



Present

ELDERS' EYES UPON YOU

Rastol Shan has summoned you to the Tower of Arcane Might and told you to be discrete. The last time the chief of the Cloaks said that, there was a coup in Mulmaster. This time, something has been stolen that he wants retrieved without the Thayans being alerted.

A four hour adventure for 11th- 16th level characters .

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INTRODUCTION

Welcome to *Elders' Eyes Upon You*, part of the D&D Adventurers' League, and the Convention Created Content program. This adventure premiered at 1d4Con 2017, a local gaming convention in Martinsburg, West Virginia. **This adventure is designed for three to seven 11th - 16th level characters, and optimized for five characters of 15th level.** Characters outside of this level range cannot participate in this adventure.

ADJUSTING THE ADVENTURE

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

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (round an average level of X.5 or greater up, otherwise round 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 make include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while the running the adventure, such as a way

you'd like to portray an NPC or a tactic you'd like to use in combat. Familiarize yourself with the adventure's appendices and handouts.

- **WARNING:** This adventure makes extensive use of spellcasting monsters which use spells from *Xanathar's Guide to Everything* in addition to spells from the *Player's Handbook*.
- Gather any resources you'd like to use to aid you in running this adventure – such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, other passive skills, 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 the **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 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 players don't finish too early; provide them with a full play experience.

SPELLCASTING SERVICES

Players with the acolyte background may call on the following temples during this adventure:

Mulmaster: Azuth, Cyric, Loviatar, Mystra, Tymora

ADVENTURE BACKGROUND

A couple of years ago, the Cults of Elemental Evil were causing all sorts of havoc in the area around Mulmaster, as well as within the city itself (DDEX02-01 – DDEX02-16), culminating in the Battle of Mulmaster (DDEP2), when all four elemental cults joined forces to assault the city. Using devastation orbs, they wreaked untold havoc on the once proud city, including the destruction of the valuable harbor and waterfront districts. Hundreds of Mulmaster's Soldiery, City Watch, and Cloaks died in the battle, along with thousands of Mulmaster's citizens, as the cults unleashed the elemental fury of the magical bombs known as devastation orbs. Thus weakened, the city was unable to say 'No' when agents of the Thayan Empire offered to help with rebuilding.

Unbeknownst to most everyone, a squad of Cloaks, working with some adventurers, captured one of the devastation orbs during the battle. Somehow, it was damaged in the fight without being set off. When the Cloaks brought it to Rastol Shan, head of the Brotherhood, he promoted them and swore them to secrecy with magically binding oaths. The adventurers he executed, except for one, who had fallen in love with one of the Cloaks, and was willing to be magically bound as well. Shan quickly set the now bound Cloaks to studying the orb, hoping to unlock elemental secrets to improve the effectiveness of elemental spells, or use an understanding of how the orbs directly channeled the fury of the elemental planes into the Prime Material to decrease the magical requirements of opening a planar portal. He would need any advantage he could get to eventually drive the Thayans from his city.

After about a year of study, the leader of the team, Brinora Heartshadow, nee Fogoreth, and the adventurer, Richard Heartshadow, her new husband, slaughtered the team in the middle of a meeting with skills and weapons they had not previously demonstrated, and then fled the Tower of Arcane Might and apparently the remains of the city. Richard died of his wounds afterwards, but was brought "back" by the primordial powers they had chosen to serve, in the sort of joke cruel gods might play. Rastol Shan was occupied by first the demonic incursion in the Underdark, and then by retaking Phlan, and the mysterious events that winter, but he did not forgive, and he did not forget. It took him some time, but using various methods of scrying, he eventually located what he believes to be the two renegades. Unable to leave the city for any

length of time, Shan has decided to call on trusted, powerful adventurers to administer justice.

For more information on *devastation orbs*, consult the *Princes of the Apocalypse* hardcover adventure. For more information on Mulmaster and the Brotherhood of the Cloaks, consult the *State of Mulmaster* for information prior to the Battle of Mulmaster and *The City of Danger: Reconstruction* for information following the battle. Both articles are available on the Adventurers' League website and through the DM's Guild.

During this adventure, the characters receive Shan's quest to eliminate the Heartshadows, "travel" to the difficult and unforgiving terrain of the high Earthspur mountains, then assault the base the Heartshadows have reinforced with numerous followers before fighting the two traitors for control of the missing orb.

ADVENTURE HOOKS

MEMBER OF THE CLOAKS

As a member of the Brotherhood of the Cloaks, Rastol Shan can demand your presence. Instead, he has chosen to request it politely. Give these players the appropriate note.

HERO OF MULMASTER

Rastol Shan contacts people who have served the city of Mulmaster in the past, most likely in the adventures of Season 2: Elemental Evil, especially people with the Story Award **To Wear the Cloak** who are not members of the Brotherhood of the Cloaks, or individuals who participated in DDEX2-14: *The Sword of Selfaril* and did not receive the **Persona Non Grata** story award, or DDEP2: *Mulmaster Undone*. Give these players the appropriate note.

FAMOUS MERCENARY

Tales of your prowess have reached the ears of one such as this, as has your reputation for getting things done. As the leader of the Brotherhood of the Cloaks, Rastol Shan commands riches and resources in significant amounts, despite the current state of Mulmaster. In exchange for service, he'd likely be willing to part with some of them. Or maybe owe you a favor. Give these players the appropriate note.

Faction Hooks: If the players wish to consult with their faction after receiving Shan's note, use the following information.

EMERALD ENCLAVE

Reports of strange weather patterns and creatures have been coming in from the areas near Mulmaster recently. Previously, unnatural destruction on a massive scale resulted when such signs were observed. The only thing that could be doing this is magic – see what the leader of the mages in Mulmaster wants, and find out if it has anything to do with what is going on.

HARPERS

The Brotherhood of the Cloaks contains numerous Harper agents and those sympathetic to the Harper cause. Additionally, helping Shan can only mean weakening Thay's grip on the city of Mulmaster, which would not be a bad thing.

LORDS ALLIANCE

Thay's grip on Mulmaster is stifling the rightful heirs to the city and its power. There are rumors Shan wants to move against them, but no one can put stock in such things, can they? There are always rumors, after all. Find out.

ORDER OF THE GAUNTLET

Shan is known to be fair and just in his dealings, if suspiciously self-interested. But he always is looking out for Mulmaster, even if his definition of greater good doesn't always agree with the Order. But last time he asked for help, the Church of Bane had a near complete collapse in the City of Danger, so hopefully something good will come of this.

ZHENTARIM

The goody-two-shoes are sending their agents, and we still have a lot of people left in the ghettos who were hurt hard by the destruction wrought on the city. If we can make friends with Shan, he can certainly help us help those among the family who need it most. And besides, he's not a cheapskate – I bet you get paid really well for whatever it is he wants.

THINGS TO CHECK FOR:

1. Story Awards:
 - a. **Persona Non Grata** (DDEX2-14)
 - b. **To Wear the Cloak** (DDEX2-2, 2-3, CCC-CIC-4, possibly others)
 - c. **Mushroom of Connection** (CCC-ODFC01-01)
 - d. **Chaotic Blessing of the Queen of Spiders** (CCC-ODFC01-02)

2. Modules Played

- a. DDEX2-14 *The Sword of Selfaril*
- b. DDEP2 *Mulmaster Undone*
- c. DDEP4 *Reclamation of Phlan*

PART 1: A QUIET MEETING (15 MIN)

As always, the Tower of Arcane Might stands prominently among the towers of the Blades of Mulmaster, serene, but still wearing its battle scars proudly. Those with regular access are very aware of the façade, and have seen the organization known as the Brotherhood of the Cloaks charging about in a panic.

Today is not one of those days, however. Members of the organization move confidently about their business, with no more rush than any other bureaucrat in any other city in the Realms. One such functionary was waiting to greet you at the gate of the facility, and recognized you as you approached with a welcome in your own perfectly pronounced name. While not sumptuous, the guardroom where he had you wait until the appointed time (and everyone else arrived) was stocked with your favorite drink and a selection of nibbles.

Once everyone was present, the secretary took you and your new companions on a winding path through the tower – which you are absolutely certain was not as big outside as in. The summons from Rastol Shan became more mysterious as you were taken into a room sealed with a number of wards, to which the man knew all the passwords, but the room proved to be empty, except what appeared to be left over remains from some form of arcane experiments. A door on the far side led to a similarly distressed office, holding a single cloaked individual.

The cloaked individual is Rastol Shan, and immediately recognizable as such to anyone who has met him before.

Shan greets the characters by name, and checks that they all know each other, at least by reputation. He dismisses the secretary, who closes the door behind him. Feel free to name drop any character you know of who is a member of the Cloaks of rank 8 or higher that is not playing the module as the secretary's name, or give him or her a random name.

Roleplaying Rastol Shan

Rastol Shan has hidden his true self for decades, and is vastly experienced at presenting himself as human. At no time should the players be given a reason to suspect he is anything but an elderly human mage.

He knows almost all the questions the characters might ask of him, and has answers prepared well in advance. If *detect magic* is used, he does not register as anything but human with some abjuration magic and a few points sources of energy that read as magic items, thanks to a *non-detection* spell cloaked with a *Nystul's magic aura* cast at 8th level. The two spells also block effects that would return any details of his true nature or alignment, though things capable of affecting him because of his true nature as undead still work normally, such as *turn undead*. Should the characters for some reason attempt to confront him over his true nature, he will laugh off the accusation, then decide that maybe they aren't the right people for the job he has in mind after all.

As a powerful lich, he keeps neither his spellbook nor his phylactery on his person, and deliberately keeps his actions purposeful and non-threatening as to avoid confrontations that might expose his nature. He speaks in a charismatic, resonant baritone, and always wears an ornate, silvery mask. Adventurers at this level, he affords a level of respect he rarely has shown, though he is never anything but polite.

Shan's briefing is succinct and to the point. He offers the characters 1000 gp each to travel to a location he has determined by scrying, kill two people located near there, and bring him, if possible, what they stole from the Tower of Arcane Might, and not ever let the Thayans know what happened.

When the inevitable follow up questions come, he will elaborate.

- A *devastation orb* was captured during the Battle of Mulmaster. He had a team of Cloaks studying it.
- The team was headed by Brinora Heartshadow, an archmage who specialized in abjuration magic. Security was handled by her husband, a swordmage by the name of Richard. They betrayed the team, killed them all, and stole the orb.
- They took all of their notes with them.
- This took place roughly a year after the Battle of Mulmaster, or roughly a year prior to now.

- He had difficulty finding them via his scrying, which is why he's only called the adventurers now. There are very strong magical protections in place, as well as something disrupting the Weave in the area.
- If the two have accumulated followers in the intervening time, eliminate the followers as well.
- The Thayans have been sending search teams all over the White Worm Glacier and the Earthspur Mountains looking for artifacts and ruins. Avoid those teams if at all possible. Eliminate them if not. The Thayans cannot be permitted to know about the orb, or worse, that the Cloaks had it and allowed it to be stolen. If a confrontation is unwise, and the Thayans are unaware of the orb, they can be permitted to depart contingent on their continued lack of awareness.
- Any additional information from the adventure background section that doesn't make him look bad.
- Shan has allies in the area with their own interests. If the party is able to assist those allies directly, it is recommended that they do so. The assault is being coordinated with those allies, so timing is crucial.
- Shan will open a gate for them in exactly one hour. They will be deployed directly over the combat zone. As such, he will provide the party with a HALFF (High-Altitude, Low Feather Fall) runestone that he learned of from a wizard over on the Sword Coast. It can be snapped in half and apply *feather fall* to up to 7 creatures, including the caster, within 60 feet of the person snapping the runestone. It does not have to be snapped at the beginning of a fall, unlike casting the spell normally. He admits, if questioned, that the magic is still experimental, and likely will not last longer than 6 hours or so.
- They can purchase any gear needed from the Tower's quartermaster.
- When he sends you through the gate, remember to breathe out to deal with an abrupt altitude change.

Once he has answered all of the adventurers' questions, and they have made any purchases they need to make, Shan will escort them into a larger room where any Large or larger sized allies will be waiting for them. He gives them a silver hand mirror, with instructions to speak his name into it when the task is done. He will cast another spell to bring them back to this room. The head of the Cloaks will then cast a modified version of *arcane gate* to send the party to the location he has identified and can reach with spells – some 6000 feet directly over the combat zone.

Tower of Arcane Might Quartermaster

Armor (PHB p 145): All items available

Weapons (PHB p 149): All items available

Adventuring Gear (PHB p 150): All items available, with additional items: desert clothing 4gp, sand shoes 5 gp, cold weather clothing 4 gp, snow shoes 5 gp, snow goggles 2gp, crampons 2 gp, cross-country skis and poles 8 gp, mountaineer tent (2 person) 6 gp

Tools (PHB p 154): All items available

Mounts and Other Animals (PHB p 157): No elephants, add a mountain pony (a pony with long shaggy fur and resistance to cold damage) for 200 gp

Tack and Harness (PHB p 157): No carriages or chariots. 2 carts, 2 sleds, 1 wagon available. All other items.

