

THE HEIR OF

ORCUS

VERSE II



**YOU DON'T PLAY THIS MODULE!
THIS MODULE PLAYS YOU!**

A Four-hour Adventure for Tier 1 Characters. Optimized for APL 3. By: Anthony Joyce

CCC-AETHER-01-02



CREDITS

Lead Designer: Anthony Joyce

Editing: Jay Africa

D&D Adventurers League Guildmaster: Chris Lindsay

Art Director & Graphic Design: Joaquin Reymundo “Dsurion”

Comic Art: James Gifford

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Mike Mearls, Matt Sernett

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

Playtesters (In Alphabetical Order): Avery Adams, Anthony Dunn, Cory Flagg, Rob Froberg, Jerry Lovin, Rory McDonough, Alain Pham, Jose Soto, Michael Sullivan

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.



Adventure Primer

This adventure builds off the choices made in *The Heir of Orcus: Verse I*. It is highly recommended that characters play *The Heir of Orcus: Verse II* after *Verse I*. Otherwise the DM narrates how the characters came to find the Temple of Orcus.

Background

"Deep in the Temple of Orcus, lies a creature of unspeakable evil. It is said that his Heir dwells in that lair so beware for all who enter may never return!"

–Verse II

The characters begin the adventure in the **TEMPLE OF ORCUS** deep beneath the **BLOODMUCK SWAMP** in the region of **THAR**, aligned either with the **KNIGHTS OF HOLY JUDGMENT** the **CULT OF ZARIEL**, or **CHAOS**. All factions want to rescue **SER VINDICTUS** or, if she is dead, recover her body.

No one knows what happened to Ser Vindictus and her failed raid over 100 years ago. It is up to the characters to brave the hordes of Orcus, enter the Temple of Orcus, and uncover the fate of Ser Vindictus.

Episodes

The adventure has two episodes and takes approximately four hours to play. The episodes are introduced by a **Call to Action** Episode.

If you are planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you are advised to revisit the Call to Action each time you play.

- **Episode 1: Doomed (Call to Action)**. The party begins its journey into the Temple of Orcus. They need to make their way past several large groups of enemies to enter the **UNHOLY PLACE** and **UNHOLY OF UNHOLIES**. Characters complete Main Objective A upon completing this Episode.
- **Episode 2: The Heir of Orcus**. The party goes deep into the Temple, confronts the Heir of Orcus, and uncovers the unfortunate fate of Ser Vindictus, after which they make a daring escape with the body of Ser Vindictus. Characters complete Main Objective B upon completing this Episode.

Adventure Hooks

Players can come up with the best story hooks that intimately build upon their characters' backstories. Ask the players why their characters are going to rescue Ser Vindictus, a lost angel of Tyr. Is it for nefarious or noble purposes?

Choosing a Side

The characters' choices and actions will cause them to "choose a side" during this adventure. If they played *The Heir of Orcus: Verse I*, they have already chosen a side. If the characters did not play *Verse I*, or cannot decide whom they want to align with, then the DM decides. Below is a description of the three sides:

Knights of Holy Judgment. The Knights of Holy Judgment want to rescue or recover Ser Vindictus. A mythical hero for them, she would be a great asset to their order. If the characters aligned with the Knights of Holy Judgment, they begin the adventure with the following NPCs:

- **SER TITUS**. A handsome, muscular **Knight** of Holy Judgment who seeks to uncover the mystery behind Ser Vindictus' disappearance. If he died in *The Heir of Orcus: Verse I*, he appears as a **sword wraith warrior** in this adventure.
- **SER GERTZ**. A young, female, half-orc priest in the Knights of Holy Judgment. If she died in *The Heir of Orcus: Verse I*, she appears as a **sword wraith warrior** in this adventure.
- **Cult of Zariel**. The Cult of Zariel seeks to find Ser Vindictus and corrupt her into a fallen angel to serve the Archdevil **ZARIEL**. If Ser Vindictus is dead, the cult wants her body so they can conduct infernal rituals on her corpse to corrupt her soul.
- **NURFENPURF**. A gnome cultist who worships the Archdevil Zariel. If he died in *The Heir of Orcus: Verse I*, he appears as an **imp** in this adventure.
- **ORIANNA MAFISTO**. A spunky, playful, and seductive **succubus**. She enjoys corrupting mortals with pleasures of the flesh and their darkest desires, all in the name of fun! If she died in *The Heir of Orcus: Verse I*, she reforms in the Nine Hells and rejoins the party.
- **MORDAKAI MAFISTO**. A veteran of the **BLOOD WAR** who suffers from post-traumatic stress disorder. The only thing that cheers him up is Dragonchess, a game he grew to love during his time on the front lines of the Blood War. If he died

in *The Heir of Orcus: Verse I*, he reforms in the Nine Hells and rejoins the party.

