



THE RED WAR

The Hour is Ripe for Conflict!

The Cults of Elemental Evil had wrought incredible destruction on the city of Mulmaster, and in its hour of need, the City of Danger received aid from an unlikely ally – the Mageocracy of Thay. Now, with Mulmaster moving ever closer into Thay's orbit, strife is brewing within the Factions as some call for action against the Red Wizards.

A Three-hour Epic Adventure for 1st – 20th Level Characters

ELEMENTAL EVIL™

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Adventure Code: DDEP00-01

Optimized For: APL 13

Version: 1.0

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INTRODUCTION

Before beginning play, read Book 1: Event Overview and familiarize yourself with the event rules and Victory Events.

ADJUSTING THIS ADVENTURE

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

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

- DETERMINING PARTY STRENGTH

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

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

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.

Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battle maps.

Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

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

To facilitate this, keep in mind the following:

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

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

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

TIER 3 PLAY

Tier 3 (level 11-16) is a challenging tier of D&D to adjudicate. At these levels, characters are extremely powerful and possess magic items that make each group wildly different. Consider the following guidance before tackling this tier as a DM:

NOTE DOWN ITEMS, ALLIES AND ENCHANTMENTS

Before play begins, jot down all the goofy stuff that your players have available: shield guardians, wyvern steeds, simulacrum, rare and legendary items, permanent spell effects, etc. Consider whether these features increase the group's APL: but most important of all, ensure you know how they function.

APPLY THE 'RULE OF COOL'

Assume every combat challenge will be easily overcome. Up the difficulty as needed, but let the players enjoy their capstone powers before searching for ways to counter them. You're good so long as everyone has fun. During combat, find ways to introduce character interactions and thrilling choices instead of just resorting to raw power.

ADJUST ENCOUNTERS ON THE FLY

Every group plays differently at tier 4. More than ever, it's your responsibility to shake up encounters on-the-fly until you hit the right balance. Here are some simple tricks you can employ:

Introduce waves of reinforcements. Players sometimes blow their big powers early, leaving them exposed to new threats. Just add more enemies of the types already listed in the encounter.

Counter magic with magic. Consider adding an **evoker** for every spellcaster in the group.

Maximize enemy damage instead of rolling (including spell damage!)

If you overcompensate, introduce an **evoker** or a **champion** as an ally at the start of the next round. At these levels, the characters should have plenty of allies to fall back on.

KNOW YOUR SPELLS

High-levels spells often have complex conditions and limitations. To avoid slowing play, refresh your memory of the most troublesome spells before the game begins (start with *antimagic field*, *gate*, *imprisonment*, *simulacrum* and *wish*). In addition, don't be afraid to ask players "what powerful spells do you have prepared?"

In the hands of enemy casters, some spell combinations are especially potent. For example:

A 4th-level *glyph* cast into the hood of a cloak could *polymorph* a wizard into a Tyrannosaurus Rex when they drop below half hit points.

A *globe of invulnerability* protects a high-level caster from *counterspell*, allowing them to unleash their most powerful spells in relative safety.

Spellcasters can use the Ready action to cast a short-range spell outside of *counterspell* range, then move into range to release it without risk of being countered.

A *contingency* spell can trigger a *dimension door* to whisk a spellcaster to safety or cast *greater invisibility* on them when they take damage.

ADVENTURE PRIMER

One likes people much better when they're battered down by a prodigious siege of misfortune than when they triumph.

—Virginia Woolf

ADVENTURE BACKGROUND

Thay has spent many resources and a great deal of effort in helping Mulmaster weather the onslaught of Elemental Evil. The time has come to reap return on their investment. Szass Tam has dispatched his minions and their forces to solidify power in the City of Danger as the remnants of the Elemental Evil Cults threatens to destabilize the region once again.

Through unspeakably powerful magic, Szass Tam moved an entire army of undead supported by Thayans troops and Red Wizards to the walls of Mulmaster, where they immediately surround and besiege the city. With Mulmaster's weakened state in the wake of the Undoing, repelling this assault is out of the question. The only hope is to evacuate any citizens who don't wish to live under Thayan rule.

The remnants of Mulmasterite leadership succumb to despair, either moving to surrender, or to simply hole up and save themselves as best they can. A few individuals in some positions of power feel differently and move quickly to rally whatever strength they can within the beleaguered city. Shambling hordes of terrible undead and ruthless Thayans flood the city from without, as Elemental Evil stirs within. Without stalwart heroes to drive a careful strike into the enemy ranks, the people of Mulmaster are doomed.

LOCATION AND NPC SUMMARY

The following NPCs and locations appear in this adventure:

Mulmaster (MULL-master). The City of Danger was once a sprawling cosmopolitan metropolis and gem of the Moonsea. However, it was devastated by the machinations of the Cults of Elemental Evil. In the years that follow, it has been rebuilding with the aid of the Mageocracy of Thay.

The Zhent Ghetto. A poor, castoff part of the city crowded with ramshackle buildings where the Black Network holds sway, the ghettos are ill-treated by the government of Mulmaster. Badly damaged in the explosion of the *devastation orbs*, it has struggled to rebuild.

Jasper Reedfellow. A world-weary male halfling **spy**. Once a senior agent of the Hawks, Mulmaster's secret police, Jasper now follows the lead of his former superior, Stabbing Master Ar'soon, and joined the Lord's Alliance. Jasper contacts the characters and recruits them to help deal with the undead invasion.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The characters discover the Thayan army pressing into the city as it appears outside the walls. Rather than be swept away in the tide of undead and magic, they are approached by an agent of the Lord's Alliance with a desperate plan to save as many innocent citizens as possible.

Part 2. Having fought their way free of the Thayan encirclement, the party must now destroy the crystal shards enabling the Thayan mages to control the elemental rifts.

Part 3. With time quickly running out the party must now battle a massive elemental behemoth to clear a path for the civilians and junior adventurers to escape by sea.

ADVENTURE HOOKS

Whatever their reason, the characters head toward the gates of Mulmaster, intent on leaving the city. Some possible reasons might be:

- The characters have a lead on an uptick in weapons smuggling to Mulmaster. Rumor has it conflict is afoot...
- One or more of the characters have run afoul of an unsavory crew in the Zhent Ghetto, and they're making a quick exit from the city before the heat comes down on them.
- After arriving in Mulmaster by ship, the party intends to set out to explore Ironfang Keep in search of magical lore left by the wizards who once dwelled there.
- A character using *detect magic* or otherwise sensitive to the Weave senses a great, impending disturbance, and they set out to investigate.
- The party is involved in the intense politicking within the city, either as a Faction representative, a Zor/Zora, or a Hawk among other things.

Whatever their reasons, the characters find themselves at the Southroad Keep when the Thayans arrive. Continue to **Part 1**.

PART 1: BURNING OF THE ZHENT GHETTO

45 MINUTES, LOCATION-AREA 26, THE ZHENT GHETTO

A. WHAT'S ALL THAT NOISE?

The tension in the city is palpable. Read the following:

As you approach Southroad Keep, a sudden peal of thunder rips through the still air. Overhead, a magical storm churns into being, cutting off the sky with roiling black clouds streaked with crimson flashes of lightning.

Beyond the walls, shimmering portals rip open, giving a glimpse of dry, rocky badlands before an army pours through them. A hoard of undead and soldiers, supported by wizards in red robes emerge from the portals enveloping the city. Horns blare, battle cries sound, and the army starts toward the walls. This is now the path of most resistance.

GENERAL FEATURES

Mulmaster has the following features during the invasion:

Terrain. The city has cobbled streets and narrow alleys.

Weather. A dark, unnatural storm brews above the city, blotting out the sun during the day and swallowing the stars at night. Black clouds roil, stained by red lightning flashes.

Light. During the day the area is dim light, and creatures with aversion to sunlight suffer no penalties within the city. At night the area is dark.

Smells and Sounds. Screams of terror. The tromp of marching troops. Groaning undead. The smell of rot and burning.

Characters with the Sage background or proficiency in the History skill recognize the coats of arms as Thayan, and characters proficient in Arcana recognize the Red Wizards of Thay. Give the characters a moment to describe their reactions.

A few moments after the army appears, Jasper approaches the characters. Read the following:

An urgent voice pipes up from a nearby alley. "Well. No one's getting out that way, eh?" A pale-skinned halfling looks over your group, his dark eyes pointedly ignoring the walls and the closed gate. "Seems the day has well and truly befouled its bedclothes. Fancy making some coin and helping some people at the same time? If we don't get an evacuation going thousands of people are going to die."

The halfling introduces himself as Jasper Reedfellow. He can supply the following information immediately:

- With all the recent trouble Mulmaster's in no shape to repel this army, the city's going to fall.