Waterborn Vehicles (PHB p 157): Only 1 rowboat available.

Spellcasting Components: Anything under 1000 gp in value. The quartermaster also issues spell scrolls to members of the Cloaks of sufficient rank if requested.

Potions: The quartermaster is willing to exchange a *potion of superior healing* for a **Mushroom of Connection** (Story Award from CCC-ODFC01-01 *Hammer and Anvil*). He has a maximum of three potions.

Individuals who are not members of the Cloaks pay a 5% surcharge on any purchases of under 1000gp and a 2% surcharge on any purchase over that. For example, a suit of plate armor is 1500 gp + 50gp (5% first 1000) + 10 gp (2% over 1000) for a total of 1560 gp. Non-Cloak members are given a stern warning about the use of components for arcane spells by the quartermaster.

To save time, this information is also included in **Player Handout 2**.

This would an appropriate time to roll a dice for those players with the **Chaotic Blessing of the Queen of Spiders** from CCC-ODFC01-02. On an odd number, they have disadvantage on their first d20 roll of the game. On an even, they have advantage.

PART 2: LOOKING DOWN ONTO THE WORLD (25 MIN)

Advice to Dungeon Masters: *It is strongly encouraged that you keep this section moving quickly to heighten the tension and speed of falling from such a height. Using initiative order is not necessary, but going in the order the party would have stepped through the portal would emphasize certain party members being closer to the ground than others. Consider allowing players no more than 30 seconds (or less) to decide on their course of action. A falling creature will reach terminal velocity and impact the ground in approximately 20 seconds from 6000 feet.*

Emergence from Rastal Shan’s gate is a violently abrupt change from the sea level of Mulmaster. You immediately begin to plunge downward through the freezing, thin air with the entirety of the Earthspur Mountain range spread out below you. It would be a rare bird or even dragon to venture this high above Toril’s surface, but magic is a wonderful, terrible thing. The peaks of the mountains are over a mile below you, but it won’t be long until your landing, even with Shan’s magic runestone to slow your descent. Assuming that it works.

A flash far below catches your attention – spellfire. The battle has already begun, and you are going into it head first.

Each character and accompanying creature that breathes must immediately make a DC 12 Constitution saving throw as the abrupt change in air pressure and temperature tries to damage their bodies. Creatures with pressure or altitude adaptation, such as goliaths or tritons, have advantage on this saving throw. If the player remembers to state that they are breathing out, the DC of the save is only 10. Failure on the save is 10 (3d6) force damage. The damage is doubled if they fail the save by more than 5.

Each character can take 1 action or bonus action as they fall. If they wish to gain better control of their dive, they can make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check as their action. Creatures with a fly

speed automatically gain control of their fall if they take an action to do so.

The battle rushes quickly up towards you, or perhaps you down towards it, as your speed increases and the wind tears at your ears.

As the battle approaches, it resolves into things you can identify – griffons with riders swooping and fighting, while avoiding ground fire from the base below that must be your destination. Two forces clearly are involved – skirmishers in the green cloaks of the Emerald Enclave’s Earthspur Rangers opposing a force of metal clad knights riding barded griffons, whose weapons crackle with elemental energies. With your extensive combat experience, you know you can add relatively little to the swirling scrum of their melee, but must simply hope to pass through it unscathed and continue to your objective.

Each member of the party gets 1 action at this point to prepare themselves to pass through the battle at an insane downward velocity. In addition to gaining control of their fall as described previously, reward creative preparations, such as a character with the Shield Master feat placing their shield in front of them and curling up behind it. At the end of each character’s turn, have them make a Dexterity (Acrobatics) or Strength (Athletics) check. Creatures which have gained control of their fall have a +5 bonus on this check. Compare the result to the following table:

20+	The creature passes through the battle without damage.
17-19	The creature is attacked by one side or the other, decided randomly. +11 to hit, 8 (1d8+4) piercing damage or +9 to hit, 8 (1d8+4) slashing plus 5 (2d4) acid, cold, fire, lightning or thunder damage.
14-16	The creature sideswipes one of the griffons, dealing 35 bludgeoning damage to both creatures.
10-13	As the results of both 14-16 and 17-19.
<10	The creature slams headlong into one of the griffons, dealing 60 bludgeoning damage to both creatures. (This will kill the griffon – it and its rider join the descent in an uncontrolled manner – they do not live.)

After each creature makes its skill check, it also must make a Dexterity saving throw with a DC of 15 to avoid the ground fire. On an even result, the creature falls through a fireball dealing 28 (8d6) fire damage on a failure or half that much on a success. On an odd result, the creature is nearly struck by one of the ballista bolts being fired upward into the combat. These deal 36 (8d8) piercing damage (or 18 (4d8) bludgeoning damage and the restrained condition (escape DC 14), DM's choice) on a failure, and no damage on a success.

You are a mere second or two from the ground, traveling a rate that will surely mean your doom if the HALFF runestone fails in its singular purpose.

You have no choice but to assume it will, and prepare for your landing in the snow.

If the character carrying the HALFF runestone is unconscious (possible, but unlikely), add the following text:

As you watch with horror, your companion carrying the runestone falls limply through the air, completely out of control, and the tiny runestone slings free of a hand that can no longer hold it.

Any creature that struck a griffon or was damaged by ground fire (fireball or ballista) is out of position and more than 60 feet (the activation radius) from the character with the runestone, and must spend their final turn falling getting back into position. If they are still not in control of their fall, they must make that check to become so. Alternatively, a character who is in control of their fall can make a mid-air interception to assist that character in gaining control – consuming both characters' actions this round. If necessary, a character in control of their fall can use any ability that they have (such as a monk's Deflect Missiles ability) or a DC 12 Dexterity (Acrobatics) check to catch the runestone quickly enough to break it. The character holding the runestone uses their action to break it and allow the party to land safely (if they want to).

Any creature not under the effect of *feather fall* will take 120 (20d6 maximized) bludgeoning damage when

they strike the ground. This damage can be mitigated with appropriate abilities.

Once the HALFF or other *feather fall* effect is activated, each creature affected by them can take one additional action before they hit the ground.

Any creature which does not have control of its fall can gain it automatically during this period as an action if it chooses to do so. Any creature not in control of its fall will land prone, despite the effects of *feather fall*.

XP AWARD

If the characters all survive the approach to the fortress, award each party member 500 XP.

PART 3: UNTIL YOU SEE THE WHITES OF THEIR EYES (80 MIN)

Move swift as the Wind and closely-formed as the Wood. Attack like Fire and be still like the Mountain.

--Sun Tzu, The Art of War

CULTIST GARRISON

The cultist garrison guarding the entrance to the mountain fortress consists of the following creatures:

32 **Elemental Cultists**

2 **Kennel Masters**

4 **Hell Hounds**

4 **Winter Wolves**

1 **Elemental Mage: Hydromancer**

1 **Elemental Mage: Geomancer**

1 **Elemental Mage: Aethermancer**

1 **Elemental Mage: Pyromancer**

6 **Ballista** in bunkers (areas B5 and B5.2)

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak: The **Elemental Cultists** have 9 HP. Remove 2 **hell hounds**, 2 **winter wolves**, and 1 **kennel master**. Remove 2 **Elemental Mages** of your choice. 4 **Ballista** are targeted at the aerial combat and take 3 rounds to retarget the ground.

Weak: Remove 4 **elemental hounds** and 1 **kennel master**. Remove 1 **Elemental Mage** of your choice. 3 **Ballista** are targeted at the aerial combat.

Strong: Add 2 **hell hounds**, 2 **winter wolves** and a **kennel master**. The **Ballista** take 1 round to retarget the ground.

Very Strong: Add 2 **hell hounds**, 2 **winter wolves** and a **kennel master**. The **Elemental Cultists** have 25 HP. All **Ballista** are targeting the ground at the beginning of combat.

Currently, 2 **ballista** (in areas B5.2) are pointed skyward to fire at the aerial combat. It will take 2 rounds to bring them back to where they can fire on ground targets.

When the party hits the ground, the impacts throw up a great deal of snow, creating conditions that are lightly obscured. Any party member in control of their descent lands between 25 and 35 feet from the doors of the fortress (area B1), while others land between 35 and 60

feet from the doors. If in control of their descent, they can choose to land further away from the doors than 35 feet, but no further than 90 feet, which is where the plateau drops off down the mountainside. Distance is calculated from the center point of the doors.

Ballista

Large Object

AC: 15

Hit Points: 50

Damage Immunities: poison, psychic

Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. *Hit:* 16 (3d10) piercing damage.

Chain Bolt. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one creature. *Hit:* Target is restrained (escape DC 14)

Snow swirls up from multiple impacts as the adventures slam down before the imposing face of a fortress that seems to have been directly shaped from the mountainside. Dark caverns are pierced with the lethal looking heads of ballista swiveling to meet your sudden presence, and archer's posts are scattered across the sullen surface. Imposing doors are sealed to your entry, and before them await a lethal looking pack of giant war dogs.

AT THE END OF THE FIRST ROUND OF COMBAT:

From out of the sky, with a sickening thump, an armored griffin slams into the ground, sending its rider flying like a ragdoll. Already dead, the figure in heavy plate is a stark reminder that the ground combat is not the only fight here.

Any character that is outside the fortress with a passive Wisdom (Perception) of 20 or higher will notice that the rider and the griffin are wearing matching necklaces. Investigation reveals the necklaces to worthless monetarily, but containing abjuration and enchantment magic.

GENERAL FEATURES

Lighting: The day is brightly lit, and the sunshine reflects off of the snow and ice here above the world as well, providing disadvantage on Wisdom (Perception) checks to see things more than 120 feet away or on

ranged attack rolls targeting things more than 120 feet away, unless the character has snow goggles.

The interior of the cult fortress is brightly lit from *continual flame* spells on wall decorations.

Terrain: The plateau is covered with ice and snow, but used routinely by the cultists here. Any creature taking the Dash action on their turn while on the ground must make a DC 12 Dexterity saving throw or fall prone at the end of the movement, unless they can ignore difficult terrain posed by ice and snow.

Wind: The curve of the mountain blocks the majority of the wind in the combat area, allowing snow that is churned up to settle in 1 round.

Other Senses: The sounds of battle echo from above, and the sounds of men working hard and angry dogs are prevalent on the ground. Wet dog, snow, and boiling oil are the obvious smells if someone checks.

B1. MAIN ENTRY

Stout stone doors barricade each end of this small room. A DC 30 Strength (Athletics) check is required to crack the bars holding each door shut. A crowbar cannot be used for advantage because of the magical formation of the doors out of solid stone. The doors have a +10 on saves against effects that would force them open, such as a *thunderwave* spell, 50 HP, a damage threshold of 15, an AC of 10, and resistance to piercing and slashing damage, as well as immunity to poison and psychic damage.

The **hell hounds** and **winter wolves** form a mixed line 15 feet in front of the outer doors, with five to ten feet between them. The **kennel masters** are located between the center of each group of 4 dogs and the outer wall of the fortress.

B2. BARRACKS HALLWAY

Like the rest of the facility, this hallway appears to have been magically formed out of the stone of the mountain.

B3. CULTIST BARRACKS

These two rooms consist of bunk beds for the rank and file cultists following Brinora's message. Each set of beds has a foot locker at either end for the two cultists who use it.

TREASURE

Each of the 36 footlockers holds a random trinket (determined by a d100 roll on the trinket table in the *Player's Handbook* or other AL legal trinket table

published by Wizards of the Coast) as well as an average of 10 gp each (360 gp total).

B4. OFFICER BARRACKS

These rooms are more finely decorated, and are home to more senior members of the cult's rank and file, including the mages and kennel masters. Each of these rooms sleeps two cult members, with appropriate facilities.

TREASURE

Each cultist's wardrobe contains an average of 50 gp worth of money (400gp total), 2 trinkets (determined by a d100 roll on the trinket table in the *Player's Handbook* or other AL legal trinket table published by Wizards of the Coast). One of the wardrobes contains a *potion of superior healing*.

B5. BALLISTA BUNKER

This 15 foot square room contains a ballista with two types of shot. It is just large enough to hold the ballista, 10 bolts (6 standard and 4 chain), and the crew of 5 needed to operate the machine quickly. The ballistae are mounted on a geared apparatus that allows for quick changes in firing angle and elevation, and as such, have a firing arc of 45 degrees off of center.