Chaos. This side is the most difficult to side with while playing through the Verse II, and should only be considered for play by well-formed groups. The characters forsake helping the Knights of Holy Judgement and the Cult of Zariel. A voice echoes in their mind...“Recover the body of Ser Vindictus...you have been chosen...” If the characters communicate with the voice, it will repeat this phrase. All languages understand this voice; no one knows why this voice speaks, or what its purpose is.

Lore the DM should know

Orcus. Orcus is the Demon Prince of Undeath, also known as the Blood Lord. Orcus rules over Thanatos, the 113th layer of the Abyss. For more detailed lore, reference *Mordenkainen’s Tome of Foes* or *Out of the Abyss*.

Zariel. Zariel rules Avernus, the first layer of the Nine Hells and the main battlefield in the eternal Blood War. Many eons ago, she was a powerful angel tasked with observing the Blood War on Avernus. The influence of Avernus ultimately corrupted her and she became an Archdevil. For more detailed lore, reference *Mordenkainen’s Tome of Foes*.

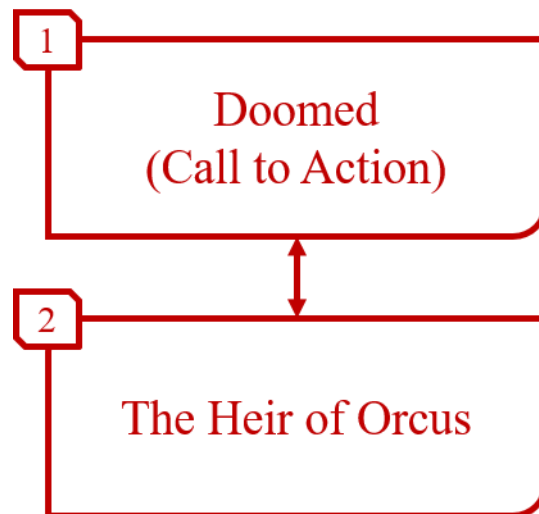
The Blood War. An eternal conflict between demons and devils that takes place in the lower planes, the war is mostly fought along the River Styx, in between the Abyss and Avernus. For more detailed lore, reference *Mordenkainen’s Tome of Foes*.

Tyr. Tyr is the Faerûnian god of justice. His symbol is balanced scales resting on a warhammer. Followers of Tyr see things in terms of black and white, as good or evil. The Knights of Holy Judgment is an order of knighthood devoted to Tyr and seeking out vengeance against all that is evil. These knights wear thin strips of diaphanous cloth over their eyes to remind others of the blindness of justice. For more detailed lore, reference the *Sword Coast Adventurer’s Guide*.

Ser. The title “Ser” is a gender-neutral, knightly title used by the Knights of Holy Judgment. This title exemplifies that Tyr’s adherence to justice is blind, and anyone, regardless of gender is equally capable of executing justice in Tyr’s name.

Episode Flowchart

This adventure plays takes place over 2 Episodes. Episodes 1 and 2 play out in linear order.



Episode 1. Doomed (Call to Action)

Estimated Duration. 150 minutes

In this Episode, the characters overcome a horde of demons and undead enemies as they make their way deeper into the Temple of Orcus.

Area 1. The Great Court

Area Information

The area has the following features:

Terrain & Dimensions. The **GREAT COURT** is a large open area that surrounds the Temple of Orcus, encased within an underground cavern. The cavern ceiling is 120 feet high. Bone cylinders filled with flesh are scattered throughout the Great Court, as are the mangled bodies of fallen knights from the lost Knights of Holy Judgment expedition. A river of lava flows around the temple; several bridges of bone expand over the lava and connect to the temples' **UPPER COURT**.

Lighting. Green flames spew forth from pyres made of human bone. These flames emit an eerie, dim, green light in a 20-foot radius. The lava emits bright light within a 20-foot radius. The bone cylinders radiate dim light in a 5-foot radius.

Smells and Sounds. The entire cavern smells of death, decay, and rotted flesh. Demons and undead creatures screech out in rage, ravenous to consume flesh and mortal souls.

Creatures/NPCs

A horde of 8 **manes**, 3 **dretches**, 2 **shadows**, and a **ghoul** wander aimlessly in the Great Court.

Ghoul. The ghoul is a deceased human from an unknown plane of existence. It wears a technologically advanced suit of green "Space"

Mariner's Armor (Breastplate) and a strange metallic "HUD" **Dread Helm**. The ghoul does not gain any benefit from wearing this armor due to improper fitting.

Objectives/Goals. These creatures want to destroy all living creatures. The forces of Orcus loath the living and seek to extinguish all forms of life.

Other Features

Lava. A creature that falls in the lava immediately takes 55 (10d10) fire damage. A creature that begins its turn in the lava also takes 55 (10d10) fire damage.

Bone Cylinders. Place bone cylinders wherever you like in the Great Court! Bone cylinders weigh 100 lbs., occupy a 5-foot square, and have AC 15 and 4 (1d8) hit points. If a bone cylinder is destroyed, it erupts and each creature within 10 feet must succeed in a DC 13 Dexterity saving throw or take 11 (2d10) piercing damage (taking half as much damage on a successful save).

