to seven players, each with their own character within the adventure's level range (see the "Adventure Primer" section at the start of the adventure).

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE ANNUAL STORYLINE?

You can find out more about the Dreams of the Red Wizards storyline here:

<http://dndadventurersleague.org/storyline-seasons/dreamsof-the-red-wizards/>

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 it, 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 the adventure, such as notecards, a DM screen, miniatures, and battle maps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) score; and anything the adventure specifies as notable (such as backgrounds, traits, and flaws).

Players can play an adventure they previously played as a player or Dungeon Master, but can do so only once with a specific character. Ensure that each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold, and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the character completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure 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 Player's 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 immediately, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

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

DETERMINING PARTY STRENGTH

Party Composition	Party 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