- In fact, the Thayans have the entire landward side of the city completely hedged in, and they're already inside the walls in some places.
- He works for a representative of the Lord's Alliance (Stabbing Master Ar'soon), and he used to be a member of the Hawks, Mulmaster's secret police.
- There are many innocent people throughout the city, particularly in the Zhent Ghetto, who will want to flee before the city is completely overrun.
- His boss is working on a plan to evacuate the Ghetto, but they need a clear path to the harbor for any hope of success.
- If the characters are willing to help clear the way, Jasper will see to it they're well rewarded, and offers them 4,000 gp in precious gemstones.
- Four arcane crystals are helping the Thayans exploit the power of the elemental rifts. Destroying or disabling these crystals should give everyone a fighting chance to escape.
- The crystals are somewhere to the north towards the Thayan Embassy, but he's not absolutely sure. Said crystals have an extravagant visual effect when used.

If the characters agree, Jasper gives them directions to the last known locations of the arcane crystals and wishes them good luck before setting off to prepare for the evacuation.

ROLEPLAYING JASPER REEDFELLOW

Jasper is a lightfoot halfling **spy**, a veteran Hawk who left that organization with his former superior, Stabbing Master Ar'soon. He shared Ar'soon's distrust of the Thayan ambassadors, and the two have been preparing for the worst. Jasper has lived in and around Mulmaster his entire life and has great knowledge of the city's corners and crevices.

He seems perpetually tired and somber for a halfling, the weight of what he's seen and done constantly pressing down on him. His heart is in the right place, though, and he wants to see as many people saved as possible.

Jasper's complexion is quite pale, and his hair and eyes are dark brown. He dresses in light, neutral clothing with leather armor and numerous daggers hidden beneath it. He can blend at a moment's notice with just about any section of the population.

Quote: "Ar'Soon said what again?" *sigh*, "I'm sorry you had to hear that."

MULMASTERITES IN TROUBLE

Each encounter in this part of the adventure features Thayans, undead, or elementals attacking residents of the city—innocent bystanders in the Red War. The characters must defeat these foes in order to save

the residents. The longer the characters take to do so, the fewer residents they save.

Encounter B1 begins with **three** Mulmasterites. At the end of each even-numbered round, one resident is lost in some fashion—some may flee into the city, others might be crushed by falling rubble or burned by spreading fires, eaten by a suddenly appearing monster, etc. At the end of Part 1, the table's representative reports how many Mulmasterites are recovered by the group.

RUNNING THIS SECTION

This part is intended to be fast paced and chaotic, with events developing (and deteriorating) rapidly. Emphasize the need for quick, decisive action on behalf of the party.

B. ENVELOPMENT

Once they take their leave of Jasper it quickly becomes apparent that despite the sealed gate, the forces of Thay have breached the walls through magical or conventional means and are pushing into the city. Common Thayan forces consist of human and hobgoblin veterans, skeletons, and zombies engaged in combat with other groups of adventurers, civilians, and sometimes the city watch. More concerning is the wall of jagged obsidian erupting to seal off the Zhent ghettos. If it is not dealt with friendly forces will be cut off and destroyed. Note, the expectation is **not** that the party attempts to murder everything in sight. If they do they run the real risk of running out of time. If the party chooses to fight everything, so be it.

B1. THE HAMMER FALLS

Read the following aloud:

The hot, stale air of Mulmaster is split by the peal of alarm bells as the various elemental rifts dotting the city north flare to arcane life belching flames and showers of dust high in to the air. Screams of terror burst from the Zhent ghetto as creatures of fire and stone from beyond this realm wade in to the hapless citizens. Bands of brave adventurer's rush to their aid, fighting to evacuate the civilians in the direction of the docks. However, walls of earth and enormous elemental beings block their route of egress. Without aid the fresh-faced heroes and their civilian wards will be destroyed.

A strike team consisting of two **earth elemental myrmidons**, one **obsidian destroyer**, and a

Thayan stone mage accosts the characters upon noticing them, demanding they surrender their weapons, swear fealty to Thay and submit for "processing." The strike team is currently menacing a group of three hapless Mulmasterites, see **Mulmasterites in Trouble** on the preceding page for more details. Depending on how the characters proceed, they can deal with the patrol in different ways:

- **In to the Breach.** The party attacks the strike team. Use **DM Map 1** to set up the fight as you see fit.
- **Sneaking Through the Chaos.** If the party attempts to move stealthily, allow them to make a group Dexterity (Stealth) check DC 16 to avoid the patrol. Characters with the Urchin background have advantage on this check. Should the party fail the check, they can either A) fight the strike team, B) each suffer 10 points of fire and 10 points of bludgeoning damage escaping through a collapsing building or C) a mix of both. Have the party face the **Thayan stone mage** and **obsidian destroyer**, both of whom manage to plow through the burning building.
- **Silver Tongues.** Socially-inclined characters can try to talk their way past the patrol. A successful DC 16 Charisma (Deception or Persuasion) check made at disadvantage allows them to schmooze their way past. Remove Disadvantage and make a Persuasion check at Advantage if a party member offers a bribe of an Uncommon or better magic item or a precious gemstone worth 1000 gp or more to the stone mage.

If it comes down to a fight, consider the following:

Earth Elemental Myrmidons. The myrmidons work together to protect the stone mage from melee combatants. They fight fearlessly and give no quarter.

Obsidian Destroyer. The destroyer serves as a mount for the stone mage and follows his orders without question. Should the stone mage die the destroyer will attack the closest enemy and pummel it to paste.

Thayan Stone Mage. The stone mage rides atop the shoulders of the obsidian destroyer. He carries a *potion of invulnerability* which he imbibes at your discretion. He seeks to *counterspell* any area damaging spells, directs the destroyer to smash enemy spellcasters, and retreats if reduced to one-fourth of his hitpoints or fewer. Should he escape he returns to ambush the party at half hit points in the next encounter.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak:** Remove both **earth elemental myrmidons**

- **Weak:** Remove one **earth elemental myrmidon**
- **Strong:** Maximum hit points for each **earth elemental myrmidon** and the **Thayan stone mage**
- **Very Strong:** Add a second **obsidian destroyer** and maximum hit points for the **Thayan stone mage**.

TREASURE

The Thayan stone mage carries a pouch with 150 gp in precious stones and a *potion of invulnerability* if not consumed during a fight.

DEVELOPMENT

Regardless of how the party manages to navigate this challenge, they must now breach or otherwise disrupt the spiked wall of obsidian blocking the path of egress. Proceed to **B2. The Obsidian Picket**.

- **Mulmasterites in Trouble.** Upon completing this part of the adventure, your table's squad leader reports how many Mulmasterites the characters turn over to Jasper Reedfellow for safekeeping. Have the table captain report the results of your table to the Admins and proceed to Part 2.

B2. THE OBSIDIAN PICKET

Read the following aloud:

A 50-foot high wall of jagged obsidian now stretches from the walls of Southgate Keep then east nearly 500 feet to the lip of a flaming pit. The Zhent Ghetto is neatly severed from the rest of Mulmaster and without aid those fleeing the fighting are trapped. A mote of basalt 50 feet in diameter floats above the walls' center pulsing with tendrils of arcane energy.

Four Red Wizard **conjurers** stand atop a basalt mote within an arcane circle, their magics keeping the obsidian wall up. The party must find a way to disrupt the Red Wizards or shatter the earth mote and bring the wall down. Failing that they can knock a hole in the wall big enough to allow everyone to escape. Use this information and **DM Map 2** to set the scene:

- A 500-foot long, 20-foot tall wall of obsidian blocks foot travel from the ghetto. The wall is uniformly 5 feet thick.
- Each 20-foot section of wall has the following traits: AC 17, 360 hp per 20-foot section of stone, damage threshold 15.
- Knocking down two sections of wall should be enough to allow for escape.
- A 25-foot diameter mote of basalt stone floats 10 feet above the center of the wall (30 feet in the air)
- Dealing a total of 500 hp of damage to the mote should be enough to destabilize it and cause it to plummet to the ground.
- A DC 16 Intelligence (Arcana) check indicates magics within the mote sustain the wall and destroying the mote or ending whatever ritual powers it would cause it to collapse.
- A damaged catapult lies in a heap nearby. It looks like, with a little luck, it could operate again.
- There is a burning building tall enough to reach the bottom of the mote nearby.
- Bipedal humanoids made of obsidian are extruding from the wall and attacking any creatures that draw close.
- The Red Wizards atop the mote cannot be seen from the ground as they are 55 feet in the air on top of a giant rock.