Call to Action

The objective of this adventure is for characters to (1) enter the Temples' Unholy Place and (2) escape with the body of Ser Vindictus.

Treasure & Rewards

The characters can find the following treasure.

- **Mariner's Armor (Breastplate)**
- **Dread Helm**

Encounter Adjustments

- **Very Weak:** Remove five **manes**, one **dretch**, and all **shadows** from the encounter
- **Weak:** Remove two **dretches**, and one **shadow** from the encounter
- **Strong:** Remove three **manes**; add three **dretches** and two **shadows**
- **Very Strong:** Add two **shadows** and two **ghouls**

Playing the Pillars

COMBAT

Highlight the bone cylinders. Characters can destroy them to cause area-of-effect damage to the enemies.

EXPLORATION

Characters can attempt a DC 12 group Dexterity (Stealth) check to hide from the enemies. On a success, they remain hidden until moving within 20ft. of an enemy.

SOCIAL

Characters can make a DC 12 Charisma (Performance) check to mimic undead zombies. On a success, they pass by enemies in the Great Court unnoticed.

Area 2. The Upper Court

Area Information

The area has the following features:

Terrain & Dimensions. A 20-foot black marble wall surrounds the Upper Court. Ten fonts of blood and bones flank the Temple of Orcus. Near the entrance of the temple is a large altar stained with the blood of hundreds of innocents, used as sacrifices in honor of Orcus. In the southwest corner of the Upper Court is a 3-foot-tall vat of vile, black ooze.

Lighting. Green flames spew forth from pyres made of human bone. These flames emit a green eerie dim light in a 20-foot radius.

Smells and Sounds. The fonts of blood and bones smell of iron. The vat of black ooze fills the air of the Upper Court with an acidic singe.

Creatures/NPCs

The Upper court is crawling with 6 **manes** and 3 **rutterkins**. These creatures wander aimlessly, seeking to consume their next living meal.

Objectives/Goals. These demons protect the Upper Court from any intruders that dare approach.

Other Features

Doors leading into the Unholy Place. These massive, locked doors lead into Area 3, The Unholy Place. There are two golden rings on the doors, each with an inscription in Abyssal.

The inscription on the left golden ring reads, "Give life." In the middle of the ring is a small saucer with a sharp edge built into the rim. If a character cuts themselves with the rim and deposits blood into the saucer, the door unlocks.

The inscription on the right golden ring reads, "Take life". In the middle of the ring is a small saucer with a living, beating heart. The heart has AC 11 and 2 (1d4) hit points. The door opens if the heart stops beating.

Fonts of blood and bones. Any living, humanoid creature that drinks from these fonts is healed

2d4+2 hit points and ages 1d12 years. These fonts are for the Priests of Orcus. During rituals, they drink from the fonts to age so that they might sooner embrace undeath.

Vat of vile, black ooze. A creature that touches the black ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the black ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. The weapon disintegrates if its penalty drops to -5.

Characters can destroy the vat to distract or harm enemies. The vat is made of iron, and has an AC of 19 and 27 (5d10) hit points. Destroying the vat causes the black ooze to fill up a 20-foot-radius sphere from the center of the vat.

Altar of Orcus. Cultists of Orcus use this altar to sacrifice living creatures in honor of Orcus. A character can sacrifice a living creature on the altar. A sacrificed creature's blood turns into two servings of unholy anointment. Consuming an entire serving of unholy anointment grants the following benefit to the character:

- Wings of jagged bone sprout from your spinal cord when you drink the blood. You gain a flying speed equal to your walking speed for 5 hours and can hover. If you are in the air when this effect wears off, you fall unless you have some other means of staying aloft.

Objectives

- **Main Objective A:** The characters enter The Unholy Place (Area 3).

Encounter Adjustments

- **Very Weak:** Remove two **rutterkins**
- **Weak:** Remove one **rutterkin**
- **Strong:** Remove all **manes** and add 6 **dretches**
- **Very Strong:** Remove all **manes**; add seven **dretches** and three **ghouls**

Playing the Pillars

COMBAT

The Upper Court is a large area, enemies can attack the characters all at once or in waves. Be creative and balance this encounter, based off party composition.

EXPLORATION

The fonts of blood and bones and the vat of vile black ooze can cause distractions or facilitate creative use of the environment to overcome the enemies.

SOCIAL

At DM discretion, characters can make a DC 13 Wisdom saving throw. On a failed save, they hallucinate and see dead loved ones beckoning them to jump into the vat of vile black ooze.

Episode 2. The Heir of Orcus

Estimated Duration. 90 minutes

In this Episode, the characters discover the unfortunate fate of Ser Vindictus, confront the Heir of Orcus, and try to escape with the body of Ser Vindictus!