When the crew of five **elemental cultists** is present, the first two spend their turns loading the ballista, the next aims it, the fourth refines the aim (granting advantage on the attack roll), and the last fires it. As the cultists die, the aiming refinement stops first, followed by a single cultist loading. If a single cultist has to load more than 5 rounds on their own, they must make a DC 10 Constitution saving throw for each additional round or suffer a muscle strain, which gives them the effect of being poisoned. While the cultists are aware of the tiring effects of a single loader, in combat, they do not take the time to switch positions – because of the close quarters in the bunkers, it takes a full turn from everyone present to rearrange the firing team. Creatures and objects inside the ballista bunker have partial cover (+2 AC) against creatures outside the fortress. To enter the bunker from the ground outside the fortress requires a DC 10 Strength (Athletics) check to pull oneself to the firing port. A Small creature makes this check with disadvantage as they have trouble reach the firing port. A DC 10 Dexterity (Acrobatics) check is required to move through the firing port and land on your feet inside. A Small creature makes this check with advantage.

B5.2 UPPER FLOOR BALLISTA BUNKER

These slightly larger bunkers are otherwise identical the downstairs bunkers, except that they also contain an arrowslit along the front wall, next to the opening for the ballista. These arrowslits provide $\frac{3}{4}$ cover (+5 to AC) for any creature using them to fight out of. **Elemental Mages** may use these as positions to fight from.

B6. KENNEL

This room is a kennel for the **hell hounds** and **winter wolves**, and smells appropriate to that purpose. The most impressive feature is straw training dummies that have been chewed, burned, and frozen. They are worthless now.

B7. CAULDRON ROOM

This room holds two cauldrons that sit over magical fires that quickly bring their contents to a boil on command. It takes an action to speak the command word “Naxotas” (Orcish for ‘heat’) which activates both fires. The cauldrons are ready in 5 rounds. Each cauldron can be dumped as an action, pouring oil onto the 10 x 10 square beneath it in room B1. If fully heated, the oil does 17 (5d6) fire damage to the creatures it dumps on to, or half as much with a successful DC 15 Dexterity save. If the oil is not heated for the full five rounds, decrease the fire damage by 1d6 for each round it was not heated completely. Refilling the cauldrons with oil takes two cultists 1 minute, and there is 1 refill for each cauldron present in barrels in the corner of the room. There are two **elemental cultists** present normally in this room.

There are arrowslits in this room, to either side of the barrels. The arrowslits provide $\frac{3}{4}$ cover (+5 to AC) to any creature inside against attacks from outside the cult base. **Elemental Mages** may use these as positions to fight from.

TREASURE

With sufficient ability to transport it, the oil in barrels can be sold for 40 gp.

B8. ADDITIONAL ARCHER POSTS

These tiny hallways are a mere 7 feet long and just 4 feet wide. They link the interior hallways to the cliff face. Sealed at one end with hidden doors, the outside edge contains simply an arrowslit. The arrowslits provide $\frac{3}{4}$ cover (+5 to AC) to any creature inside against attacks from outside the cult base. **Elemental Mages** may use these as positions to fight from.

R. RESTROOM

This room contains fairly advanced bathing and toilet facilities. It gleams strongly of conjuration, evocation, and transmutation magic when investigated with *detect magic*.

PART 4: TO THE HEART OF THE MOUNTAIN (45 MIN)

Advice to Dungeon Masters: *This section is not meant to contain combat, though it is very possible that many parties engage with intent to kill the Thayans. If they do so, offer them opportunities during the first round to see that the Thayans are not fighting eagerly, or perhaps attempt to negotiate still. After that, the Thayans fight with the lethal skill that makes them feared the Realms over. A full combat could cause this section to drag out, so don't be afraid to call it if it needed.*

GENERAL FEATURES

Lighting: The interior of the cult fortress is brightly lit from *continual flame* spells on wall decorations.

Terrain: The floor is smooth and dry inside the fortress.

Walls: The fortress has been formed out of solid rock. The walls are as smooth as the floors, with shelves formed directly into them where appropriate. The doors meld into the rock when closed, leaving only a thin line that reveals their presence and a 1 inch gap at the bottom of each door.

Detect Magic: Any time the *detect magic* spell is used inside the fortress, the entire thing glows of strong, but very faded, transmutation magic. Additionally, evocation is strong where *continual flame* spells are mounted to provide light. Various spots in the corners and along the ceilings are also rife with divination magic, as Brinora uses a series of permanent *arcane eyes* to keep watch on everything. Additionally, every doorway gleams with abjuration magic, as Brinora has installed permanent *alarm* spells in every doorway in the complex so that she can monitor the comings and goings of everyone present.

VISITOR'S QUARTERS

Unlike all the other rooms you have been in so far, this room is decorated elegantly, if somewhat spartanly. A number of couches, chairs and tables fill the room, but they have been rearranged in a defensive manner, their normal locations obvious in scuffmarks on the stone floor.

Three tattooed humans in the blood red robes of the Thayan mage class stand behind four men in heavy armor, clearly ready for a fight, but not immediately attacking either.

"Well, you don't appear to work for the Heartshadows," is the calm statement of the oldest, and most tattooed, looking of the three.

In the visitor's quarters, there is a delegation of Thayan mages present, along with their bodyguards. They have no quarrel with the party, particularly not if they figure out that the party is from Mulmaster. They will attempt to negotiate their freedom in preference to fighting their way free.

The group consists of a **Thayan Necromancer**, Urth Jos, a **Thayan Acolyte**, a **Thayan Apprentice**, and 4 **Thayan Knights**. The necromancer does most of the talking. Urth knows the following information about the situation:

- The Heartshadows have been trying to convert him and his people to their little cult. It's amusing, but the only reason he hasn't left yet is he is pretty sure that there is more information here he could learn from. The cult hasn't threatened them either, at least, not yet, so he hasn't felt like risking the wild magic to cut his way through the cultists to leave.
- Brinora is arrogant and slightly paranoid. The chapel area is guarded by riddles and magic. Urth is sure anyone with the tiniest bit of intelligence can figure them out. He does not share the answers under any circumstances, including threats against his life, though he knows them.
- Brinora is attempting to make weapons. He's pretty sure she is planning to destroy most of the major cities she can get her hands on. Urth isn't sure how, or why she would want to do this – a conquered people cannot serve if they are all dead, though some could still serve, he supposes.
- Urth has only seen the Unstable Node once. He won't admit it, but it scared him (Wisdom (Insight)

DC 20). He knows that Brinora and Richard are somehow connected to it – the regular cultists seemed to bask in the pain it caused them when they touched it, but Brinora and Richard were unaffected by it – walking out of it while totally wreathed in flames. He also saw the elemental hounds come out of it.

- Urth knows Brinora and Richard stole something valuable from Rastol Shan, but doesn't know what, currently.

If it comes to a fight, the Thayans attempt to carve their way to freedom, rather than fight to the death, and Urth will attempt to keep his whole party together. The Knights are sacrificed to keep the mages alive, though, and if that is not sufficient, the necromancer will abandon the others as well, fleeing in preference to death. Not totally prepared for flight, though, he will attempt to hide somewhere in the facility so that he can return for equipment to survive the mountains outside.

T1. VISITOR'S QUARTERS COMMON ROOM

This is where everyone is present if the Thayans are aware of combat in the facility. If by chance they are not, only the **Thayan Apprentice** and two **Thayan Knights** are present when the door is opened, and the furniture is not arranged defensively.

T2. VISITOR'S QUARTERS GUARD BEDROOM

Each of the **Thayan Knights** spends their down time here.

TREASURE

There are 100 gp between the 4 knights, and 4 *potions of healing*.

T3. SENIOR VISITOR'S QUARTERS

If Urth Jos is dead, there is a burned book in the middle of the desk in this room, destroyed beyond repair. Any arcane caster can tell that it was an extensive spellbook. The spellbook is sealed with magic. Any attempt to open it without the password and Urth Jos' blood will result in it being destroyed. Urth Jos can also destroy the spellbook with thought.

A DC 15 Intelligence (Investigation) check of the bedroom locates an invisible footlocker. *Dispel magic* temporarily suppresses its invisibility, and once visible, a DC 18 Intelligence (Investigation) check reveals a *glyph of warding* trap set to destroy the chest and the contents inside. The chest is 3 feet by 2 feet by 2 feet, and made from the wood of a gulthias tree. A DC 18 Dexterity (Thieves' Tools) or *dispel magic* targeted at

the glyph will deactivate it. The command words for the various abilities of the chest are 'Appear', 'Disappear', and 'Disarm' spoken in Ancient Netherese.

TREASURE

The chest is worth 6500gp intact, or 6000gp with the glyph destroyed. Inside the chest are spell components worth an additional 500gp, a small replica of the chest worth 50gp as an art object, and 2 *potions of greater healing*. There is additionally a Thayan codebook, and a journal of Urth Jos' observations and experiments. The journal contains all of the information that Urth Jos knows concerning the fortress and its occupants.

Additionally, there is an elegant cloth of gold tapestry depicting a siege on the City of Brass in the Elemental Plane of Fire worth 500 gp.

T4. VISITING FUNCTIONARY BEDROOM

This room has two beds in it. It appears to be midway in comfort between the almost barracks-like quality of the guard bedroom and the opulence of the Senior Visitor's quarters. There are two desks – each has a burned book in the center of the work area if the two junior mages are dead. If the mages are not dead, these spellbooks have identical protections as the necromancer's spellbook.

TREASURE

There are two visible chests containing a total of 350gp worth of coinage and spell components. There is a *potion of healing* in 1 chest and a *potion of greater healing* in the other.

THE AVIARY

The Cult of the Eye's aerial component lives and works in this area. In the event that the party has moved through the fortress either stealthily or extremely quickly, the Elemental Knights are still getting ready for combat (or even not getting ready at all). Under most circumstances, the Knights and their Griffons are in the Rookery, ready for combat. Some of their number will be mounted, but the Rookery is not large enough for all the Elemental Knights to fight inside while mounted.

You can read the following at any point while the party is exploring the upper floor area:

As you approach the next door, a voice calls out from behind you. "Could you assist us?" says a man in the green cloak of the Earthspur Rangers. "We've found the captured griffons and the stolen eggs, but we're unable to get into the room."

He is accompanied by a concerned looking female elf and a male aasimir druid dressed in similar riding leathers to himself, each looking battleworn and spattered with blood.

F1. KNIGHT COMMANDER'S QUARTERS

This room is where the commander of the mounted warriors lives most of the time when not training with her knights or their griffons. The room reflects its occupant with reasonably nice furnishings carved directly out of the mountain.

TREASURE

Jewelry, gems, and coin in the amount of 100 gp can also be found by searching the room.

F2. KNIGHT'S BARRACKS

The six senior knights share this room and live here. Any equipment they are not carrying is stored here.

TREASURE

Jewelry, gems, and coin in the amount of 200 gp can also be found by searching the room.

F3. SQUIRE'S BARRACKS

The remainder of the aerial forces lives in this room, with considerably less comfort than either the knights or the knight commander. There is a lot more room per person than the regular barracks on the lower floors.

TREASURE

Jewelry, gems, and coin in the amount of 200 gp can also be found by searching the room. Tucked underneath one of the pillows and found with a DC 15 Intelligence (Investigation) check is a hand written note in Common – **Player Handout 3**.

F4. GRIFFON HATCHERY

You can see the problem the rangers described immediately on your approach. A shimmering field of energy blocks the entrance to an area containing a number of unarmored griffons and their nests.

A sign next to the door reads 'Knights Only' in Common. As you approach, the female elf kneels down next to a woozy looking male elf with burned armor who is seated by the door.

This room is much taller than it is wide or deep, and contains numerous wide ledges on which griffon nests have been constructed. Entering or leaving the room safely requires one of the knights' control amulets to be worn, unless the barriers are removed.

Detect Magic

The energy field is actually two separate layers, each of which contains strong abjuration and weak divination magic. They appear to have been created at a very high level of casting. Additionally, the griffons on the far side of the barrier appear to have collars with enchantment magic on them.

Perception or Investigation

Perception DC 15: There are two separate layers to the magic.

Perception DC 17: The adult griffons on the other side of the barrier are all wearing collars studded with gemstones.

Investigation DC 20: There are tiny runes carved all around the edge of the barriers. Careful and skillful application of deft tools might be able to disrupt them.

Forcing Your Way Through

Simply charging the barriers is an option. Each time you pass through a barrier, you must make a DC 17 Constitution saving throw or take 11 (2d10) force damage and be pushed back along your direction of travel 1 foot. As the two barriers are 4 inches apart, this can result in being thrown back and forth between the two.

Destroying the Barriers

By Force: The barriers have AC 5, 50 HP, and are immune to all damage except force damage.

By Dispel: Each barrier is considered a 9th level spell.

By Trickery: Anyone proficient with Thieves' Tools can attempt to destroy the runes. Four runes must be destroyed for each barrier, with a Dexterity (Thieves' Tools) check of DC 17 for each one. Failure on these checks results by more than 5 results in a hand slipping into a barrier, triggering the results of passing through a barrier.