The party can use all means at its disposal to disrupt the wall, encourage them to be creative. The following things could be especially helpful. Note also that the options below are not exclusive and the successes are additive in some cases:

- **Fire the Catapult!** A damaged catapult(labled C on DM Map 1), flung from the city wall in the assault, lies within striking range. The catapult's arm is askew and some of the mechanisms are damaged. Have the party make 3 skill checks at DC 15 to get it working again. Examples would be Strength to realign the arm, Dexterity to fix a damaged mechanism, Intelligence to understand how to put something in the proper place, or to convince frightened bystanders to assist. Intelligent use of magic counts as a skill check success. Once operational, as long as two characters spend their action to operate the catapult, it destroys the mote and hence the wall in 3 rounds or it can knock down a section of wall in 2 rounds.
- **Complications:** Every round the catapult fires on the mote or the wall a barrage of arcane energy is lobbed at the catapult team. Each creature manning the catapult must make a DC 15 Dexterity saving throw or take 16 (5d6) force damage, half on a successful save. Lastly, a pair of obsidian constructs (**earth elemental myrmidons**) attack the catapult and/or the creatures operating it. 4 successful hits to the catapult desrtroys it, requiring magics such as *fabricate* to repair it.
- **Magic: Problem & Solution!** Spellcasters can choose to disrupt the Red Wizards by channeling their own magics against the mote. Each caster attempting to disrupt the Red Wizards must

expend a spell slot and make a DC 16 Intelligence (Arcana) check as their action. Using 4th level or above spell slots gives Advantage on the check. After four successful checks the magics powering the mote fail and it crashes to the earth, destroying the wall.

- **Complications:** Every round a caster attempts to disrupt the Red Wizards a volley of *magic missiles* strike them for 14 (5d4+5) force damage. In addition, two **vrocks** are vomited in to our reality and attack the caster(s) until destroyed.
- **Towering Inferno!** A leaning, three-story building is slowly being consumed by fire adjacent to the mote (labeled B on DM Map 1). The mote can be reached and scaled to confront the Red Wizards. Time is of the essence, so use the following information to figure how many rounds it is to the top of the mote: Assume it will take characters 60 feet of movement to reach the base of the building, 30 feet of movement over difficult terrain to reach the top of the building, and 25 feet of climbing to summit the mote. Once they summit the mote, they must face the four Red Wizard **conjurers**, each of whom has *protection from evil and good* precast. Killing or incapacitating the Red Wizards ends the magic sustaining the mote and the wall. Anyone still on the mote the round after the last wizard is killed or incapacitated plummets to the earth with it taking 32 (10d6) points of bludgeoning damage, DC 16 Dexterity save for half.
- **Complications:** Every character who enters the building must make a DC 15 Constitution save each round they remain in the building or take 8 (2d6) fire damage from the heat. Once a creature reaches the mote and starts climbing a pair of **air elemental rifts** attack whomever is climbing, attempting to knock them from the mote.

If the party chooses another option, feel free to use the skill checks, creatures, and damaging effects listed above as you see fit to provide the party a challenge.

DEVELOPMENTS

There are three outcomes for this section.

- **Total Success.** The mote is destroyed and/or the Red Wizards are thwarted, thus the wall crumbles. The junior adventurers and their wards are able to flee onwards. Pick a table playing Tier 1 and on playing Tier 2, they gain advantage on their initiative checks saves against fear effects in the next section.

- **Partial Success.** A 40-foot section of wall is knocked down, but the forces of Thay are able to harass the fleeing adventurers and their wards. No benefit, no penalty.
- **Failure!** The mote was not destroyed and or the Wizards are not disrupted, the wall still stands. The junior adventurers are mercilessly attacked and many civilians die. Pick a table playing Tier 1 and one playing Tier 2. Each player loses half their available hit dice and has Disadvantage against saves against fear effects.

TREASURE

Each Red Wizard carries 150 gp in precious stones and a *potion of greater healing*. This can only be given if the party comes in contact with the Red Wizards. Blowing up the mote destroys the treasure.

PART 2: THE ELEMENTS AGAINST US

1 HR 30 MINUTES, LOCATION-AREA 26, THE SKIES ABOVE MULMASTER, NEAR THE DOCKS

A. SPREADING CHAOS

Thayan forces are harnessing the power of the elemental rifts through the use of arcane crystals that focus and amplify elemental energy. Read the following:

Without warning, a vortex of elemental chaos erupts High in the skies above Mulmaster. Bolts of lightning crash between spinning chunks of pyroclastic earth and ice in a thunderous cacophony. The vortex's tail spirals down to an unseen point further north in the city, directly in the route of egress.

GENERAL FEATURES

Mulmaster has the following features during the invasion:

Terrain. The city has cobbled streets and narrow alleys.

Weather. The dark, unnatural storm still swirls above the city and heavy winds now buffet the sky.

Light. During the day the area is dim light, and creatures with aversion to sunlight suffer no penalties within the city. At night the area is dark. Flying creatures move at half speed.

Smells and Sounds. Screams of terror. The tramp of marching troops. Groaning undead. The smell of rot and burning.

Characters trained in Arcana sense the immense eldritch power emanating from the direction of the vortex. The party can also see:

- Creatures of fire and stone are now pouring forth from the elemental rifts in the city which have flared to life.

- The entry of the vortex immediately preceeded the elemental rifts exploding to life.
- The presence of this vortex is going to significantly impede the ability for people to escape.
- The vortex qualifies as an “extravagant visual effect” per Jasper’s information about the elemental crystals in Part 1.
- If the party chooses not to engage with the vortex, create a series of random encounters from this section, the party has failed the objective.

However the party advances towards the vortex, they witness three harrowing scenes they may choose to intervene in. The party may all choose to do one scenario or split up to accomplish multiple scenes at once. This decision **must** be made before the action starts. After the first round of initiative, characters may spend a round moving between scenes. Also, should a group finish their scene they may spend a round to join in with another scene. Each scene has a unique benefit for the party. There are no maps for these encounters, each takes place in an urban setting with the layout you choose. **Run initiatives from multiple scenes simultaneously.**

SCENE 1: SAVE THE CHILDREN!

Ahead of you, a ginger-haired dwarf in studded leather armor wielding a short sword stands between a half-dozen scared children and several rampaging elementals corrupted by Abyssal taint.

The dwarf, Helga Craghammer, is a **priest** and a member of the Order of the Gauntlet.

- The rest of Helga’s party was killed or captured by Thayans, but she managed to save a group of five scared kids, three brothers and two sisters ranging in age from 6-14 (AC 12, 1 hp each).
- They are beset by a pack of four **corrupted myrmidons** (tanarukk), humanoid creatures made of stone, fire, and abyssal puss summoned forth by the elemental crystals.
- The corrupted myrmidons rush forwards and attempt to beat everything that is not them to death.
- The children are scared and in shock, they will not move without aid and/or encouragement. Use DC 16 as the baseline for whatever checks the party needs to make, adjust it for circumstances as you see fit.
- **Benefit:** If the party manages to save Helga and at least one child, by any means, the grateful bard

offers the party a 5th-level *scroll of bless* and 100 pp she secured from her mentor earlier in the day.

SCENE 2: LOOK OUT!

To your left, a pair of screaming draft horses pulling a burning cart gallop, helter skelter, down an adjacent cross street directly towards a fleeing man carrying a small, well-fed tabby cat. Suddenly, he staggers as his head whips towards the terrified horses, a ragged shriek bursting from his mouth.

The man is Andrej Miskez, a street painter, and his portly cat, Fuz.

- The horses and cart are 20 feet away from Andrej acting on initiative 20 and moving 100 feet. Remove the wagon from initiative after the first round.
- Figure the party begins 60 feet away from Andrej in the opposite direction of the cart, thus the cart is 80 feet from the party.
- If the horses and wagon strike anyone they do 11 (3d6) bludgeoning and 11 (3d6) fire, DC 16 Dexterity save for half damage.
- The party can use whatever means they see fit to save Andrej. He is a **commoner** for stat purposes.
- Use DC 16 as the baseline for whatever checks the party needs to make, adjust it for circumstances as you see fit.
- A trio of corrupted elementals composed of sickly, greenish flames called **pyroclastic marauders** swoop down the street replacing the wagon on the second round of initiative. They attack any creatures present in the scene.
- **Benefit:** If the party manages to save Andrej and his cat, by any means, he offers to lead them through a shortcut he knows to get to the docks. This allows the party to bypass the guardians in the beginning **Part 2B: Eye of the Storm**.

SCENE 3: I’M SLIPPING!

To your right, a woman in burnt minstrel garb stands braced near the lip of a chasm in the street, her hands clutching tightly to the sagging body of a similarly garbed man. Effort strains her cries as she vainly attempts to pull him to safety. The lip she is braced against is crumbling and her strength is waning...

The woman, Nisee (Nee-see), is attempting to save her partner and fellow musician, Kotter, from falling to a fiery death.

- Put the pair at initiative count 18, 45 feet away from the party, use **commoner** stats for both. Kotter is unconscious and all but his upraised arm is in the chasm. Nisee is able to hold Kotter until the end of her first turn until she drops him, screaming in terror as he falls to his death (barring any last minute heroics from the party).
- Two **magma worms** and one **chasme** erupt from the rift on initiative count 18 starting on round 2. If Nisee and Kotter are nearby, the magma worms eat them first.
- The party can use whatever means they see fit to save Kotter and Nisee.
- Use DC 16 as the baseline for whatever checks the party needs to make, adjust it for circumstances as you see fit.
- **Benefit:** If the party manages to save Kotter, his grateful partner tells the party about a Harper stash nearby that they were heading for before the earth opened up on them. The stash *holds two potions of greater healing* and a *potion of protection from energy (fire)*, as well as 150 gp in gold ingots.