Area 3. The Unholy Place

Area Information

The area has the following features:

Terrain & Dimensions. The ceiling of the Unholy Place is 60 feet high. Just inside the temple entrance stand two large statues of devourers. A large sarcophagus made of bones occupies the center of the room; around the sarcophagus are ten human skulls atop altars. At the far end of the room is a lectern with an open tome covered with cobwebs.

Lighting. The skulls on altars emit green necrotic energy that sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Smells and Sounds. Prayers whispered in Abyssal linger in this Unholy Place. Steady scratching and banging come from within the bone sarcophagus.

Creatures/NPCs

Entombed within the bone sarcophagus is Ser Vindictus. During her battle with the Heir of Orcus, a burrowing worm crawled under her armor and into her skin, turning her into a **spawn of Kyuss**. Before she turned, she restrained the Heir of Orcus and locked herself in the sarcophagus so she would do no harm to others. It is obvious to the characters that the spawn of Kyuss is Ser Vindictus: she is wearing her armor of Tyr and resembles her former self.

Objectives/Goals. Ser Vindictus bangs and scratches against the inside of the bone sarcophagus, trying to escape.

Other Features

Devourer Statues. The devourer statues are inanimate, magical objects that can choose a living humanoid with 0 hit points that it can see within 30

feet of it. That creature is teleported inside the devourer statue's ribcage and imprisoned there. A creature imprisoned in this manner has disadvantage on death saving throws. A devourer statue can imprison only one creature at a time. It requires one action to free a creature imprisoned in the statue.

Bone sarcophagus. This sarcophagus is a ceremonial fixture of the temple. Orcus selects deserving priests and commands them to lie in the sarcophagus with a burrowing worm, turning them into spawns of Kyuss. The bone sarcophagus has an AC of 15 and 18 (4d8) hit points. Characters can open the sarcophagus lid by succeeding in a DC 13 Strength (Athletics) check. If a character peeks inside, Ser Vindictus uses her *burrowing worm* action.

Skulls on Altars. Each skull is from a High Priest of Orcus who presided over this temple. When a skull is touched for the first time, roll on the "Skull Effects Table" found in Appendix 4. Each skull can communicate telepathically in common and Abyssal and has one "Skull Effect".

Tome of Orcus, Book I. A vile book of wretched evil and hate, verses glorifying Orcus and his destruction of life fill each page. The Tome is opened to a section on prophecies. The section discusses a ritual and the birth of Orcus' Heir by using a holy vessel as a means to birth this unholy cambion. The Tome is written in Abyssal.

Encounter Adjustments

- **Very Weak:** The **spawn of kyuss** starts with 45 hit points
- **Weak:** The **spawn of kyuss** starts with 60 hit points
- **Strong:** The **spawn of kyuss** starts with 92 hit points
- **Very Strong:** The **spawn of kyuss** starts with 108 hit points

Playing the Pillars

COMBAT

Ser Vindictus attacks the characters if anyone opens her sarcophagus. Otherwise, she tries breaking out once the Heir of Orcus is free from her chains.

EXPLORATION

If characters explore the Unholy Place, they see ancient abyssal engravings on the wall depicting the infinite ways Orcus wants to destroy all living creatures.

SOCIAL

The Skulls on Altars telepathically whisper hateful remarks at the characters. You determine the skulls' personalities.

Area 4. Unholy of Unholies

Area Information

The area has the following features:

Terrain & Dimensions. The ceiling is 60 feet high. A huge statue of Orcus occupies the Unholy of Holies.

Lighting. The statue of Orcus emits an eerie, dim light within a 15-foot radius.

Smells and Sounds. Wretched, Abyssal curses softly echo throughout the Unholy of Unholies.

Creatures/NPCs

The Heir of Orcus. This merciless, malevolent **cambion** is the daughter of Orcus and the embodiment of betrayal and deceit. She murdered her own mother, a priestess of Tyr, during childbirth. Her true name is unknown except for in the pages of a tome hidden deep within the Abyss.

Objectives/Goals. The Heir of Orcus is trapped within the Unholy of Unholies. Ser Vindictus tied her to the Statue of Orcus before turning into a spawn of Kyuss. The chains are imbued with the power of Tyr and prevent the Heir of Orcus from breaking the chains or from casting *plane shift*.

The Heir of Orcus immediately casts *alter self* on herself when the doors to the Unholy Place open. She alters herself to look like a tired, beaten, and exhausted Ser Vindictus, pretending to be unconscious when the characters approach.

Tactics. The Heir of Orcus uses deceit to gain the characters' trust so they free her from her imprisonment.

Deceiving the Characters.

The Heir of Orcus acts as if she is Ser Vindictus and shares the following to gain the characters' trust. She does all she can to avoid openly lying; instead, she misconstrues the truth.

- If Knights of Holy Judgment are present, she praises Tyr for saving her.
- If the Mafisto Twins are present, she curses the name of Tyr for abandoning her and listens to any offers of joining Zariel. She puts up a small fight to

play the role of "Ser Vindictus" but will ultimately "join Zariel" if the characters let her go.