With a Control Amulet

If a control amulet (or more than 1) is retrieved from the bodies of the knights outside the fortress, anyone carrying one is able to pass through the barriers without any trouble.

If the creature is holding the amulet, the griffons become immediately hostile to them and begin posturing to attack, but do not attack. A DC 15 Wisdom or Charisma (Animal Handling) check gets them to calm down enough to approach. A DC 20 check with the same skill will convince the griffons to come with you through the barriers, though one must be taken at a time with the creature with the control amulet touching the griffon the entire time. If at any point the control amulet is placed on the floor, the griffons lose their hostility, but destroy the amulet. If someone holding the amulet attempts to put it on, the griffons immediately attack before the action can be completed. They are unable to attack a creature wearing a control amulet. A creature already wearing an amulet can mentally command the griffons to walk through the barrier with them with no trouble. The collars worn by the griffons here are not paired, so any amulet can control them.

The Rangers are able to calm the griffons easily once they are on the other side of the barrier, but also ask if the party can sort out the access tunnel for them so they can bring in the special equipment to move the eggs.

XP AWARD

Once the griffons are retrieved, award each member of the party 500 XP.

F5. GRIFFON ROOKERY

The adult griffons sleep here if not monitoring the nests. There are additionally armor forms for the griffons' barding, which the creatures are currently wearing in combat outside the fortress.

F6. ACCESS TUNNEL

This tunnel is carved through the mountain side from the rookery to the outside. It is closed ten feet from the outside end by a permanent *wall of force* that can be activated and deactivated by a pair of runes located on the tunnel wall five feet inside the *wall of force*. A second copy of these runes is located just inside the rookery at the inside end of the tunnel. Additionally, a permanent *major image* spell disguises the entrance from the exterior of the mountain.

Control Amulets

Each griffon mount wears a control amulet around its neck that it cannot remove. Each knight or squire wears a matching amulet. The amulets have an AC of 20, immunity to psychic, poison, or area of effect damage, and 10 hit points. While a knight and griffon wear an amulet, the griffon must follow any verbal or telepathic command from the knight. If one or both of an amulet pair is destroyed, the griffon will immediately turn on the knight that wore its amulet if that knight is still alive. If the knight is already dead, the griffon will attempt to flee. A DC 15 Intelligence (Arcana) check as an action allows a character to determine the purpose of the amulets and the likely result of their destruction. If there is (or was) an active shield guardian in the party, this check is made with advantage. When the Unstable Elemental Node is closed or destroyed, the magic powering the amulets fails. An amulet can be removed from a cooperative griffin with a DC 25 Strength (Athletics) check or a DC 20 Dexterity (Thieves' Tools) check.

U1. WEST HALLWAY

This hallway grants access to the Aviary area.

U2. EAST HALLWAY

This hallway grants access to the Infirmary, the Armory, Weapons Storage, and the Dining Hall. Further down the hall leads into the Chapel area.

U3. INFIRMARY

This area contains mundane healing equipment and apothecary supplies.

TREASURE

The supplies here can be looted for 100 gp if the results are sold on the open market. It takes ten minutes to sort the useful stuff out of the cabinets if anyone is proficient with Medicine or has the Healer feat. It takes twenty minutes otherwise.

U4. ARMORY

This area holds additional weapons and armor for the cultists. It is mostly empty.

TREASURE

The weapons and armor here can be sold for 400 gp.

U5. WEAPONS STORAGE

This room is sealed with an *arcane lock* spell. The password is “Vizeran DeVir,” which can be discovered by going through Brinora’s notes in her private chambers.

With the door opened, this room is horrifying at first glance. Rack after rack of orbs, each roughly three feet in a diameter, fills this room. The orbs are carved with arcane glyphs and elemental sigils, and seem to be grouped in sets of four – one for each element.

The orbs are *devastation orbs*, which anyone who has seen one before immediately recognizes. A *detect magic* spell reveals the truth of them, though – they are empty, uncharged shells. Brinora has not been able to duplicate the rituals required to create them yet, because she has been unable to develop stable elemental weapons yet. *Icicle*, Richard’s sword, is her first attempt. Three others sit in a weapons rack in the center of this room, if the Unstable Node is still active. There is a bow, a glaive, and a warhammer. Each can be attuned in a minute, but give disadvantage on all attacks against elementals, Brinora, Richard, and their cultists. *Icicle* has the same features. If the Unstable Node has been closed, a pile of ash and mud sit at the base of the weapons rack.

TREASURE

Lightning Bow (Requires attunement):

This magic longbow can be used by anyone proficient with a shortbow or longbow. Arrows fired by this bow deal an extra 2d6 lightning damage. Additionally, the attuned wielder gains resistance to lightning and thunder damage, and a fly speed equal to their walking speed. If the Unstable Node is closed or destroyed, this bow vanishes in a puff of ozone smelling air.

Fire Glaive (Requires attunement):

This magic glaive deals an additional 1d6 fire damage on each hit, and grants fire resistance to the wielder. It does not have the Heavy property. While wielding this glaive, as a bonus action, a creature can teleport up to 60 feet while standing in a fire their size or larger to another fire of roughly the same size, or as a reaction when they cast a spell that deals fire damage, they can teleport up to 30 feet next to a creature damaged by the spell. Each teleport takes 1 charge, and the glaive has 4, which refresh at highsun. If the Unstable Node is closed or destroyed, this glaive vanishes in a flash of flame into ashes that drift away on the wind.

Earthen Warhammer (Requires attunement):

This magic warhammer deals an additional 1d6 force damage with each hit. It can be activated 4 times a day to when a target is hit to deal an additional 4d10 thunder damage. These charges refresh at dawn. The wielding also gains tremorsense out to 15 feet, and a burrow speed of 10 feet. If the Unstable Node is closed or destroyed, this warhammer melts into non-magical mud.

U6. DINING HALL

This room appears large enough for the entire cult to meet and eat at the same time. It contains numerous large rectangular tables.

U7. KITCHEN

This is a kitchen of appropriate size to the fortress and the number of people living in it.

PART 5: A LIDLESS EYE, WREATHED IN FLAME (60 MIN)

*Fire wants to burn
Water wants to flow
Air wants to rise
Earth wants to bind
Chaos wants to devour*

--Cassandra Clare, *The Iron Trial*

C1. CHAPEL APPROACH

The corridor to approach the main chapel is rigged with a series of heavy, airtight doors, each bearing two massive runes on their surface. Additionally, each door is rigged with with a *glyph of warding* cast by Brinora, which can be disarmed as normal, if seen with an Intelligence (Investigation) of DC 17. These *glyphs* are 8th-level spells for the purposes of disarming them, requiring either an Intelligence (Thieves' Tools) check of DC 17 to disarm or a *dispel magic* spell or similar effect. The first four doors bear the following combination of runes (which can be read by anyone familiar with Giant Rune Magic or can be deciphered by anyone proficient in the Giant Language with an Intelligence (Arcana) check of DC 20):

1. Liv (Life) and Ild (Fire)
2. Ise (Ice) and Ild (Fire)
3. Blod (Blood) and Stein (Stone)
4. Uven (Enemy) and Ise (Ice)

The two runes on each door form a riddle that gives the password for each door to prevent the *glyph* from triggering. As the DM, you can change the order of these four doors at your leisure, particularly if anyone has played the module before. The answers to the riddles must be spoken in Primordial:

1. Air (The life of fire)
2. Water (ice plus fire equals)
3. Earth (the blood of the stone is)
4. Fire (the enemy of ice is)

Any triggered glyph deals appropriate damage on a failure: air deals cold damage, water deals acid damage, earth deals thunder damage, and fire deals fire damage. The amount of damage is 45 (10d8), or half of that on a successful DC 20 Dexterity saving throw. If the party is having difficulty with the riddles, a DC 15 Intelligence or Wisdom check could provide them with a clue or hint. A DC 25 Strength (Athletics) check can be used to force

a door open that the party is unable to solve the riddle for, as could something like the *knock* spell.

The final door bears the Kong (King) and the Hellig (Sacred) runes, but both are formally negated. The answer to this riddle is 'Chaos', which again must be spoken in Primordial. This *glyph* triggers a *prismatic spray* spell (DC 17) if the party fails to disarm it.

C2. CHAPEL

A huge room stretches out before you, dimly lit as the door creaks open, then flashing into brightness as if welcoming you. A writhing ball of energy sits in the center of the far end of the room, with an armored man standing before it, two winged creatures flapping gently to either side of his head. His shield and sword gleam with eldritch energies.

A soft alto voice echoes clearly in your ears, though you do not see the owner. "Shan's lackeys, I presume? I'm afraid that's not going to go as well as he might have hoped."

Despite the implicit threat in those words, the energy draws your eye back to it as it pulses out from an orb mounted on some sort of arcane framework at its center. What have those crazy wizards done now?

Brinora Heartshadow (Renegade Archmage), Richard Heartshadow (Undead Guardian), and Brinora Heartshadow (Minor Simulacrum) await the characters in the chapel with two familiars, a **magma mephit** and an **ice mephit** respectively. Additionally, a random **elemental** is also present, hidden in the chaos of the Unstable Node. The Unstable Node starts with a fire connection.

Advice to DMs: Note the effects from the spells cast in Brinora and Richard's stat blocks in a manner that can be erased or changed easily. At this level of play, PCs have options that can affect these precast spells readily available.

Tactics:

Brinora cast the following spells on herself at the beginning of the day: *mage armor*, *darkvision*, and *mind blank*. She cast *mage armor* and *darkvision* on her simulacrum, and then used Arcane Recovery to restore her 1st and 2nd level spell slots that she used up. Prior to

the adventurers entering the chapel, she casts *see invisibility* (or *true seeing* if she has observed a lot of illusions being cast) and then *greater invisibility* the round before they breach the door. The simulacrum does the same thing. Richard casts his spells mostly as buffs for the three primary opponents, making sure to have *sanctuary* cast on each of them to help prevent a crippling attack from loss of initiative, as well as *freedom of movement* to prevent them from being tied down by grappling and restraining.

While invisible, Brinora is not hidden at the start of combat, and will open combat with the highest level *chain lightning* spell she can muster that hits all the party members, ignoring familiars, mounts, and companions unless she has the extra secondary targets to burn. She will retain her 9th level slot for emergencies to cast *invulnerability*. Other spells are used viciously, particularly favoring the casting of *dispel magic* on characters using effects such as *mage armor*, aura effects, and *haste*, particularly against parties less well able to absorb large amounts of damage from high level spells.

The pair rely on Brinora to counter enemy spellcasting, with the simulacrum saving its spells to counter *counterspells* directed at Brinora's counters. Brinora automatically recognizes any spell from the school of abjuration she sees being cast, as well as any spell that manipulates the elements, unless steps are taken to disguise it (such as the Subtle Magic metamagic ability). For any other spell, she must make an Intelligence (Arcana) check equal to 15 + the spell's level to recognize it and still have time to counter it appropriately. (If you use a different rule for identifying spells, feel free to use that rule instead.)

Both Heartshadows use the Unstable Node to their advantage, particularly against melee opponents.

If there is a Cloak member of the party, and all other considerations are equal, the pair will attack the Cloak by preference. They will offer the party a chance to surrender and swear fealty if all Cloak members of the party are dead. Richard fights to subdue non-Cloak party members so that they can be living sacrifices. The mephits are familiars – they cannot attack, but all their other abilities are available to them.

Advice to DMs: For the Unstable Node, it may be useful to preroll a number of rounds of combat for it to help speed it up. Also, if you're using a map, make sure that the Node is marked down in a fashion which is easy to change the size of, rather than drawn.

THE UNSTABLE NODE IN COMBAT

On Initiative Count 20, during combat, to determine the Unstable Node's behavior, roll a d4. The result of the d4 determines which of the elemental planes the Unstable Node is connected to for that round.

D4	Element	Investiture	Save	Damage	Light
1	Fire	Flame	DEX	Fire	Bright
2	Air	Wind	DEX	Lightning	Dim
3	Water	Ice	CON	Cold	Dim
4	Earth	Stone	CON	Thunder	Dark

If the Node selects a new element, it immediately casts the appropriate *Investiture of \$appropriate_element* spell on people that are harmonized to it (Brinora and Richard, but not the simulacrum). If it does not select a new element, roll a d20.

d20 Roll	Result
1-15	The Node attacks a random non-harmonized, non-elemental creature within 30 feet of it, or inside it. Make a melee spell attack against the target with a +11 bonus to the attack roll. On a hit, it deals 14 (4d6) damage of the matching type to the current element.
16-18	The Node pulses out of wave of elemental energy that strikes every non-harmonized creature within 30 feet. Those creatures make a saving throw (DC 19) of the type matching the current element. The creatures take 10 (4d4) damage of the type matching the current element on a failed save, or half as much on a successful one.
19-20	The Node spawns an elemental of the type matching its current element. These elementals cannot be banished while in the chapel.