RUNNING THIS SECTION

Each scene is a medium difficult encounter. If the party chooses to take on all three scenes in this section it can be extremely challenging, if not deadly. Here are a few key things to remember:

- If the entire party chooses one scene to start, they forfeit the others.
- If the party splits up to tackle multiple scenes at the beginning you'll be running discreet encounters simultaneously. Remind characters it takes a round to move between scenes to help their comrades.
- Remind the party that the longer they spend here, the less time they have to complete their main objective.
- If the party chooses to save no one, feel free to take some of the foes from the scene and create your own encounter, without benefits or simply allow the party to move to Part 2B.

DEVELOPMENTS

Once the party finishes the scenes they've chosen to intervene in, proceed to part B.

TREASURE

Treasure is determined by the scenes the characters participated in and it is cumulative.

Scene 1: Save the Children! 5th level *scroll of bless* and 100 pp.

Scene 3: I'm Slipping! Two *potions of greater healing*, 1 *potion of protection from energy (fire)* and 150 gp in gold ingots.

B. EYE OF THE STORM

The source of the elemental vortex causing so much chaos is just ahead. Read the following:

A network of 60-foot tall obelisks of polished obsidian sit interspersed in the ravaged courtyard ahead, the tail of the elemental vortex hovering above them drawing in brilliant streams of energy. Demonic forms soar in the skies above while soldiers clad in Thayan livery patrol the grounds backed by armored undead. Red robed figures occasionally move in and out of the obelisk via runed portals along its sides.

The party must enter an obelisk and destroy or disable the elemental crystals within to give everyone else a shot at fleeing the city.

ENTERING THE OBELISK

The only way in is via one of the portals along the side of the obelisk. It sits in a fractured courtyard near damaged buildings and is patrolled by Thayan troops with undead minions on the ground and demons in the air. Use the following information to resolve the scene:

- **Sneaking In.** If the party chooses to sneak in the obelisk is roughly 90 feet away. A group Dexterity (Stealth) check of 15 eludes the guards, make this check as many times as necessary based on the party's speed.
- **But We Saved the Guy!** If the party saved Andrej and his cat Fuz in Part A: Scene 2 they enter via a broken storm grate adjacent to the obelisk. No Deception or Stealth checks required. They have two rounds to enter the portal until they are noticed as there is no cover to hid behind here.
- **Acting Natural.** The group may attempt to disguise themselves and bluff their way to the obelisk. A group DC 18 Charisma (Deception) check fools the soldiers. However, if the group attempts to approach the obelisk without at least one person passing as a Red Wizard, the soldiers angrily tell the party to "move back or be run through!", attacking if someone does not succeed on a second DC 20 Charisma (Deception) check made at Disadvantage.
- **Why Not Both?** If the party decides a mixture of both approaches above, use the information above to resolve the situation.
- **We Blew it.** If the party is spotted or their ruse fails, one **Thayan Knight** accompanied by three **greater zombies** and a **cambion** attack. If any flashy magics are used, it attracts the attention of a

chasme, which joins combat on the following round.

- **We're Here, Now What?** The portals open via entering the correct sequence of symbols scribed in Primordial on five small, adjoining cyphers. See **Player Handout 1** and **DM Handout: Obelisk Cypher Solution** for more details. If the party has no way to read Primordial, a DC 25 Dexterity check made with thieves' tools can also unlock the puzzle. Once the party feels they have solved the puzzle, ask them to confirm their answer. Entering the wrong sequence or failing the Dexterity check by 5 or more discharges a wave of concussive force dealing 14 (4d6) force damage and knocking any creatures in a 15-foot radius prone, save for half damage and not prone. Also, the explosion alerts nearby guards, as above. If the guards were already defeated, another group attacks until destroyed or the party enters a portal. Alternately, dealing 50 points of damage to a portal in one blow, either by a magical weapon, adamantine weapon, or a spell that deals thunder, force, or acid damage destroys the portal, triggers the trap effect above, and creates a ragged portal in reality that leads inside the obelisk. If the party is stumped provide the hint that the words are elementally themed after they make an appropriate skill check of your choice.

However the party gets inside, they proceed to the next section. If they cannot enter, they fail this section.

DESTROYING THE ELEMENTAL CRYSTALS

Once inside the obelisk, the characters face their primary objective, destroying the elemental crystals controlling the rifts throughout Mulmaster.

Four crystals, 10-foot shards of blazing light, hover scant inches from the ground under a 100-foot diameter dome of gently rippling force. Outside the dome, chaos rages as the four elements crash against one another in an endless tumult. A mage in red robes, sweaty head bent in concentration, stands in a runed circle before each crystal.

In order to complete their objective each crystal must be destroyed. That can be accomplished in the following ways:

- **Attack the Crystals.** Dealing 150 points of damage to a crystal destroys it. Each crystal has AC 18, a DC 20 Intelligence (Arcana) check reveals they also have immunity to non-magical weapon

damage, vulnerability to thunder damage and their opposing crystal's type of damage (Red/Blue, White/Green). Each crystal is represented by a color: Red (Fire), Blue (Cold/Water), White (Lightning/Air), and Green (Acid/Earth).

- **Kill the Red Wizards.** Four **evokers** control the crystals, killing or incapacitating them causes the crystals to overload and eventually explode. The round after an evoker dies, the crystal they were controlling explodes dealing damage within the dome per the table below. The evokers fight until killed. If the party is having an easy time with the wizards, feel free to gate in a couple **chases** or **earth elemental myrmidons** to liven things up.
- **Disintegrate the Dome.** Casting *disintegrate* on the dome causes a torrent of elemental chaos to flood the area, destroying the crystals. If you feel it necessary, let the character casting know that this could be very, very bad for all parties in the room. If the dome is breached all creatures in the area are subjected to a DC 17 Constitution saving throw or face the following effects each round they remain here:

Effect (each round)

10d6 (32) fire damage, save for half

10d6 (32) cold damage, save for half

10d6 (32) lightning damage, save for half

10d6 (32) acid damage, save for half

DEVELOPMENTS

If the characters manage to destroy the crystals, they succeed in their mission. Anything else is failure. If more than half or more of the Tier 3 tables succeed, the overall mission is a success. Regardless of the outcome, proceed to Part 3 when instructed by your event admin.

- **Success!** Destroying the crystals causes the rifts to quiet, but the backlash of their destruction through the Weave empowers spells for a time. Characters **of all tiers** may now spend their hit dice to increase the casting level of a spell, 1 hit dice per spell level increased, as though they were using a higher level spell slot. Spells cannot be boosted beyond a character's casting level. Once all hit dice are expended the character may still empower spells as above, but take a level of exhaustion for each hit dice spent. A character can "empower" themselves to death in this way.
- **Failure.** The Thayan command of the elements continues unabated. DM's at all tiers of play may add one tier appropriate **elemental rift** to their final combat encounter.

- ***Sweet Respite!*** Regardless of the outcome above, a lull in the action allows for a short rest.

TREASURE

Each evoker has 100 gp in precious stones.
Additionally, one evoker carries a 6-inch tall horse crafted of obsidian, a *figurine of wondrous power*.

PART 3: DEATH ON THE DOCKS

A flood of refugees mob the dock to escape as their brave defenders fight a delaying action against Thayan forces overrunning the city.

If the last Part was a success for the event, read the following:

The maelstrom above Mulmaster has abated as suddenly as it started. Panicked civilians and their wards run for a ramshackle fleet of watercraft while other adventurers attempt to create portals and other arcane conveyance for their frightened charges. Still others fight a desperate rear guard action against overwhelming odds. With an ear-splitting roar, what looks like a multi-limbed mountain lurches from a massive earth rift and rumbles towards the dock.

If the last part was a failure for the event, read this:

The maelstrom above Mulmaster intensifies, raining motes of pure elemental energy on the already demoralized masses. Panicked civilians and their wards run for a ramshackle fleet of watercraft while other adventurers attempt to create portals and other arcane conveyance for their frightened charges. Still others fight a desperate rear guard action against overwhelming odds. With an ear-splitting roar, what looks like a multi-limbed mountain lurches from a massive earth rift and rumbles towards the dock.

This creature is **Urthok the Endless**, a titanic earth elemental. Describe the creature as tearing through a section of the city so as to make full use of its actions collapsing buildings and such. Each group of Tier 3 adventurers should be depicted as attacking a section of Urthok because of its incredible size. If half or more of the Tier 3 tables defeat Urthok, the event has succeeded overall for this Part.

Helping Each Other. Tier 3 tables may assist one another for the final section. This may include:

- Moving to another table to assist-but do not exceed 7 players per table.
- Players may also write down an effect to be used on another table and hand it to the table's DM. Example, I cast *cure wounds* and mark it off as normal, roll the amount healed, 25 in this case, and write as such, "Cure Wounds, 4th level, 25 points of healing for one character". A character may also give a consumable magic item in the same fashion.

Running away is also an option.

ADJUSTING THIS ENCOUNTER

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

- **Very Weak and Weak:** Reduce hit points by half
- **Very Strong and Strong:** Add an **elemental earth rift**

THE MOUNTAIN HAS FALLEN!