- If neither the Knights of Holy Judgment nor the Mafisto Twins are present, she pleads for freedom.
- She says she led the Knights of Holy Judgment on a daring raid to rescue a Priestess of Tyr.
- The Knights arrived at the end of an unholy ceremony that caused the Priestess of Tyr to give birth to a cambion known as the Heir of Orcus.
- She was defeated and tied to the Statue of Orcus, left to die and wither away. (She is not lying here)

Other Features

Statue of Orcus. Magic of the darkest origins emanates from this statue. Orcus, himself, can recall anything the statue sees or hears. If he so chooses, he can speak through the statue to address his enemies and followers directly. Only a creature wielding the Wand of Orcus can destroy this statue. At your discretion, Orcus notices the characters and speaks to them through the statue. Orcus tells the characters to sacrifice "Ser Vindictus" in his honor, allowing them to leave the Temple alive if they do so. Orcus knows the Heir of Orcus has altered herself to appear as Ser Vindictus—the Prince of Undeath enjoys manipulating mortals and wants to throw them off.

Aura of Orcus. The statue activates this feature when the Heir of Orcus is free from her chains. While active, the aura deals 2 necrotic damage to any creature that ends its turn within Areas 3 and 4. Undead and fiends ignore this effect.

Encounter Adjustments

- **Very Weak:** The **cambion** starts with 44 hit points
- **Weak:** The **cambion** starts with 63 hit points
- **Strong:** The **cambion** starts with 101 hit points
- **Very Strong:** The **cambion** starts with 121 hit points

Objectives

Main Objective B: The characters escape the Temple of Orcus with the body of Ser Vindictus.

Playing the Pillars

COMBAT

The Heir of Orcus attacks the characters as soon as she is free of her chains. She uses *plane shift* if she is close to death and laughs if the characters kill her, for they have set her free!

EXPLORATION

Characters with a passive Wisdom (Perception) score of 13 detect the unholy presence of Orcus staring at them from the statue.

SOCIAL

Characters succeeding in a DC 16 Wisdom (Insight) check realize that the Heir of Orcus is lying. The Heir of Orcus uses her *fiendish charm* on characters that accuse her of lying.

Wrap-Up: Concluding the Adventure

If the characters escape the Temple of Orcus with the body of Ser Vindictus, they are successful! The choices the characters make in *The Heir of Orcus: Verse I & II* determine the outcome of their adventure. Below are the outcomes of this story arc based on which side the characters aligned with and whether or not they killed the Heir of Orcus. More to come in future *Verses* if players enjoy *The Heir of Orcus*!

Development: “Choosing a Side”

Knights of Holy Judgment. These holy knights of Tyr recover their mythical Commander, Ser Vindictus, and set out to resurrect her. Ser Vindictus, is a powerful deva and once resurrected, the Knights of Holy Judgment to grow in power throughout the Moonsea Region.

Cult of Zariel. The Cult of Zariel takes the corpse of Ser Vindictus back to Mafisto Manor. They plan to carry out infernal rituals to resurrect Ser Vindictus as a fallen angel that will join the ranks of Zariel’s legions. If they succeed, Zariel’s influence grows in the Moonsea Region and her forces in the Blood War gain a powerful ally in Ser Vindictus.

Chaos. The characters escape with the body of Ser Vindictus. As they flee, an enormous blinding white light and deafening ring blares out around them. The characters must make a DC 30 Constitution saving throw, on a failure, characters go unconscious for 1 hour, and on a success, characters see the silhouette of a humanoid through the bright light before they go unconscious for 30 minutes.

When they wake, the body of Ser Vindictus is gone and a note is nearby. The note is in common and reads, “You have done well. We will contact you again shortly...chosen ones.”

Development: “Is The Heir of Orcus dead, alive, or still chained up?”

Use this to describe what happens as if it were the final scene in a movie.

Dead. A vile black ichor begins to form into the body of The Heir of Orcus deep in Thanatos, the 113th layer of the Abyss. You can hear the laughter of Orcus echoing over the grey dead wasteland, he says, “Rise my daughter...rise!”

Alive. The Heir of Orcus shape shifts into one of the characters and begins to laugh maniacally. Her reign of horror is now unleashed upon the world of Faerun.

Chained up. A Duergar mined too deep, digging into the cavern wall that leads into the Temple of

Orcus. He hears a voice calling out to him for help...he goes towards the voice to set the Heir of Orcus free!

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement Checkpoints

The characters receive 2 **advancement checkpoints** for each main objective they complete.

- **Main Objective A:** Characters enter The Unholy Place (Area 3).
- **Main Objective B:** The characters escape the Temple of Orcus with the body of Ser Vindictus.

Treasure Checkpoints

The characters receive 2 **treasure checkpoints** for each main objective they complete. There is a maximum of four treasure checkpoints for this adventure.