On the d20 roll, if the roll is odd, the node grows by 5 feet in radius. On an even roll, the node shrinks by 5 feet in radius. The node never grows beyond the confines of the room, though its radius may be less in some dimensions than in others, and never shrinks to a radius of less than 15 feet.

Moving in the area of the node is considered to be difficult terrain for creatures not resistant to its current damage type or not harmonized to it. Creatures inside the node take 10 (3d6) damage of the matching type at the start of their turn or on entering it for the first time on a turn, unless they are harmonized to it.

MODIFYING THE ENCOUNTER

Adjustments are not cumulative

Very Weak: Brinora (Archmage) and Richard have average (100 and 180) instead of maximum hit points. Brinora (Simulacrum) is replaced by an Elemental Mage of your choice, which gains *Simulacrum Weakness* (sidebar below).

Weak: Brinora (Archmage) and Richard have average (100 and 180) instead of maximum hit points. Brinora (Simulacrum) gains *Simulacrum Weakness* (sidebar below).

Strong: Brinora (Simulacrum) regains its 7th level spell slot. Replace the starting elemental and every second elemental summoned with an elemental myrmidon of the same type. Brinora (Archmage) and Richard gain the *Marriage Bond* (sidebar below).

Very Strong: Replace Brinora (Simulacrum) with a Brinora (Archmage) with 81 hit points and no 7th level spell slot. Replace every elemental with an elemental myrmidon of the same type. The original Brinora (Archmage) and Richard gain the *Marriage Bond* (sidebar below).

Simulacrum Weakness

Monster Trait

As a simulacrum, created by the spell of the same name, this creature can be destroyed by casting *dispel magic* on it at 7th level or higher.

Marriage Bond

Monster Trait

Brinora and Richard used ritual magics to seal their marriage into an unbreakable bond. The ritual constantly feeds a tiny bit of their life force to each other. While they are on the same plane, both have the following benefits:

- They are in constant telepathic contact and are immune to the charmed and frightened conditions.
- While the other has at least 1 hit point, dropping to 0 hit points does not cause either to fall unconscious or die.
- They are immune to the detrimental effects of spells cast by the other person.

DEVELOPMENT

When either Richard or Brinora is reduced to 0 hit points, read the following, adapted as appropriate, if the two have the **marriage bond** ability:

As the blow (spell) strikes Brinora (Richard), both husband and wife stagger briefly before a surge of energy revitalizes Brinora (Richard), taking away what should have been lethal damage. Somehow, their partner is keeping them alive!

When either Richard or Brinora (whichever is killed last) is killed, read the following:

With the death of Brinora and Richard, the Unstable Node begins a madcap swirl. It stretches out to one side as the other compresses as if struck by an invisible, giant hand. A wave of energy passes over you, expelled from the Node and pushing you back a few inches. Without the mages here to control it, the Node seems likely to explode!

It should be immediately obvious to the characters that the Node exploding will be catastrophic for anything nearby. The party has five rounds of the Node not being 'in tune' with any creature before it explodes. If combat is still ongoing (perhaps with summoned elementals), closing the Node **must** be done during combat. The Node remains in its combat state during this process, but instead makes its melee attack instead of summoning more elementals. The rounds until the explosion are cumulative, not consecutive.

CLOSING THE NODE

The Unstable Node can be closed in two ways: the *devastation orb* at its heart can either be removed or destroyed.

While in the Node, the *devastation orb* is immune to area of effect spells, poison, psychic, fire, cold, thunder, lightning, acid damage, as well as damage from non-magical weapons that are not adamantine. It resists slashing and piercing damage, but is vulnerable to bludgeoning damage. The *orb* has AC 20 and 100 hit points. Anyone who deals damage to the *orb* is immediately subject to the Node's melee attack.

A creature can become 'in tune' to the Unstable Node via study or prayer. A creature can tune itself to

the node by making a DC 20 Intelligence (Arcana) or Wisdom (Religion) or Wisdom (Nature) check as an action. To maintain being in tune with the node, a creature must make a DC 15 check of the same type every turn. If the creature is a spellcaster, it can expend a spell slot to reroll the check if it fails. After an hour of making these checks, a creature can become harmonized to the Unstable Node. While 'in tune' with the Node, a creature is considered to be concentrating, as if on a spell, and must make concentration saves if it takes any damage. If a creature becomes harmonized, it is considered to be permanently in tune to the Node until it dies or chooses to give up the harmonization as an action.

If at any point a creature that is 'in tune' with the Node fails the check to maintain being that status, or loses concentration, it takes 18 (4d8) psychic damage and the node attacks it with its melee spell attack. Additionally, the creature must make a DC 19 Charisma saving throw or become charmed by something on the far side of the node. While charmed in this way, the creature has no desire to be in tune with the node, and will attack any creature attempting to cause the node to close. That creature may repeat the saving throw any time it takes damage and at the end of each of its turns. If a player character, the creature additionally gains the **And Chaos Stared Back** story award.

Also, the *devastation orb* can be removed from its frame with a DC 30 Strength (Athletics) check. If a creature is in tune with the Node, the DC decreases to 25. The AC of the *orb* also decreases to 15 if a creature is in tune with the Node.

If the *orb* is destroyed, the Node closes instantly in a flash of light, incapacitating any creature in the room that sees it happen for 1 round. Any creature inside the boundaries of the Node at that moment that fails a DC 15 Dexterity saving throw is sucked into the elemental planes and gains the **Chaos Warped** story award.

If the *orb* is removed from its frame, though, the Node closes much more sedately. There is no flash of stunningly bright light, and no overpressure drawing creatures onto other planes.

Unless those creatures are an elemental: all elementals present in the room when the Node closes are immediately returned to their home plane.

TREASURE

As part of the support structure for the damaged devastation orb, Brinora was charging elemental gems for her soldiers to use. The gems that are not charged worth 1000 gp. *Warden* can be retrieved from Richard's

corpse after the combat, but *Ice* melts into a puddle when the Unstable Node is closed or destroyed.

C3. ARCANE STUDY

This room is closed off from the main chapel by an unlocked door bearing the symbol of the Elder Elemental Eye. Inside is a magic circle inscribed into the stone floor that also bears a teleportation circle's sigil sequence. One corner of the room holds a bookcase with numerous books on it. Another corner holds what appears to be an alchemy station, and a third holds and hearth and an anvil, along with blacksmith's tools. If inspected with *detect magic*, the circle in the floor holds abjuration and conjuration magic, and the anvil, transmutation.

C4. BRINORA AND RICHARD'S QUARTERS

This is clearly the bedroom and rest area for Brinora and Richard. It has a bed, bookcases, an eating area, and a work area, as well as access to a private restroom.

TREASURE

Brinora's grimoire is located on the bookcases here, along with numerous books and journals exploring elemental magic, including **Elemental Spells: A Treatise on Manipulating Reality**, which appears to be her master work on the study of elemental energy through the orb. Jewelry, gems, spell components, and coin in the amount of 1500 gp can also be found by searching the room for 10 minutes.

CONCLUSION

THE PARTY IS DEFEATED

If at any point, the player characters are completely overwhelmed and eliminated, the cultists, under orders from Brinora, drag their unconscious bodies into the Chapel, and after a brief ceremony, cast them into the Node itself, which functions as a portal following the ceremony. Dead characters are thrown in as well. Award each character the **Chaos Warped** story award.

THE ORB IS DESTROYED

When you return to Rastol Shan, he is disappointed that the orb is destroyed, and provides the characters with their promised fee. If the Thayan delegation remain unaware of the specific reasons for your adventure into the mountains, characters which have previously participated in DDEX2-14 *The Sword of Selfaril*, DDEP2 *Mulmaster Undone*, or have more than 1 copy of the **To Wear the Cloak** story award receive the story award **Shan's Troubleshooter**. The party must also decide what to do with **Elemental Spells: A Treatise on Manipulating Reality**. If consulted, Shan makes the argument that it should belong to the Brotherhood, as it was started as a research project under their direction, but he is not insistent. He offers to permit any party members who wish to study it with him to do so.

THE ORB IS RETURNED TO RASTOL SHAN

If the players retrieve the orb and return it to Rastol Shan, he is extremely pleased, particularly if they offer any additional insights or notes developed by Brinora. He gives the each character their promised fee, as well as a bonus consumable magic item – a spell scroll with either *elemental bane* or *locate creature* inscribed on it, or a *potion of Superior Healing*. If the Thayan delegation remain unaware of the specific reasons for your adventure into the mountains, characters which have previously participated in DDEX2-14 *The Sword of Selfaril*, DDEP2 *Mulmaster Undone*, or have more than 1 copy of the **To Wear the Cloak** story award receive the story award **Shan's Troubleshooter**. The party must also decide what to do with **Elemental Spells: A Treatise on Manipulating Reality**. If consulted, Shan makes the argument that it should belong to the Brotherhood, as it was started as a research project under their direction, but he is not insistent. He offers to permit any party members who wish to study it with him to do so.

THE ORB EXPLODES

If Brinora, Richard, and their cultists are defeated, but the characters are unable to control the node sufficiently to deactivate it, the node explodes in a massive burst of elemental energy, unleashing the capabilities of the devastation orb from inside the mountain, except with four times the power of a normal orb, as the energy of each of the primary elemental planes flows into the Prime Material plane. The massive explosion flattens the top of the mountain and creates an unfortunate cloud of debris that trails off into the upper atmosphere, much like a volcano would. Further, they are unable to escape the blast themselves, but instead of being killed, they are thrown into the elemental planes, and receive the **Chaos Warped** story award. If you later return to Rastol Shan for your payment, he is genuinely surprised to see you, but gives over the promised monies, but it seems likely he would need to be desperate to contact you again for a mission.

REWARDS

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

EXPERIENCE

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. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS (MIN/MAX XP: 15000/20000 EACH)

Name of Foe	XP per Foe
Air Elemental	1800
Air Elemental Myrmidon	2900
Brinora Heartshadow	18000
Earth Elemental	1800
Earth Elemental Myrmidon	2900
Elemental Cultist	200
Elemental Mage	2300
Fire Elemental	1800
Fire Elemental Myrmidon	2900
Griffon	450
Hell Hound	700
Ice Mephit	100
Kennel Master	700
Magma Mephit	100
Richard Heartshadow	18000
Thayan Acolyte	2300
Thayan Apprentice	1100
Thayan Knight	700
Thayan Necromancer	5000
Water Elemental	1800
Water Elemental Myrmidon	2900
Winter Wolf	700

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Safe Landing on Approach	500 XP
Griffons Rescued	500 XP
Orb Returned to Rastal Shan	1000 XP

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to

divide treasure evenly whenever possible. Gold piece values for sellable gear are calculated at their selling price, not their purchase price.

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. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP value
Cult Garrison	360
Trade Quantity Lamp Oil	40
Garrison Officers	400
Knight Commander	100
Elemental Knights	200
Squires	200
Thayan Knights	100
Thayan Functionaries	350
Thayan Necromancer's Chest	6000 or 6500
Replica Necromancer's Chest	50
Thayan Spell Components	500
City of Brass Tapestry	500
Infirmary Supplies	100
Weapons and Armor	400
Uncharged Elemental Gems	1000
Brinora and Richard's Stash	1500
Rastol Shan's Payment	1000 each character

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

WARDEN, SPELLGUARD SHIELD

Shield, very rare, requires attunement

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Created by Brinora for her lover, and later husband, Richard, this shield is made of multicolored glass. While it appears fragile, it is just as strong as a regular shield. Although the picture that was initially formed was Brinora's arcane sigil, the pattern rearranges appropriately for the wielder, forming a holy symbol or other simple image of great meaning.

POTION OF SUPERIOR HEALING

Potion, rare

A description of this item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF ELEMENTAL BANE

Scroll, rare

This spell scroll contains the text and magic of 1 spell from the *Xanathar's Guide to Everything*. A description of this item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF LOCATE CREATURE

Scroll, rare

This spell scroll contains the text and magic of 1 spell from the *Player's Handbook*. A description of this item can be found in the *Dungeon Master's Guide*.

BRINORA'S GRIMOIRE

The lock on this impressive leather bound tome popped open when Brinora died, and refuses to stay shut, even though you later figured out the magical sequence that was the key. The book is immune to acid, cold, fire, lightning, and thunder damage, in addition to poison and psychic, and projects a shield of force around itself to prevent objects from striking it. None of these properties are able to help you in combat, though the contents might, if you can decipher them. The spellbook is completely full, so no spells can be added.