Should the party defeat their portion of Urthok or simply run away, they may assist other Tier 3 tables as above or one of the following until time is called or the party is dead:

Aid the Escape. Refugees are attempting to escape on anything that floats. The party may use their skills and abilities to aid this endeavor. Think of a scene from a disaster movie, let the players decide how they would help fix it and act accordingly. Here are a few NPCs and situations to inspire you:

- A pair of children are separated from their parents, lost and crying snot bubbles.
- A boat is sinking! Old people are drowning!
- An overwhelmed priest of Ilmater is attempting to care for the sick and dying.
- Raiders broke through the defensive line! Choose a couple appropriate enemies who now threaten the docks.

The objective here is to engage the party in the larger rescue effort. If the party survives, award them the *Hunted by the Red* story award.

DEVELOPMENTS

If at least two tiers of play succeed in their final objectives, the overall event is a success. A battered and filthy Jasper finds the party following the confrontation with Urthok. If the party succeeded read the following:

As the elemental behemoth crumbles the terrified refugees of Thay-controlled Mulmaster flee the city from the docks. Jasper Reedfellow, covered in dust and sporting a bandaged head, walks painfully towards you. "By the heavens, thank goodness you survived. Thank you friends, your bravery today saved many a life. Stabbing Master Ar'Soon wanted you all to have this as a token of his appreciation."

Jasper pays out their reward as promised in part one as well as something extra. If the event failed overall, read the following:

The docks lie in ruin as Thayan forces swarm the hapless refugees, barely 1 in 10 escaping with their lives. Jasper Reedfellow, covered in dust and sporting a bandaged head, walks painfully towards you. "By the heavens, thank goodness you survived. This is a dark day for all goodly folk my friends. Let us ponder the fallen and hope that when next we face Szass Tam's minions, we are victorious."

TREASURE

Jasper Reedfellow follows through with his promised reward if the party at least attempted to do as asked in the beginning. They receive the monetary award of 4,000 gp in precious stones along with an *obsidian steed* if they were successful.

REWARDS

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

EXPERIENCE (Min/Max XP: 12,500/19,000 EA.)

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

COMBAT AWARDS

Name of Foe	XP Per Foe
Thayan Stone Mage	2,300
Earth elemental myrmidon	2,800
Obsidian Destroyer	5,900
Vrock	2,300
Conjurer	2,300
Evoker	5,000
Corrupted Myrmidon	1,800
Magma Worms	1,800
Chasme	2,300
Greater Zombie	1,800
Air elemental rift	11,100
Thayan Knight	3,900
Urthok the Endless	41,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Being helpful & creative	500

TREASURE

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

TREASURE AWARDS

Item Name	GP Value
Jasper's Reward	4,000
Jewels and coin	1,200

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

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

RING OF TELEKENESIS

Wondrous Item, very rare (requires attunement)

This ring is crafted of electrum and free of adornment save faint draconic runes etched on the inside of the band. When used by an attuned owner the ring emits a high pitched rining, not unlike a tuning fork.

FIGURINE OF WONDROUS POWER: OBSIDIAN STEED

Wondrous Item, very rare (requires attunement)

This 6-inch tall figurine is crudely crafted of obsidian with tiny ruby chips for eyes. The command word, "Tenebrax", is scratched in Infernal along the figure's belly.

POTION OF GREATER HEALING

Potion, rare

This item can be found in the *Player's Handbook*.

POTION OF INVULNERABILITY

Potion, rare

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

POTION OF PROTECTION FROM ENERGY (FIRE)

Potion, rare

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

SCROLL OF BLESS (5TH LEVEL)

Potion, very rare

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

STORY AWARDS

HUNTED BY THE RED

Your actions during the invasion of Mulmaster caught the attention of Szass Tam himself. As a result, he and his followers bear a special dislike for you. This will come up again in the future...

DM REWARDS

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

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Jasper Reedfellow. A world-weary male halfling **spy**. Once a senior agent of the Hawks, Mulmaster's secret police, Jasper now follows the lead of his former superior, stabbing Master Ar'soon, and joined the Lord's Alliance. Jasper contacts the characters and recruits them to help deal with the undead invasion.

DM APPENDIX: ELEMENTAL RIFTS

Thanks to the events of DDEP2 Mulmaster Undone, there are a significant number of elemental rifts open throughout the trade city of Mulmaster. These rifts were, for the most part, under control; although the Red Wizards of Thay were unable to close them entirely, they were able to keep them from expanding and from spewing their deadly energies out. Now that the Red Wizards have abandoned this theoretically magnanimous course of action, the rifts have grown unstable and now pose a serious threat to the adventurers and residents!

RIFT SAVE DCs AND ATTACK BONUSES

Tier	Save DC	Attack Bonus
1	11	+5
2	13	+8
3	15	+12
4	17	+15

DAMAGE SEVERITY BY LEVEL (SINGLE TARGET)

Tier	Moderate	Dangerous	Deadly
1	5 (1d10)	11 (2d10)	22 (4d10)
2	11 (2d10)	22 (4d10)	55 (10d10)
3	22 (4d10)	55 (10d10)	99 (18d10)
4	55 (10d10)	99 (18d10)	132 (24d10)

DAMAGE SEVERITY BY LEVEL (MULTIPLE TARGETS)

Tier	Moderate	Dangerous	Deadly
1	3 (1d6)	7 (2d6)	14 (4d6)
2	7 (2d6)	14 (4d6)	35 (10d6)
3	14 (4d6)	35 (10d6)	63 (18d6)
4	35 (10d6)	63 (18d6)	84 (24d6)

RIFT XP AWARDS

Tier	Experience Points
1	650
2	3,850
3	11,100
4	21,500

USING AN ELEMENTAL RIFT IN AN ENCOUNTER

An elemental rift can be substituted for any creature or combination of creatures in a combat encounter – be sure to review the experience value(s) of the creature to that of the rift. There should not be more than two rifts in any individual encounter, as it may become too much to track and take away from the running of the game. Simply choose an element that

makes thematic sense and use the save DCs, attack bonus, and damage severity as listed above.

Rifts are complex traps, as presented in *Xanathar's Guide to Everything*.

AIR RIFT

Complex trap, levels 1-20 dangerous threat

A two-dimensional, angry slash in reality is here. Gale-force winds scream out of it and peals of thunder reverberate around this space.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The air rift includes supernaturally strong winds, peals of deafening thunder, and lightning bolts.

Gale Force Winds (Initiative 20). The rift emits a blast of wind that slams into everything within 50 feet. Creatures must make a Dexterity saving throw. On a failed save, the creature is thrown 20 feet away and is knocked prone; on a successful save, the creature is thrown half as far. If a creature is thrown into a hard surface, it takes **moderate (multiple targets)** bludgeoning damage, or half as much damage on a successful save.

Deafening Thunder (Initiative 10). Each creature within 20 feet of the rift must succeed on a Constitution saving throw or else be deafened for one minute.

Arc Lightning (Initiative 10). Roll a d6. Lightning arcs out and strikes that many random targets within 50 feet of the rift, inflicting **dangerous** lightning damage; a creature struck in this manner takes half damage if they succeed on a Dexterity saving throw. A creature can only be hit once per turn by Arc Lightning.

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Winds Intensify. The DC to resist being thrown and knocked prone increases by +1 for each round that the rift is open.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws caused by the rift increases by +1, and Arc Lightning can target one additional creature.

Constant Elements. This rift is created of equal parts pure elemental power and raw hatred. The air around it seethes with these energies. Gale Force Winds, Deafening Thunder, and Arc Lightning affect each creature that ends its turn in an area affected by these elements.

Gale Force Winds. Any creature that ends its turn within 20 feet of the rift must succeed on a Strength (Athletics) check or be pushed 10 feet away. Ranged attacks that use ammunition made against a creature that is within 10 feet of an air rift automatically miss.

Deafening Thunder. Once a creature is deafened, they gain a level of exhaustion for each additional Deafening Thunder saving throws that they fail.

Arc Lightning. A creature wearing heavy metal armor or wielding a two-handed metal weapon is automatically targeted by Arc Lightning.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a Moderate DC skill check.

Gale Force Winds (Arcana). A *wall of force* or similar effect will provide temporary respite. After three rounds, the spell or effect fails as if it were subjected to a *disintegrate* spell.

Deafening Thunder (Arcana, Medicine, Insight). A carefully placed *silence* spell will grant advantage on the saving throw, as will stuffing one's ears with wax or some similar substance.

Arc Lightning (Arcana, Nature). Planting a large metal rod or object into the ground within 5 feet of a creature and stationed between the creature and the rift will grant advantage on that character's saving throw against the arc lightning. The rod must be at least as tall as the creature.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires several successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 15) counts as one success. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take **dangerous (multiple targets)** force damage and be knocked prone.