Magic Item Unlock

Characters unlock these magic items if they complete **both main objectives**.

Dread Helm. This fearsome steel helm makes your eyes glow red while you wear it. When you wear it, the glass visor displays your body and any damage you take. This item can be found in **Appendix 7**.

Mariner's Armor (Breastplate). The number "12101993" is etched into the inside of this green metallic breastplate, along with a single word in Abyssal: "Doomed". This item can be found in **Appendix 7**.

Story Awards

During this adventure, the characters may earn the following story awards:

Rising through the ranks. Characters gain this story award if they sided with the Knights of Holy Judgement or the Cult of Zariel: Your service has not gone unnoticed; your "side" offers you a permanent room and free food at their headquarters featured in

throughout *The Heir of Orcus* storyline. More information about this story award can be found in **Appendix 5**.

Chosen One. Characters who sided with Chaos receive this story award when they complete this adventure. Something beckons you...you never feel alone even when you physically are...something or someone is watching, waiting, you have become a chosen one! More information can be found in **Appendix 6**.

DM Rewards

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

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



Appendix 1: Locations & NPCs

The following NPCs and locations feature prominently in this adventure. The NPCs are listed in order of appearance.

NPCs

- **Nurfenpurf (NURF-en-PURF).** The steward for the Mafisto Twins and their manor. Gnome male.
Objective: Earn the favor of Zariel and the Mafisto Twins.
Personality: "I'm bitter and angry."
Ideal: "One day I'll earn Zariel's favor."
Bond: "I'll do anything for my Masters."
Flaw: "I spy on everyone."
- **Ser Titus (Ser TIE-tuss).** Commander of the Knights of Holy Judgment. Always shouts when he talks. Human male.
Objective: Discover what happened to Ser Vindictus in the Temple of Orcus.
Personality: "JUSTICE, VENGEANCE, TYR!!"
Ideal: "RETRIBUTION FOR EVIL DOERS!!"
Bond: "SER GERTZ MUST BE SAVED!!"
Flaw: "JUSTICE IS NEVER WRONG!!"
- **Orianna Mafisto (ORR-ee-ANN-a ma-FIST-oh).** A succubus disguised as a tiefling who contracts the adventurers to escort her and Mordakai to the Temple of Orcus. A servant of the Archdevil Zariel.
Objective: Recruit others into the Cult of Zariel and use them to enter the Temple of Orcus.
Personality: "I love to play and get my way."
Ideal: "I want others to love me."
Bond: "Mordakai has always been here for me."
Flaw: "I'll do whatever it takes to corrupt others."
- **Mordakai Mafisto (MORE-da-kigh ma-FIST-oh).** An incubus disguised as a tiefling who contracts the adventurers to escort him and Orianna to the Temple of Orcus. A servant of the Archdevil Zariel.
Objective: Recruit others into the Cult of Zariel and use them to enter the Temple of Orcus.
Personality: "My soul is weary of war."
Ideal: "I want this eternal conflict to end."
Bond: "Dragonchess is my only solace."
Flaw: "I am willing to wager anything on a game of Dragonchess."
- **Ser Gertz (Ser GERTS).** A member of the Knights of Holy Judgment. Half-orc Female.
Objective: Discover what happened to Ser Vindictus in the Temple of Orcus.
Personality: "It's best to be blunt and to the point."
Ideal: "I will prove myself as a great Knight."
Bond: "I am true to the ways of Tyr."
Flaw: "There is good in everyone. I don't care what others say."
- **The Heir of Orcus (ORR-cus).** This merciless, malevolent cambion is the daughter of Orcus and the embodiment of betrayal and deceit
Objective: Gain enough power to kill everything, even her own father Orcus, and (lastly) herself.
Personality: "I hate life, undeath, existence... it all needs to end!"
Ideal: "If I can fool others into ending their own lives, I can become even more powerful than my father!"
Bond: "I must infect the world with my ideas to foster unending death."
Flaw: "There is nothing I love or care for, I side with no one!"
- **Ser Vindictus (Ser VIN-dic-TUS).** An angel of Tyr and mythical hero of the Knights of Holy Judgment. Deva female.
Objective: Defeat Orcus and his forces!
Personality: "I will die for justice, honor, and the glory of Tyr!"
Ideal: "If I can vanquish all evil, the universe will be at peace!"
Bond: "I have dedicated my entire existence to Tyr."
Flaw: "It has been a century since Tyr left me here...has he abandoned me?"

Locations

- **Temple of Orcus (temple of ORR-cus).** A defiled and unholy temple dedicated to the Demon Lord Orcus, the Prince of Undeath.



Appendix 2: Creature Statistics

Cambion

Medium fiend, lawful evil

Armor Class 19 (scale mail)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 60 ft.



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

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

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

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

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Infernal

Challenge 5 (1,800 XP)

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

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

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

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

Actions

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

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

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

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

ends for it, the creature is immune to the cambion's *Fiendish Charm* for the next 24 hours.