1st: *absorb elements, chromatic orb, detect magic, earth tremor, feather fall, identify, protection from evil and good, mage armor, magic missile, shield*

2nd: *blur, darkvision, detect thoughts, earthbind, Melf's acid arrow, mirror image, misty step, see invisibility*

3rd: *counterspell, dispel magic, fly, fireball, glyph of warding, haste, lightning bolt, Melf's minute meteors*

4th: *banishment, dimension door, fire shield, greater invisibility, stoneskin*

5th: *cone of cold, scrying, transmute rock, wall of force*

6th: *chain lightning, globe of invulnerability, guards and wards, true seeing*

7th: *prismatic spray, teleport*

8th: *antimagic field, mind blank*

9th: *foresight, time stop*

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

REOWN

All faction members earn **one renown point** for participating in this adventure.

Members of the **Emerald Enclave** earn an **additional renown point** for returning the griffon eggs and more than half of the adult griffons alive to the Earthspur Rangers and the griffons of the Earthspur Mountains.

Members of the **Harpers** OR the **Lords' Alliance** who provide the Thayan codebook and Urth Jos' journal to their faction earn an **additional renown point**.

Members of the **Brotherhood of the Cloaks** advance **one rank** in that organization.

DM REWARDS

In exchange for running the adventure, you earn XP, gp, and downtime days in accordance with the guidance prescribed by the *Adventurers League Dungeon Master's Guide*. For that purpose, this is a 4 hour module for APL 15.

STORY AWARDS

And the Chaos Stared Back.

While attempting to maintain control of the Unstable Elemental Node long enough to close it, you saw something in the seething chaos. At the same time, whatever it was saw you, and when you close your eyes, you can see it still staring at you. Elementals and other creatures representing the elemental princes or the Elder Elemental Eye (as determined by the DM) will target you by preference in combat, assuming it is not dangerous for them to do so. In social encounters, their

attitude is one step worse than it otherwise would be (friendly becomes indifferent, indifferent becomes hostile).

Chaos Warped.

You're not sure how, but you woke up in the middle of one of the elemental planes, totally lost, your mind scrambled, but with only a single thought – you have to get home. Consult the *Adventurers League* FAQ for the most up to date information on getting back to the Material Plane.

Elemental Spells: A Treatise on Manipulating Reality.

What did you do with this tome?

Gave it to someone else: That's really sad.

Kept it: Congratulations! You have a dense, academic tome on the study of the elements and their impact on reality. Wandering about, adventuring, dungeon delving – not really all that conducive to studying, are they? Perhaps you should keep this at the bottom of your pack until you need a unique book to get in somewhere, like Candlekeep. Void this award if you ever give up the book.

Gave it to Rastol Shan: Shan is delighted with your gift, and offers to let you study the tome with him. For every 10 downtime days you spend studying the tome with him, he is able to produce a spell scroll of one level of spell from the *Elemental Evil Player's Companion* and give it to you. If you choose to instead wait, multiple units of 10 days can be combined for higher level scrolls. After 60 days of study, Shan unfortunately has no more time to examine the book. During your study with him, you are expected to look and act the part of a respected researcher, so you must maintain a wealthy lifestyle, at a minimum.

Shan's Troubleshooter.

Rastol Shan has taken a personal interest in your career with the Brotherhood of the Cloaks. He has given you a signet ring that indicates his respect for your talents.

You gain an additional rank within the Cloaks organization. Additionally, you are considered to be a citizen resident of Mulmaster with respect to the Community Service downtime activity.

APPENDIX 1: NPC/MONSTER

STATISTICS

AIR ELEMENTAL

Large Elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter the hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Source: Air Elemental, *Monster Manual*

AIR ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8+36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 7 (2900 XP)

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

Actions

Multiattack. The myrmidon makes three flail attacks.

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

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. If the attack hits, it deals an extra 18 (4d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Source: Air Elemental Myrmidon, *Princes of the Apocalypse*

BRINORA HEARTSHADOW (RENEGADE ARCHMAGE)

Medium humanoid (human),

Armor Class 12 (15 with *mage armor*)

Hit Points 162 (18d8 +18)

Speed 30 ft.,

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

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells

Senses passive Perception 12

Languages Abyssal, Common, Draconic, Infernal, Netherese, Primordial

Challenge 12 (8400 XP)

War Caster. Brinora has advantage on Constitution saves to prevent loss of concentration. She can use a single target, one action spell on a target that provokes an opportunity attack from her.

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

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

Cantrips (at will): *acid splash*, *fire bolt*, *mage hand*, *prestidigitation*, *shocking grasp*, *thunderclap*

1st level (4 slots): *absorb elements*, *chromatic orb*, *mage armor*, *magic missile*

2nd level (3 slots): *darkvision*, *earthbind*, *Melf's acid arrow*, *see invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *lightning bolt*, *thunder step*

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

5th level (3 slots): *cone of cold*, *transmute rock*

6th level (1 slots): *chain lightning*, *true seeing*

7th level (1 slots): *prismatic spray*

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

9th level (1 slots): *invulnerability*

Actions

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

Source: Archmage, *Monster Manual*

BRINORA HEARTSHADOW (MINOR SIMULACRUM)

Medium humanoid (human)

Armor Class 12 (15 with *mage armor*)

Hit Points 84 (13d8+26)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages Common, Primordial

Challenge 9 (5000 XP)

War Caster. Brinora's simulacrum has advantage on Constitution saves to prevent loss of concentration. She can use a single target, one action spell on a target that provokes an opportunity attack from her. She can cast spells with somatic components while holding things in her hands.

Arcane Ward. Brinora's simulacrum has a magical ward that has 30 hit points. Whenever it takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the simulacrum takes any remaining damage. When the simulacrum casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Spellcasting. The simulacrum is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The simulacrum has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *prestidigitation*, *shocking grasp*, *thunderclap*

1st level (4 slots): *absorb elements**, *chromatic orb*, *mage armor**, *shield**

2nd level (3 slots): *earthbind*, *see invisibility*

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

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

5th level (2 slots): *cone of cold*, *transmute rock*

6th level (1 slots): *chain lightning*, *globe of invulnerability**

7th level (0 slots): *simulacrum*

*Abjuration spell of 1st level or higher

Actions

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

Source: Abjurer, *Volo's Guide to Monsters*

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Source: Earth Elemental, *Monster Manual*

EARTH ELEMENTAL MYRMIDON

Medium elemental, neutral

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 weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 7 (2900 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. If the attack hits, it deals an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Source: Earth Elemental Myrmidon, *Princes of the Apocalypse*

ELEMENTAL CULTIST

Medium humanoid (any race), chaotic evil

Armor Class 14 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Wis +2

Skills Deception +3, Stealth +5

Damage Resistances one type chosen randomly from acid, cold, fire, lightning, or thunder

Senses passive Perception 10

Languages Common, Primordial

Challenge 1 (200 XP)

Elemental Devotion. The cultist has advantage on saving throws against being charmed or frightened. While the cultist can see a higher ranking member of the Cult of the Eye friendly to it, it ignores the effect of being charmed or frightened.

Fanatical Advantage. Once per turn, if the cultist makes a weapon attack with advantage on the attack roll and hits, it deals an extra 7 (2d6) damage.

Pack Tactics. The cultist has advantage on an attack roll against a creature if at least one of the cultist's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The cultist makes two attacks with its scimitar.

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

Source: Dragonclaw, *Hoard of the Dragon Queen*

ELEMENTAL MAGE: AETHERMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with mage armor)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial

Challenge 6 (2300 XP)

Elemental Adept. Spells cast by a aethermancer ignore resistance to lightning damage. Additionally, when the spell deals lightning damage, if the dice roll is a 1, the aethermancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th 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): *frostbite, gust, light, shocking grasp*

1st level (4 slots): *chromatic orb, mage armor, shield, thunderwave*

2nd level (3 slots): *dust devil, gust of wind, misty step*

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

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

5th level (1 slots): *control winds*

Actions

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

Source: Mage, *Monster Manual*

ELEMENTAL MAGE: GEOMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial

Challenge 6 (2300 XP)

War Caster. The geomancer has advantage on Constitution saves to prevent loss of concentration. The geomancer can use a single target, one action spell on a target that provokes an opportunity attack from it.

Spellcasting. The mage is a 9th 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): *chill touch, mold earth, light, poison spray*

1st level (4 slots): *chromatic orb, earth tremor, mage armor, shield*

2nd level (3 slots): *earthbind, hold person, shatter*

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

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

5th level (1 slots): *wall of stone*

Actions

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

Source: Mage, *Monster Manual*

ELEMENTAL MAGE: HYDROMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial

Challenge 6 (2300 XP)

Elemental Adept. Spells cast by a hydromancer ignore resistance to acid damage. Additionally, when the spell deals acid damage, if the dice roll is a 1, the hydromancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th 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): *acid splash, mold earth, light, ray of frost*

1st level (4 slots): *chromatic orb, mage armor, shield*

2nd level (3 slots): *Melf's acid arrow, misty step, Snillloc's snowball swarm*

3rd level (3 slots): *counterspell, tidal wave, wall of water*

4th level (3 slots): *greater invisibility, vitriolic sphere, watery sphere*

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

Actions

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

Source: Mage, *Monster Manual*

ELEMENTAL MAGE: PYROMANCER

Medium humanoid (human), chaotic evil

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (9d8+9)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Religion +7

Senses passive Perception 11

Languages Common, Draconic, Elvish, Primordial

Challenge 6 (2300 XP)

Elemental Adept. Spells cast by a pyromancer ignore resistance to fire damage. Additionally, when the spell deals fire damage, if the dice roll is a 1, the pyromancer treats the dice roll as a 2.

Spellcasting. The mage is a 9th 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): *conjure bonfire*, *control flames*, *fire bolt*, *mage hand*

1st level (4 slots): *burning hands*, *chromatic orb*, *mage armor*, *shield*

2nd level (3 slots): *Aganazzar's scorcher*, *misty step*, *scorching ray*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *Melf's minute meteors*

4th level (3 slots): *greater invisibility*, *wall of fire*

5th level (1 slots):

Actions

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

Source: Mage, *Monster Manual*

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature uses an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Source: Fire Elemental, *Monster Manual*

FIRE ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8+36)

Speed 40 ft.,

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 7 (2900 XP)

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

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

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

Actions

Multiattack. The myrmidon makes three scimitar attacks.

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

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

Source: Fire Elemental Myrmidon, *Princes of the Apocalypse*

GRIFFON

Large monstrosity, unaligned

Armor Class 12

Hit Points 59 (7d10+21)

Speed Number. ft., Other Speeds.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Source: Griffon, *Monster Manual*

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8+14)

Speed 50 ft.,

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

Keen Hearing and Smell. The hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5-6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Source: Hell Hound, *Monster Manual*

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +3

Damage Vulnerabilities bludgeoning, fire

Damage Immunities cold, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

Death Burst. When a mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

Innate Spellcasting. The mephit can innately cast the following spells, using no material components. Its spellcasting ability is Charisma (spell save DC 11):
1/day: *fog cloud*

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) slashing damage plus 2 (1d4) cold damage.

Frost Breath (Recharge 6). The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

Source: Ice Mephit, *Monster Manual*

KENNEL MASTER

Medium humanoid (human), chaotic evil

Armor Class 18 (plate)

Hit Points 52 (8d8 +16)

Speed 30 ft.,

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common, Infernal

Challenge 3 (700 XP)

Brave. The kennel master has advantage on saving throws against being frightened.

Sentinel. The kennel master can make an opportunity attack if a creature within its reach makes an attack against someone other than the kennel master. Additionally, the kennel master can make an opportunity attack against creatures that have taken the disengage action. If the kennel master hits with an opportunity attack, the target's speed is reduced to 0 for the remainder of its turn.

Actions

Multiattack. The kennel master makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Source: Knight, *Monster Manual*

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6+5)

Speed 30 ft., fly 30 ft.

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

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When a mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting. The mephit can innately cast the following spells, using no material components. Its spellcasting ability is Charisma (spell save DC 10):
1/day: *heat metal*

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Source: Magma Mephit, *Monster Manual*

RICHARD HEARTSHADOW (UNDEAD GUARDIAN)

Medium Undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 247 (19d8 + 95)

Speed 30 ft.,

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

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

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Primordial

Challenge 17 (18000 XP)

Magic Resistance. Richard has advantage on saving throws against spells and other magical effects. Additionally, spell attacks against him are made at disadvantage.

Marshall Undead. Unless Richard is incapacitated, he and undead creatures of his choice within 60 feet of him have advantage on saving throws against features that turn undead.

Special Equipment. Richard wields *Icicle*, a frostbrand sharktooth longsword, and *Warden*, a spellguard shield. Their effects are already taken into account in this stat block.