EARTH RIFT

Complex trap, levels 1-20 dangerous threat

A hovering chunk of multi-colored quartz, humming with earthshaking intensity. As it hovers the facets vibrate and shift with eye-watering speed.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The earth detonates metronomic peals of deafening thunder.

Sonic Maelstrom (Initiative 20). The rift emits a shockwave of force that slams into everything within 50 feet. Creatures must make a Constitution saving throw. On a failed save, the creature is thrown 20 feet away and is knocked prone; on a successful save, the creature is thrown half as far. If a creature is thrown into a hard surface, it takes **moderate (multiple targets)** bludgeoning damage, or half as much damage on a successful save.

Deafening Thunder (Initiative 10). Each creature within 20 feet of the rift must succeed on a Constitution saving throw or else be deafened for one minute.

Shard Blast (Initiative 10). Roll a d10. Razor sharp shards of quartz fly out and strike that many random targets within 50 feet of the rift, inflicting **moderate** force damage; a creature struck in this manner takes half damage if they succeed on a Dexterity saving throw. A creature can only be hit once per turn by Shard Blast.

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Maximum Force The DC of Constitution saving throws increases by +1 for each round that the rift is open.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws caused by the rift increases by +1, and Shard Blast targets an additional creature.

Constant Elements. This rift is created of equal parts pure elemental earth and thundering malice. The earth around the rift cracks and shudders under its fury. Each creature that ends its turn in the rift's area of effects suffers from Deafening Thunder and Rippling Earth.

Deafening Thunder. Once a creature is deafened, they gain a level of exhaustion for each

additional Deafening Thunder saving throws that they fail.

Rippling Earth. Each creature within 20 feet of the rift is knocked prone and takes **dangerous** thunder damage, or half as much and is not knocked prone on a successful Constitution saving throw.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a Moderate DC skill check.

Shard Blast (Insight, Acrobatics). Creatures can leap out of the way of the shard as a reaction—falling prone but taking no damage.

Deafening Thunder (Arcana, Medicine, Insight). A carefully placed *silence* spell will grant advantage on the saving throw, as will stuffing one's ears with wax or some similar substance.

Rippling Earth (Acrobatics, Athletics). With well-timed maneuvering a creature can avoid the worst of the earth's violent rumbling granting advantage on the Constitution save required for this element.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires several successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 15) counts as one success. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take **dangerous (multiple targets)** force damage and be knocked prone.

FIRE RIFT

Complex trap, levels 1-20 dangerous threat

An orb of flame the size of a large dog darts unpredictably around the area—pulsing with occasional goutts of fire and oily black smoke.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The fire rift includes waves of hellish fire, clouds of choking black smoke, and unpredictable bursts of speed.

Fiery Dash (Initiative 20). The rift moves 30 feet, moving through spaces occupied by creatures. The first time it enters a creature's space on a turn, that creature takes **moderate (multiple targets)** fire damage and catches fire; until someone takes an action to douse the fire, the creature takes **moderate** fire damage at the start of each of its turns.

Flame Lash (Initiative 10). The rift emits a 30-foot tendril of elemental fire that attacks a single creature. On a hit, the target takes **dangerous (single target)** fire damage.

Choking Smoke (Initiative 10). A 20-foot radius cloud of toxic smoke forms spot within 120 feet of the rift. Creatures within the smoke are heavily obscured and must succeed on a Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cloud disappears on this initiative count on the following round.

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Angry Flames! The DC of fire-based effects increases by +1 for each round that the rift is open.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws caused by the rift increases by +1, and Flame Gout targets an additional creature.

Constant Elements. This rift is created of equal parts pure elemental power and raw hatred. The fire around it seethes with these energies. Hellish heat and choking smoke affect each creature that ends its turn in an area affected by these elements.

Hellish Heat. The first time a creature approaches closer than 10 feet of the rift or starts its turn within 10 feet of the rift must succeed on a Constitution saving throw or take **moderate (multiple targets)** fire damage and gain a level of exhaustion.

Choking Smoke. Each creature that starts its turn within 20 feet of the rift it must succeed on a Constitution saving throw or takes **dangerous (multiple targets)** poison damage. A successful save reduces this damage by half.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a Moderate DC skill check.

Fiery Dash (Insight). Characters may use their reaction to leap out of the way of the rift. They take no damage but fall prone.

Choking Smoke (Arcana, Nature). The smoke is blown away with a *gust of wind* or other similar effect. The smoke reforms at the end of the second round after being dispelled in this way.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires several successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 15) counts as one success. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take **dangerous (multiple targets)** force damage and be knocked prone.

WATER RIFT

Complex trap, levels 1-20 dangerous threat

A roiling mass of water brimming with chunks of ice ripples chaotically to and fro in a serpentine fashion.

Trigger. The rift has already been triggered.

Initiative. The rift acts on initiative count 20 and on initiative count 10, losing ties.

Active Elements. The water rift includes pulses of numbing cold, jets of icy water, and patches of freezing ground.

Tsunami (Initiative 20). The rift moves 30 feet, moving through spaces occupied by creatures. The first time it enters a creature's space on a turn, that creature takes **moderate (multiple targets)** cold damage and is restrained until someone takes an action to break the coating of ice.

Ice Bolt (Initiative 10). The rift emits a 30-foot bolt of elemental ice at a creature who takes **dangerous (single target)** cold damage. On a successful save, the target takes only half damage.

Drowning (Initiative 10). A 20-foot radius sphere of frigid water forms in a spot within 120 feet of the rift. Creatures within the sphere that lack a swim speed are in difficult terrain, have disadvantage on melee and ranged attacks, and resistance to fire damage. An unconscious creature in the sphere begins to suffocate in a number of rounds equal to its Constitution modifier (minimum of 1 round).

Dynamic Elements. The longer the rift is open, the more dangerous it becomes. The broken magic of the insane elemental cults has been further corrupted by the meddling of the Thayans.

Chill of Death The DC of cold-based effects increases by +1 for each round that the rift is open.

Elemental Fury. For each successful Arcana check made to seal the rift, the DC of all saving throws caused by the rift increases by +1, and Ice Bolt targets an additional creature.

Constant Elements. This rift is created of equal parts pure elemental power and raw hatred and the area around it seethes with these energies. Stygian cold and a corrosive salt spray affect each creature that ends its turn in an area affected by these elements.

Endless Chill. The first time a creature approaches closer than 10 feet of the rift or

starts its turn within 10 feet of the rift must succeed on a Constitution saving throw or take **moderate (multiple targets)** cold damage and gain a level of exhaustion.

Sea Spray. Each creature within 20 feet of the rift takes **dangerous** acid damage, or half as much on a successful Constitution saving throw.

Countermeasures. The rift's active elements can be deterred or delayed, and the rift can be sealed with specific countermeasures. One countermeasure can be determined if a character spends their action to make a Moderate DC skill check.

Tsunami (Insight, Acrobatics). Characters may use their reaction to leap out of the way of the rift. They take no damage but fall prone.

Drowning (Arcana, Nature). The water sphere can be disincorporated with a *thunderwave* or other similar effect. The sphere reforms at the end of the third round after being dispelled in this way.

Sealing the Rift (Arcana). As an action, a creature within 10 feet of the rift can attempt to seal the rift. Sealing the rift requires several successful Intelligence (Arcana) checks equal to the number of characters in the group. Casting *dispel magic* (DC 15) counts as one success. Once sealed, the rift disappears in a blast of force; any creature within 10 feet of the rift must make a DC Constitution saving throw or else take **dangerous (multiple targets)** force damage and be knocked prone.

APPENDIX. MONSTER/NPC STATISTICS: PART 1

B1. THE HAMMER FALLS

EARTH ELEMENTAL MYRMIDON

Medium elemental, neutral evil

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 7 (2,900 XP)

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

ACTIONS

Multiattack. The myrmidon makes two maul attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Thunderous Strike (Recharge 6). The myrmidon makes one maul attack. On a hit, the target takes an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

THAYAN STONE MAGE (MIRAJ VIZANN)

Medium humanoid, neutral evil

Armor Class 10 (13 with Mage Armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	17 (+3)	13 (+1)	11 (+0)	18 (+4)

Skills Arcana +4, Deception +7

Senses passive Perception 10

Languages Common, Terran

Challenge 6 (2,300 XP)

Earth Walk. Moving through difficult terrain made of earth or stone costs Miraj no extra movement.

Innate Spellcasting. The stone mage's innate spellcasting ability is Constitution (spell save DC 14). He can innately cast the following spell, requiring no material components:

1/day: *pass without trace*

Spellcasting. The stone mage is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *acid splash, blade ward, fire bolt, light, message, mold earth*

1st Level (4 slots): *chromatic orb, mage armor, magic missile*

2nd level (3 slots): *Maximilian's earthen grasp, shatter, suggestion*

3rd level (3 slots): *counterspell, erupting earth*

4th level (3 slots): *polymorph, invulnerability*

5th level (2 slots): *wall of stone*

6th level (1 slot): *disintegrate*

ACTIONS

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage when used with two hands.