Cultist

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.



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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

Actions

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

Dretch

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20ft.



STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/4 (50 XP)

Actions

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

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

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

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Imp

Tiny fiend (devil, shapeshifter), lawful evil



Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (−2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Knight

Medium humanoid (any race), any alignment



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 any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight 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.

Manes

Small fiend (demon), chaotic evil

Armor Class 9

Hit Points 9 (2d6 + 2)

Speed 20ft.



STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1/8 (25 XP)

Actions

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

Priest

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.



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

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

Senses passive Perception 13

Languages any two languages

Challenge 2 (450 XP)

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

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

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

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

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

3rd level (2 slots): *dispel magic, spirit guardians*

Actions

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

Rutterkin

Medium fiend (demon), chaotic evil



Armor Class 12

Hit Points 37 (5d8 + 15)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Crippling Fear. When a creature that isn't a demon starts its turn within 30 feet of three or more rutterkins, it must make a DC 11 Wisdom saving throw. The creature has disadvantage on the save if it's within 30 feet of six or more rutterkins. On a successful save, the creature is immune to the Crippling Fear of all rutterkins for 24 hours. On a failed save, the creature becomes frightened of the rutterkins for 1 minute. While frightened in this way, the creature is restrained. At the end of each of the frightened creature's turns, it can repeat the saving throw, ending the effect on itself on a success.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw against disease or become poisoned. At the end of each long rest, the poisoned target can repeat the saving throw, ending the effect on itself on a success. If the target is reduced to 0 hit points while poisoned in this way, it dies and instantly transforms into a living abyssal wretch. The transformation of the body can be undone only by a wish spell.

Shadow

Medium undead, chaotic evil



Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Spawn of Kyuss

Medium undead, chaotic evil

Armor Class 10

Hit Points 76 (9d8 + 36)

Speed 30ft.



Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	18 (+4)	5 (-3)	7 (-2)	3 (-4)

Saving Throws Wis + 1

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

Regeneration. The spawn of Kyuss regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or a body of running water. If the spawn takes acid, fire, or radiant damage, this trait doesn't function at the start of the spawn's next turn. The spawn is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Worms. If the spawn of Kyuss is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away, and it loses its *Burrowing Worm* action.

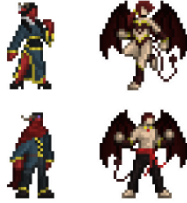
Actions

Multiattack. The spawn of Kyuss makes two attacks with its claws and uses *Burrowing Worm*.

Burrowing Worm. A worm launches from the spawn of Kyuss at one humanoid that the spawn can see within 10 feet of it. The worm latches onto the target's skin unless the target succeeds on a DC 11 Dexterity saving throw. The worm is a Tiny undead with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the worm can be killed by normal means or scraped off using an action (the spawn can use this action to launch a scraped-off worm at a humanoid it can see within 10 feet of the worm). Otherwise, the worm burrows under the target's skin at the end of the target's next turn, dealing 1 piercing damage to it. At the end of each of its turns thereafter, the target takes 7 (2d6) necrotic damage per worm infesting it (maximum of 10d6). A worm-infested target dies if it drops to 0 hit points, then rises 10 minutes later as a spawn of Kyuss. If a worm-infested creature is targeted by an effect that cures disease or removes a curse, all the worms infesting it wither away.

Succubus/Incubus

Medium fiend (shapechanger),
neutral evil



Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5,
Persuasion +9, Stealth +7

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

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range
restriction on its telepathy when communicating with a
creature it has charmed. The two don't even need to
be on the same plane of existence.

Shapechanger. The fiend can use its action to
polymorph into a Small or Medium humanoid, or back
into its true form. Without wings, the fiend loses its
flying speed. Other than its size and speed, its statistics
are the same in each form. Any equipment it is wearing
or carrying isn't transformed. It reverts to its true form
if it dies.

Actions

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

Charm. One humanoid the fiend can see within 30 feet
of it must succeed on a DC 15 Wisdom saving throw or
be magically charmed for 1 day. The charmed target
obeys the fiend's verbal or telepathic commands. If the
target suffers any harm or receives a suicidal
command, it can repeat the saving throw, ending the
effect on a success. If the target successfully saves
against the effect, or if the effect on it ends, the target
is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a
time. If it charms another, the effect on the previous
target ends.

Draining Kiss. The fiend kisses a creature charmed by it
or a willing creature. The target must make a DC 15
Constitution saving throw against this magic, taking 32
(5d10 + 5) psychic damage on a failed save, or half as
much damage on a successful one. The target's hit
point maximum is reduced by an amount equal to the
damage taken. This reduction lasts until the target
finishes a long rest. The target dies if this effect
reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal
Plane from the Material Plane, or vice versa.

Sword Wraith Warrior

Medium undead, lawful evil



Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

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

Damage Immunities poison

Condition Immunities exhaustion, frightened,
poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can
make one weapon attack. If it does so, attack rolls
against it have advantage until the start of its next turn.