Spellcasting. Richard is a 19th-level spellcaster. His spellcasting ability is Charisma (spell save 18, +10 to hit with spell attacks). He has the following paladin spells prepared:

- 1st level (4 slots): *armor of Agathys*, *command*, *sanctuary*, *shield of faith*
- 2nd level (3 slots): *aid*, *spiritual weapon*
- 3rd level (3 slots): *dispel magic*, *fear*
- 4th level (3 slots): *freedom of movement*, *ice storm*
- 5th level (2 slots): *destructive wave*, *holy weapon*

Actions

Multiattack. Richard makes three attacks with *Icicle*.

Icicle. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) magical slashing damage, plus 18 (4d8) necrotic damage and 3 (1d6) cold damage. The weapon deals an extra 4 (1d8) magical slashing damage against targets that are not wearing armor.

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

Reactions

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

Source: Death Knight, *Monster Manual*

THAYAN ACOLYTE

Medium humanoid (human), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 71 (11d8+22)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	18 (+4)	14 (+2)	10 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, Deception +3, Insight +5, Stealth +6

Senses [Click here to enter text.](#) passive Perception 12

Languages Common, Draconic, Infernal, Primordial, Thayan

Challenge 6 (2300 XP)

Spellcasting. The acolyte is an 11th level spellcaster who uses Intelligence as its spellcasting ability (spell save DC 15, +7 to hit with spell attacks). The acolyte has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *minor illusion*,

prestidigitation, *shocking grasp*

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

2nd level (3 slots): *mirror image**, *phantasmal force**, *scorching ray*

3rd level (3 slots): *counterspell*, *fireball*, *hypnotic pattern**

4th level (3 slots): *confusion*, *greater invisibility**, *phantasmal killer**

5th level (2 slots): *hold monster*, *mislead**

6th level (1 slots): *Otto's irresistible dance*

**Illusion spell of 1st level or higher*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Reactions

Illusory Self (Recharges after a Short or Long Rest).

When a creature the acolyte can see makes an attack roll against him, the acolyte can interpose an illusory duplicate between the attacker and itself. The attack automatically misses, then the illusion dissipates.

Source: Rath Moder, *Hoard of the Dragon Queen*

THAYAN APPRENTICE

Medium humanoid (human), lawful evil

Armor Class 13 (16 with mage armor)

Hit Points 39 (6d8+12)

Speed Number. ft., Other Speeds.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +2, Insight +3, Stealth +5

Senses passive Perception 13

Languages Common, Draconic, Infernal, Primordial, Thayan

Challenge 4 (1100 XP)

Potent Cantrips. When the apprentice casts an evocation cantrip and misses, or the target succeeds on its saving throw, the target still takes half the cantrip's damage but suffers no other effects.

Sculpt Spells. When the apprentice casts an evocation spell that affects other creatures that it can see, it can choose a number of those creatures equal to 1 + the level of the spell to succeed on their saving throws against the spell. Those creatures take no damage if they would normally take half damage from the spell.

Spellcasting. The apprentice is a 6th level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13, +5 to hit with spell attacks). The apprentice has the following spells prepared from the wizard list:

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

*shocking grasp**

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

2nd level (3 slots): *Aganazzar's scorcher**, *misty step*, *scorching ray**

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball**

* *Evocation spell*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Source: Azbara Jos, *Hoard of the Dragon Queen*

THAYAN NECROMANCER

Medium humanoid (human), lawful evil

Armor Class 12 (15 with *mage armor*)

Hit Points 99 (18d8+18)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	18 (+4)	12 (+1)	12 (+1)

Saving Throws Int +8, Wis +5

Skills Arcana +12, History +12

Damage Resistances necrotic

Senses passive Perception 11

Languages Common, Draconic, Elvish, Netherese, Primordial, Thayan

Challenge 9 (5,000 XP)

Grim Harvest (1/turn). When the necromancer reduces a creature that is neither a construct nor undead to 0 hit points with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times the spell's level if the spell is a necromancy spell.

Spellcasting. The necromancer is an 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch**, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *false life**, *mage armor*, *ray of sickness**, *shield*

2nd level (3 slots): *blindness/deafness**, *misty step*, *see invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *fear*, *vampiric touch**

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

5th level (3 slots): *dominate person*, *mislead*

6th level (1 slots): *circle of death**

*Spell is a necromancy spell

Actions

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Source: Necromancer, *Volo's Guide to Monsters*

THAYAN KNIGHT

Medium humanoid (high elf), lawful evil

Armor Class 16 (studded leather, shield)

Hit Points 52 (8d8+16)

Speed 30 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	8 (-1)

Saving Throws Str +6, Con +4

Skills Arcana +5, Deception +1, Insight +2, Perception +2, Religion +5

Senses passive Perception 12

Languages Common, Infernal, Thayan

Challenge 3 (700 XP)

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

War Magic. When a Thayan Knight casts a cantrip using its action, it can make a single weapon attack as a bonus action.

Weapon Bond. Provided its longsword is on the same plane, a Thayan Knight can take a bonus action to teleport it to its hand.

Spellcasting. A Thayan Knight is a 10th level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13, +5 to hit with spell attacks). A Thayan Knight has the following spells prepared from the wizard list:

Cantrips (at will): *booming blade*, *lightning lure*

1st level (4 slots): *absorb elements*, *feather fall*, *shield*

2nd level (3 slots): *blur*, *misty step*, *see invisibility*

Actions

Multiattack. A Thayan Knight attacks twice with its longsword or dagger.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage.

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

Source: Dralorrer Borngray, *Hoard of the Dragon Queen*

WATER ELEMENTAL

Large Elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through as space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharges 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large or up to two Medium creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 13 (2d8 + 4) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

Source: Water Elemental, *Monster Manual*

WATER ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8+51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 7 (2900 XP)

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

Actions

Multiattack. The myrmidon makes three trident attacks.

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

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage, and the target's speed is reduced by 10 feet until the end of the myrmidon's next turn.

Source: Water Elemental Myrmidon, *Princes of the Apocalypse*

WINTER WOLF

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.,

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much on a successful one.

Source: Winter Wolf, *Monster Manual*

APPENDIX 1.5: SELECTED MONSTERS ORGANIZED BY TYPE

ELEMENTALS

AIR ELEMENTAL

Large Elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter the hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4-6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Source: Air Elemental, *Monster Manual*

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

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

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Source: Earth Elemental, *Monster Manual*

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature uses an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Source: Fire Elemental, *Monster Manual*

WATER ELEMENTAL

Large Elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharges 4-6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large or up to two Medium creatures at one time with this ability. At the start of each of the elemental's turns, each grappled target takes 13 (2d8 + 4) bludgeoning damage. As an action, a creature within 5 feet of the elemental can pull a creature or an object out of it by succeeding on a DC 14 Strength check.

Source: Water Elemental, *Monster Manual*

ELEMENTAL MYRMIDONS

AIR ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8+36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 7 (2900 XP)

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

Actions

Multiattack. The myrmidon makes three flail attacks.

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

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. If the attack hits, it deals an extra 18 (4d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

Source: Air Elemental Myrmidon, *Princes of the Apocalypse*

EARTH ELEMENTAL MYRMIDON

Medium elemental, neutral

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 weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 7 (2900 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. If the attack hits, it deals an extra 16 (3d10) thunder damage, and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Source: Earth Elemental Myrmidon, *Princes of the Apocalypse*

FIRE ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8+36)

Speed 40 ft.,

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 7 (2900 XP)

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

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

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

Actions

Multiattack. The myrmidon makes three scimitar attacks.

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

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

Source: Fire Elemental Myrmidon, *Princes of the Apocalypse*

WATER ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 127 (17d8+51)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	10 (+0)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Primordial

Challenge 7 (2900 XP)

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

Actions

Multiattack. The myrmidon makes three trident attacks.

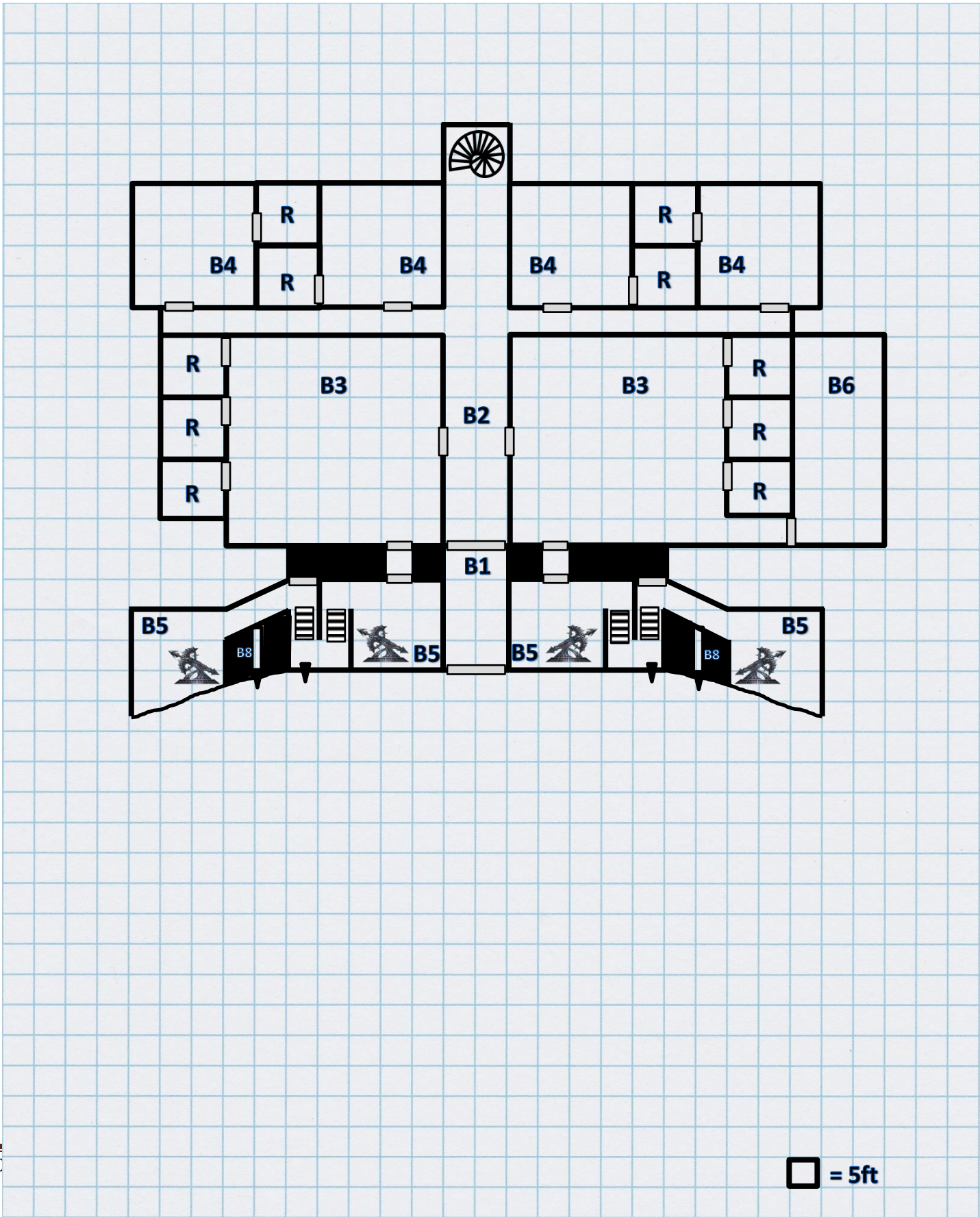
Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Freezing Strikes (Recharge 6). The myrmidon uses Multiattack. Each attack that hits deals an extra 5 (1d10) cold damage, and the target's speed is reduced by 10 feet until the end of the myrmidon's next turn.