OBSIDIAN DESTROYER (GIANT FOUR-ARMED GARGOYLE)

Large elemental, neutral evil

Armor Class 17 Natural Armor

Hit Points 147 (14d10 + 70)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	20 (+4)	6 (-2)	11 (+0)	9 (-1)

Saving Throws WIS +4

Skills Perception +4

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

Damage Immunities poison

Condition Immunities exhausted, petrified, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Terran

Challenge 10 (5,900 XP)

False Appearance. While the destroyer remains motionless, it is indistinguishable from a huge chunk of stone.

ACTIONS

Multiattack. The destroyer makes five attacks, one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

PART B2. OBSIDIAN PICKET

EARTH ELEMENTAL MYRMIDON

Medium elemental, neutral evil

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 7 (2,900 XP)

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

ACTIONS

Multiattack. The myrmidon makes two maul attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Thunderous Strike (Recharge 6). The myrmidon makes one maul attack. On a hit, the target takes an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

CONJURER

Medium humanoid, neutral evil

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 (+2)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Insight +4, Perception +4

Senses passive Perception 14

Languages Common, Draconic, Goblin, Infernal

Challenge 6 (2,300 XP)

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

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

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

2nd level (3 slots): *cloud of daggers*, *misty step*, *web*

3rd level (3 slots): *counterspell*, *fireball*, *stinking cloud*

4th level (3 slots): *evard's black tentacles*, *ice storm*

5th level (1 slot): *cloudkill*, *conjure elemental*

ACTIONS

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage when used with two hands.

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: two with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in the area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

PART 2A. SPREADING CHAOS

HELGA CRAGHAMMER (PRIEST)

Medium humanoid (dwarf), lawful good

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Dwarven

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

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

2nd level (3 slots): *lesser restoration, spiritual weapon*

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

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

CORRUPTED MYRMIDON (TANARUKK)

Medium fiend, neutral evil

Armor Class 14 (Natural Armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Terran, Abyssal

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the myrmidon can move up to its speed toward a hostile creature that it can see.

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

ACTIONS

Multiattack. The myrmidon makes two attacks, one with its bite and one with its razor arm.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Razor Arm. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. In response to being hit by a melee attack, the myrmidon can make one melee weapon attack with advantage against the attacker.

PYROCLASTIC MARAUDER (VROCK)

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The marauder makes two attacks: two with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the marauder. The spores spread around corners. Each creature in the area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect.

Stunning Screech (1/Day). The marauder emits a horrific screech. Each creature within 20 feet of it that can hear it and isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the marauder's next turn.

MAGMA WORM (YOUNG REMORHAZ)

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (–4)	10 (+0)	4 (–3)

Damage Immunities cold, fire

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

Languages —

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the worm or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

PART 2B: EYE OF THE STORM

THAYAN KNIGHT (BLACKGUARD)

Medium humanoid (human), lawful evil

Armor Class 18 (plate)

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 Common

Challenge 8 (3,900 XP)

Spellcasting. The knight 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*, *sanctuary*

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

ACTIONS

Multiattack. The knight 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 knight exudes magical menace. Each enemy within 30 feet of the knight 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 knight, the target can repeat the saving throw, ending the effect on itself on a success.

CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., Passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Drone. The Chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours

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

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

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

CAMBION

Medium fiend, lawful evil

Armor Class 19 (scale mail)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 60 ft.

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

Saving Throws Str +7, Con +6, Int +5, Cha +6

Skills Deception +6, Intimidation +6, Perception +4, Stealth +7

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

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

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

3/day each: *alter self*, *command*, *detect magic*

1/day: *plane shift* (self only)

ACTIONS

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

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 (-4)	6 (-2)	6 (-2)

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhausted, frightened

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

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

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

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.

EVOKER

Medium humanoid, neutral evil

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 (+2)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7,

Senses passive Perception 11

Languages Common, Draconic, Primordial, Infernal

Challenge 9 (5,000 XP)

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

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

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

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

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

4th level (3 slots): *banishment*, *vitriolic sphere*

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

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

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.

ACTIONS

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

PART 3: DEATH ON THE DOCKS

URTHOK THE ENDLESS (ZARATAN)

Gargantuan elemental, neutral

Armor Class 21 (Natural Armor)

Hit Points 307 (15d20+150)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	2 (-4)	21 (+5)	18 (+4)

Saving Throws WIZ +12, CHA +11

Damage Vulnerabilities thunder

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

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 15

Languages --

Challenge 22 (41,000 XP)

Earth-Shaking Movement. As a bonus action after moving at least 10 feet on the ground, the zaratan can send a shock wave through the ground in a 120-foot-radius circle centered on itself. That area becomes difficult terrain for 1 minute. Each creature on the ground that is concentrating must succeed on a DC 25 Constitution saving throw or the creature's concentration is broken.

The shock wave deals 100 thunder damage to all structures in contact with the ground in the area. If a creature is near a structure that collapses, the creature might be buried; a creature within half the distance of the structure's height must make a DC 25 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is trapped in the rubble. A trapped creature is restrained, requiring a successful DC 20 Strength (Athletics) check as an action to escape. Another creature within 5 feet of the buried creature can use its action to clear rubble and grant advantage on the check. If three creatures use their actions in this way, the check is an automatic success. On a successful save, the creature takes half as much damage and doesn't fall prone or become trapped.

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

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

Siege Monster. The elemental deals double damage to objects and structures (included in Earth-Shaking Movement).

ACTIONS

Multiattack. The zaratan makes two attacks: one with its bite and one with its stomp.

Bite. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. Hit: 28 (4d8 + 10) piercing damage.

Stomp. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. Hit: 26 (3d10 + 10) bludgeoning damage.

Spit Rock. *Ranged Weapon Attack:* +17 to hit, range 120 ft./240 ft., one target. Hit: 31 (6d8 + 10) bludgeoning damage.

Spew Debris (Recharge 5–6). The zaratan exhales rocky debris in a 90-foot cube. Each creature in that area must make a DC 25 Dexterity saving throw. A creature takes 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is knocked prone.

LEGENDARY ACTIONS

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

Stomp. The zaratan makes one stomp attack.

Move. The zaratan moves up to its speed.

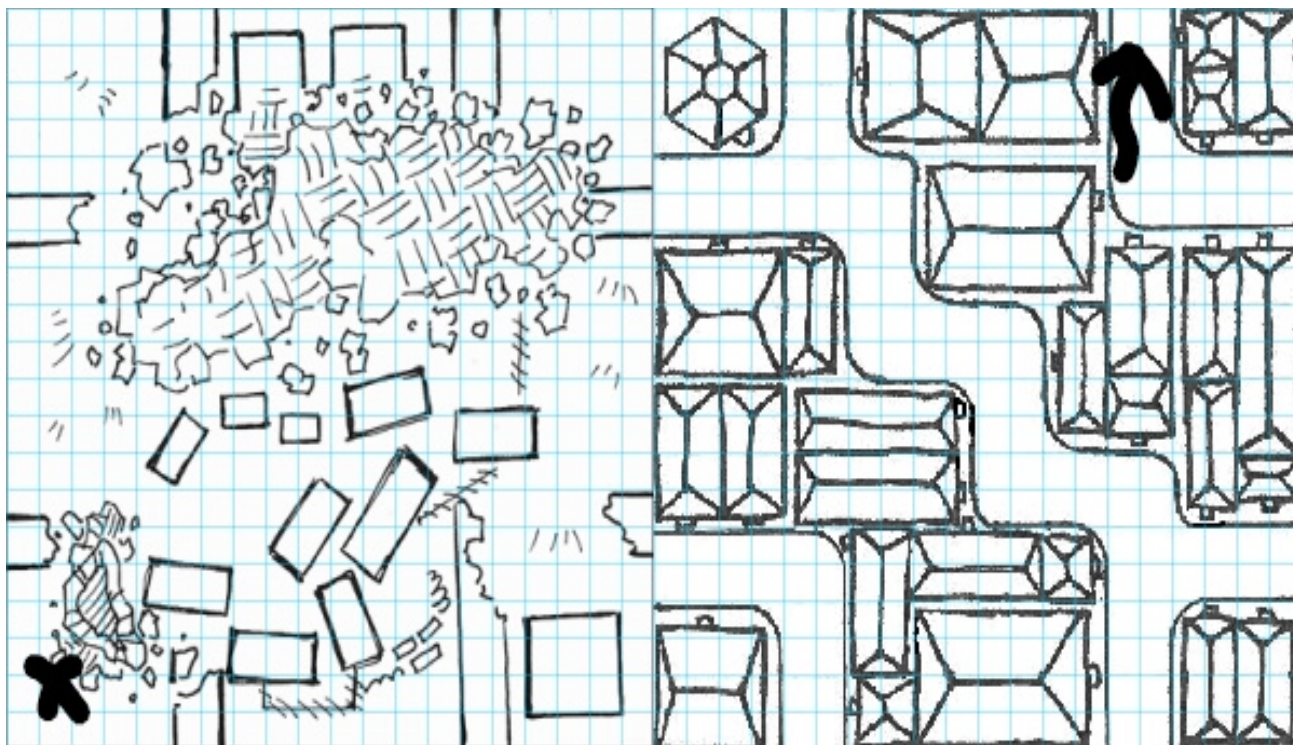
Spit (Costs 2 Actions). The zaratan uses Spit Rock.