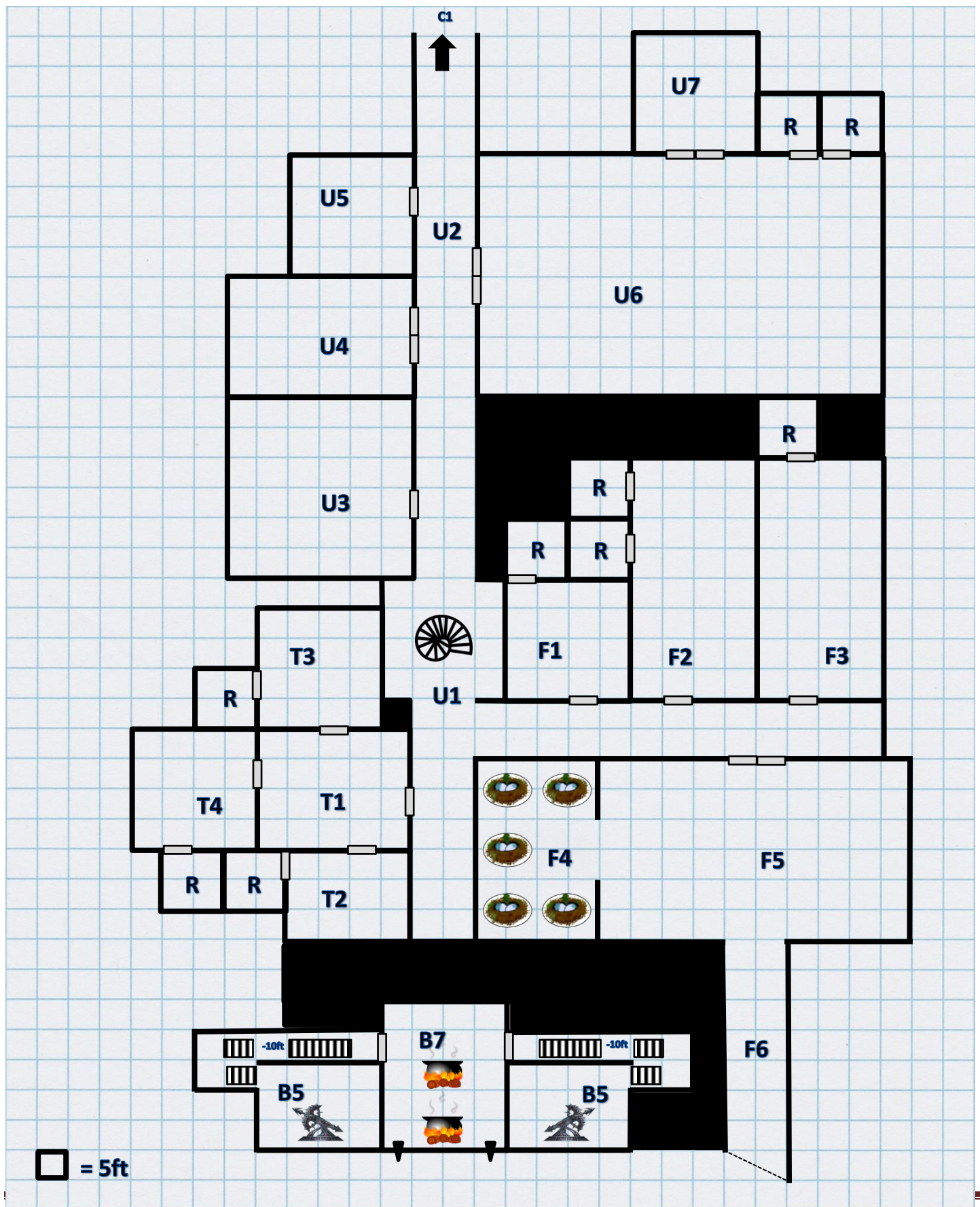
Source: Water Elemental Myrmidon, *Princes of the Apocalypse*

APPENDIX 2: MAPS

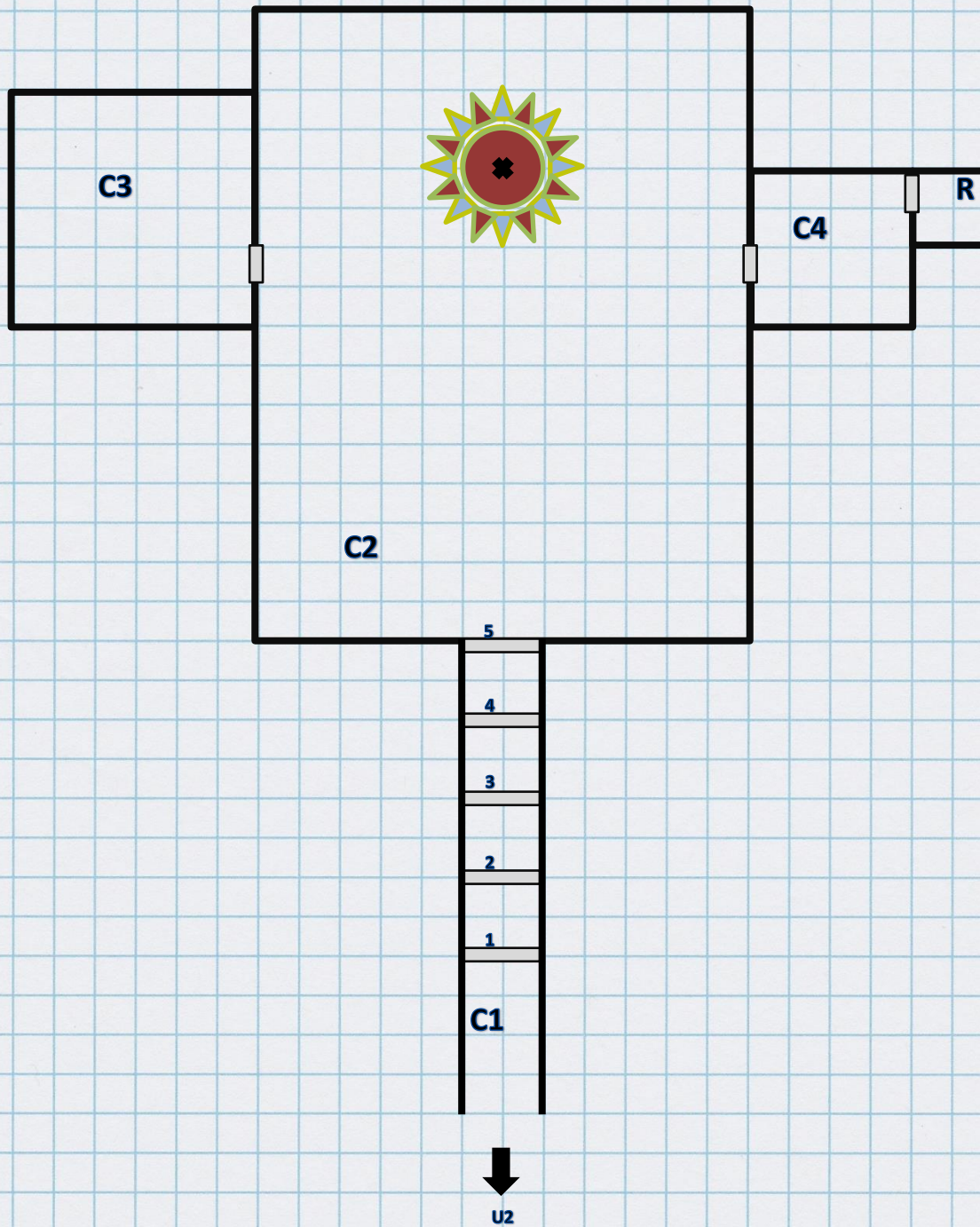
PART 3 MAP



PART 4 MAP



PART 5 MAP



 = 5ft

PLAYER HANDOUT 1: MESSAGE FROM RASTOL SHAN

CLOAK MEMBER

Your assistance is required with a delicate matter. Be at the Tower of Arcane Might five mornings hence. Inform the guards on the gate you are present to discuss Brinora.

-R.S., Senior Cloak

HERO OF MULMASTER

Your assistance is requested with a delicate matter for the future of Mulmaster, which you have served so ably in the past. If you are of mind to assist, be at the Tower of Arcane Might five mornings hence. When the guards at the gate ask your business, tell them 'Brinora'.

- R.S., Senior Cloak

FAMOUS MERCENARY

Tales of your deeds have reached my ears, and I have a proposition that might be of interest to you. If you are, be present five mornings hence at the Tower of Arcane Might. When asked your business, reply with only 'Brinora'. It will be worth your time.

- R.S., Senior Cloak

PLAYER HANDOUT 2: TOWER OF ARCANE MIGHT QUARTERMASTER

Individuals who are not members of the Cloaks pay a 5% surcharge on any purchases of under 1000gp and a 2% surcharge on any purchase over that. For example, a suit of plate armor is 1500 gp + 50gp (5% first 1000) + 10 gp (2% over 1000) for a total of 1560 gp. Non-Cloak members are given a stern warning about the use of components for arcane spells by the quartermaster.

Armor (PHB p 145): All items available

Weapons (PHB p 149): All items available

Adventuring Gear (PHB p 150): All items available, with additional items: desert clothing 4gp, sand shoes 5 gp, cold weather clothing 4 gp, snow shoes 5 gp, snow goggles 2gp, crampons 2 gp, cross-country skis and poles 8 gp, mountaineer tent (2 person) 6 gp

Tools (PHB p 154): All items available

Mounts and Other Animals (PHB p 157): No elephants.

Tack and Harness (PHB p 157): No carriages or chariots. 2 carts, 2 sleds, 1 wagon available. All other items.

Waterborn Vehicles (PHB p 157): Only 1 rowboat available.

Spellcasting Components: Anything under 1000 gp in value. The quartermaster also issues spell scrolls to members of the Cloaks of sufficient rank if requested.

Potions: The quartmaster is willing to exchange a *potion of superior healing* for a **Mushroom of Connection**

(Story Award from CCC-ODFC01-01 *Hammer and Anvil*).

He has a maximum of three potions.

**PLAYER HANDOUT 3: SQUIRE'S
NOTE**

To attend Chapel

In the tongue of the Elders

Fire

Water

Air

Earth

Chaos

*Crap! The order changes. Have to think
now.*

PLAYER HANDOUT 4: MAGIC ITEM

REWARD

WARDEN, SPELLGUARD SHIELD

Shield, very rare, requires attunement

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Created by Brinora for her lover, and later husband, Richard, this shield is made of multicolored glass. While it appears fragile, it is just as strong as a regular shield. Although the picture that was initially formed was Brinora's arcane sigil, the pattern rearranges appropriately for the wielder, forming a holy symbol or other simple image of great meaning.

PLAYER HANDOUT 5: BRINORA'S GRIMOIRE

The lock on this impressive leather bound tome popped open when Brinora died, and refuses to stay shut, even though you later figured out the magical sequence that was the key. The book is immune to acid, cold, fire, lightning, and thunder damage, in addition to poison and psychic, and projects a shield of force around itself to prevent objects from striking it. None of these properties are able to help you in combat, though the contents might, if you can decipher them. The spellbook is completely full, so no spells can be added.

1st: *absorb elements, chromatic orb, detect magic, earth tremor, feather fall, identify, protection from evil and good, mage armor, magic missile, shield*

2nd: *blur, darkvision, detect thoughts, earthbind, Melf's acid arrow, mirror image, misty step, see invisibility*

3rd: *counterspell, dispel magic, fly, fireball, glyph of warding, haste, lightning bolt, Melf's minute meteors*

4th: *banishment, dimension door, fire shield, greater invisibility, stoneskin*

5th: *cone of cold, scrying, transmute rock, wall of force*

6th: *chain lightning, globe of invulnerability, guards and wards, true seeing*

7th: *prismatic spray, teleport*

8th: *antimagic field, mind blank*

9th: *foresight, time stop*

PLAYER HANDOUT 6: STORY

AWARDS

And the Chaos Stared Back.

While attempting to maintain control of the Unstable Elemental Node long enough to close it, you saw something in the seething chaos. At the same time, whatever it was saw you, and when you close your eyes, you can see it still staring at you. Elementals and other creatures representing the elemental princes or the Elder Elemental Eye (as determined by the DM) will target you by preference in combat, assuming it is not dangerous for them to do so. In social encounters, their attitude is one step worse than it otherwise would be (friendly becomes indifferent, indifferent becomes hostile).

Chaos Warped.

You're not sure how, but you woke up in the middle of one of the elemental planes, totally lost, your mind scrambled, but with only a single thought – you have to get home. Consult the *Adventurers League FAQ* for the most up to date information on getting back to the Material Plane.

Elemental Spells: A Treatise on Manipulating Reality.

What did you do with this tome?

Gave it to someone else: That's really sad.

Kept it: Congratulations! You have a dense, academic tome on the study of the elements and their impact on reality. Wandering about, adventuring, dungeon delving – not really all that conducive to studying, are they? Perhaps you should keep this at the bottom of your pack until you need a unique book to get in somewhere, like Candlekeep. Void this award if you ever give up the book.

Gave it to Rastol Shan: Shan is delighted with your gift, and offers to let you study the tome with him. For every 10 downtime days you spend studying the tome with him, he is able to produce a spell scroll of one level of spell from the *Elemental Evil Player's Companion* and give it to you. If you choose to instead wait, multiple units of 10 days can be combined for higher level scrolls. After 60 days of study, Shan unfortunately has no more time to examine the book. During your study with him, you are expected to look and act the part of a respected researcher, so you must maintain a wealthy lifestyle, at a minimum.

Shan's Troubleshooter.

Rastol Shan has taken a personal interest in your career with the Brotherhood of the Cloaks. He has given you a signet ring that indicates his respect for your talents. You gain an additional rank within the Cloaks organization. Additionally, you are considered to be a citizen resident of Mulmaster with respect to the Community Service downtime activity.