Retract (Costs 2 Actions). The zaratan retracts into its shell. Until it takes its Emerge action, it has resistance to all damage, and it is restrained. The next time it takes a legendary action, it must take its Revitalize or Emerge action.

Revitalize (Costs 2 Actions). The zaratan can use this option only if it is retracted in its shell. It regains 52 (5d20) hit points. The next time it takes a legendary action, it must take its Emerge action.

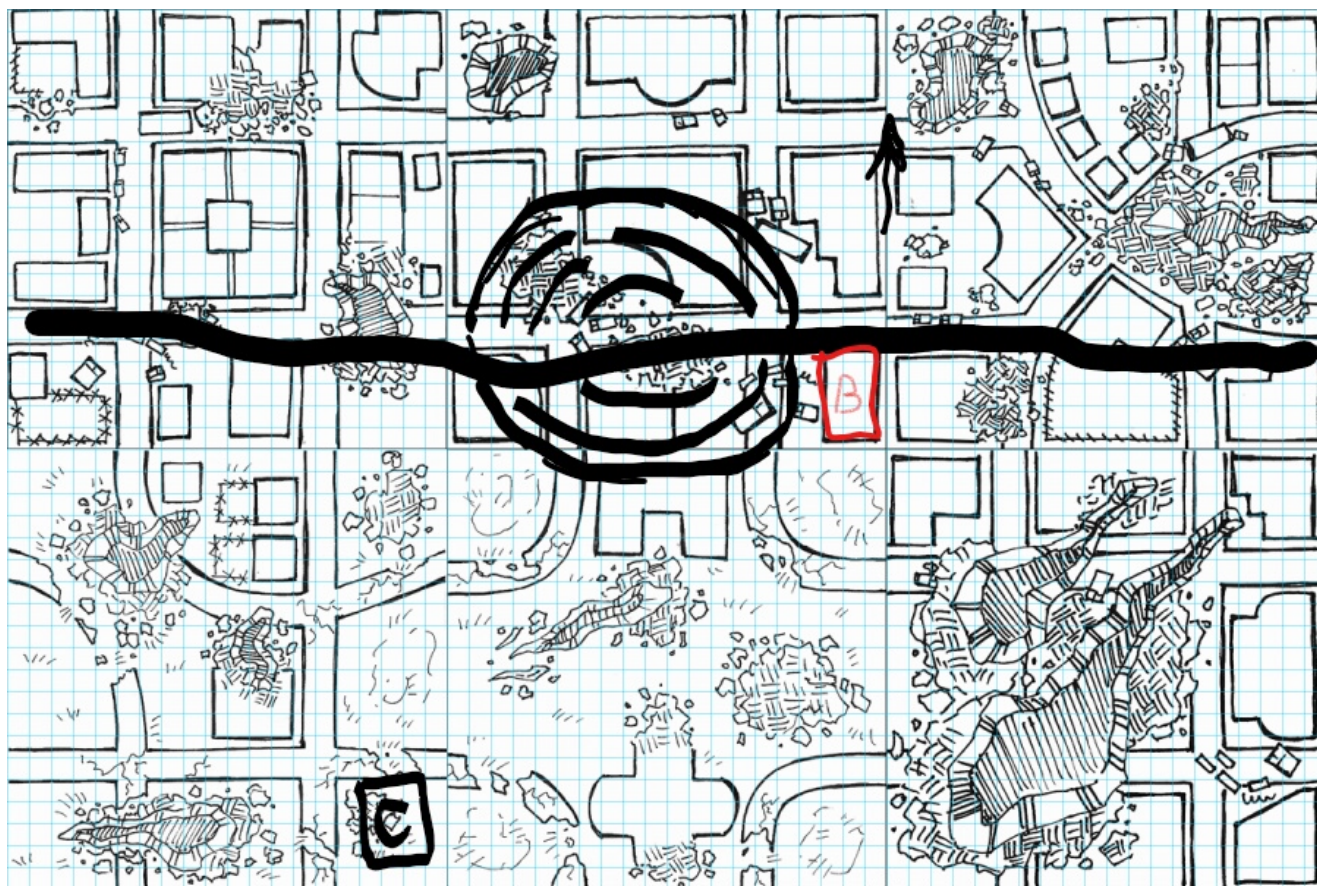
Emerge (Costs 2 Actions). The zaratan emerges from its shell and uses Spit Rock. It can use this option only if it is retracted in its shell.

APPENDIX. DM MAP 1.



**START AT X, PROCEED TO THE ARROW TO
ADVANCE TO PART B.**

APPENDIX. DM MAP 2.



C = CATAPULT.

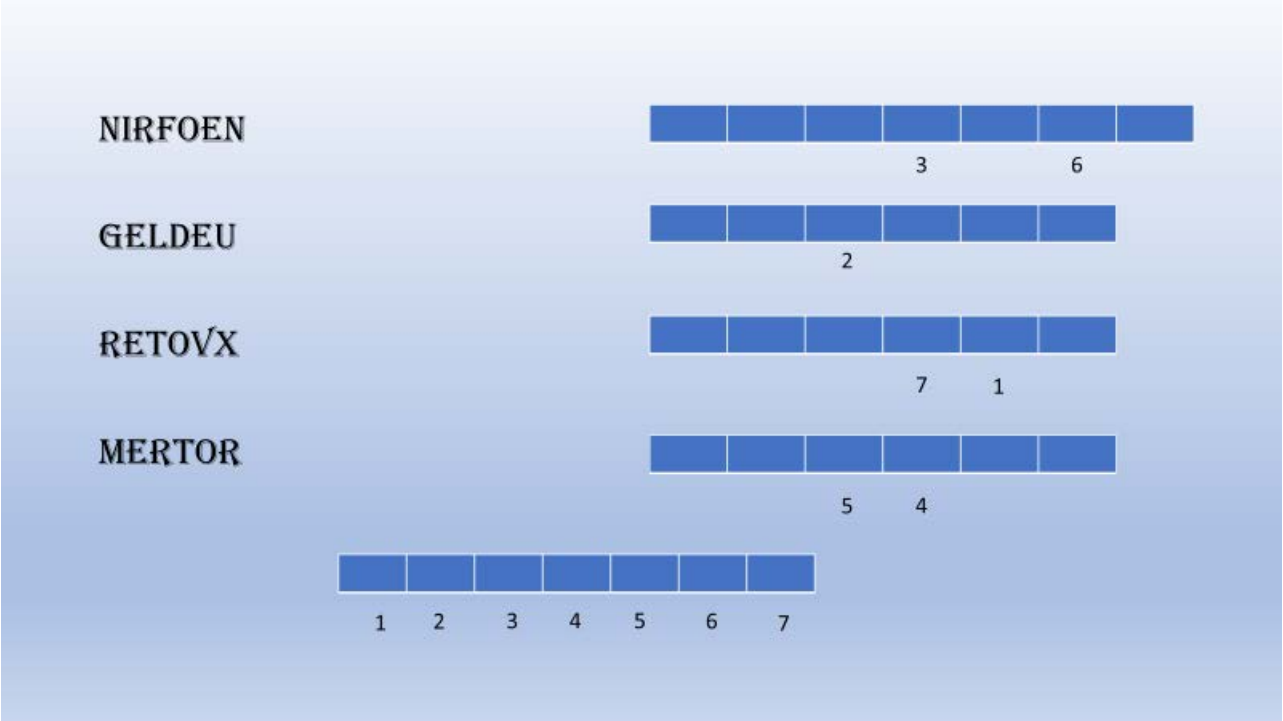
B = BURNING BUILDING

START AT THE BOTTOM LEFT OF THE MAP

THE WALL PASSES BEYOND THE LIMITS OF THE MAP

THE ARROW REPRESENTS THE ROUTE OF EGRESS

APPENDIX. PLAYER HANDOUT 1: OBELISK CYPHER



DM APPENDIX. OBELISK CYPHER
SOLUTION

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PLAYER APPENDIX: MAGIC ITEMS & AWARDS

PERMANENT MAGIC ITEMS

RING OF TELEKENESIS

Wondrous Item, very rare (requires attunement)

This ring is crafted of electrum and free of adornment save faint draconic runes etched on the inside of the band. When used by an attuned owner the ring emits a high pitched rining, not unlike a tuning fork.

FIGURINE OF WONDROUS POWER: OBSIDIAN STEED

Wondrous Item, very rare (requires attunement)

This 6-inch tall figurine is crudely crafted of obsidian with tiny ruby chips for eyes. The command word, "Tenebrax", is scratched in Infernal along the figure's belly.

STORY AWARD

HUNTED BY THE RED

Your actions during the invasion of Mulmaster caught the attention of Szass Tam himself. As a result, he and his followers bear a special dislike for you. This will come up again in the future...