Actions

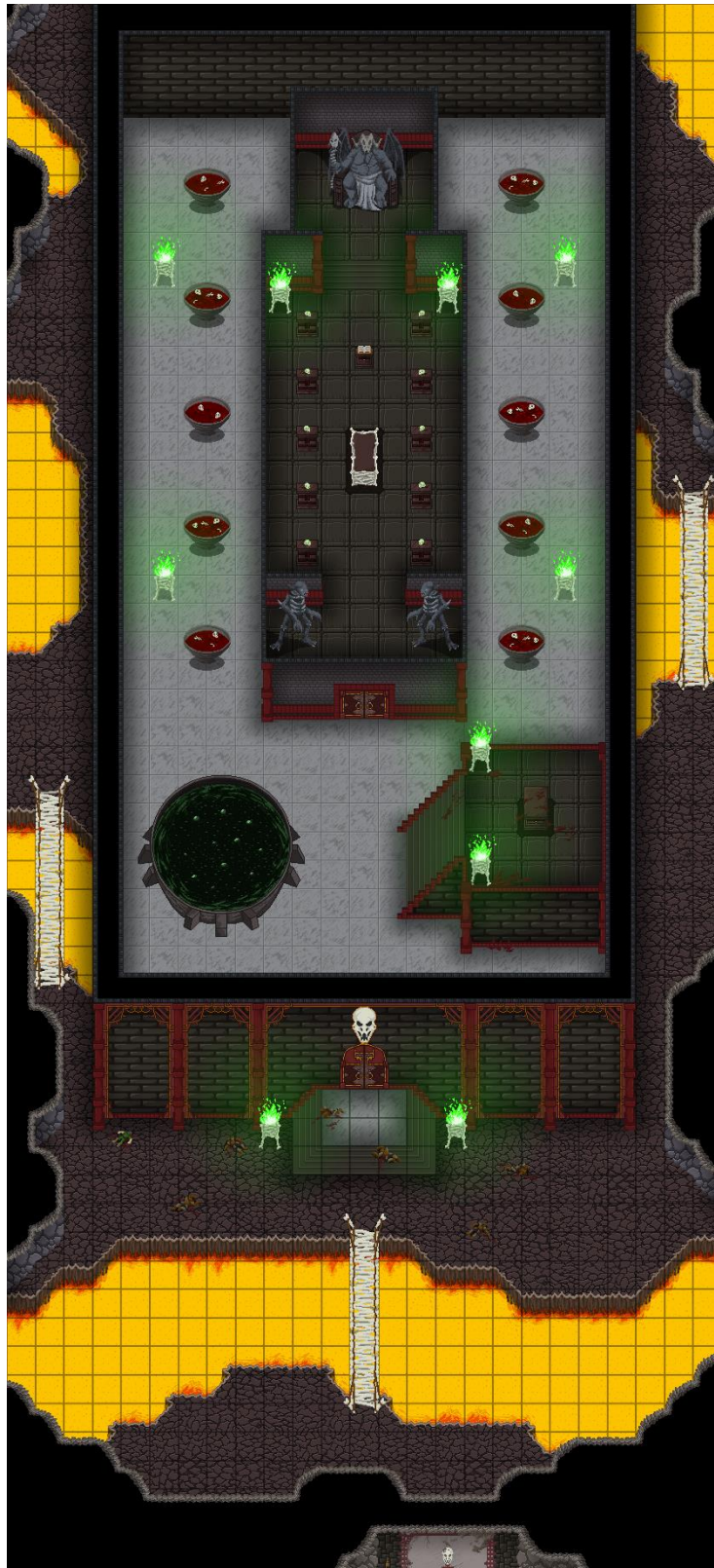
Longsword. *Melee Weapon Attack:* +6 to hit, reach 5
ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9
(1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range
150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing
damage.

Appendix 3A: DM Map – The Temple of Orcus



Appendix 3B: Player Map – The Temple of Orcus



Appendix 4. Skull Effects

Skull Effects Table

d100	Trick Effect
01–03	Ages the first person to touch the object by 4d12 years
04–06	Animates and vomits green pus on a character
07–10	Asks three skill-testing questions, but harasses the characters regardless of how they answer the questions
11–13	Bestows a resistance or vulnerability of the DM's choosing
14–16	Roll 1d6; based on the roll, change a character's (1) alignment, (2) personality, (3) size, (4) appearance, (5) gender, or (6) sex
17–19	Asks for gold, changes any gold it receives into crackers, eats the crackers, then laughs manically
20–22	Creates a spooky light and music show, while telling the story of a cursed vampire in the plane of Barovia
23–26	Creates an illusion of the DM's choice
27–29	Suppresses magic items for 30 minutes
30–32	Enlarges or reduces characters (DM's choice)
33–35	A <i>magic mouth</i> speaks a riddle of the DM's choosing; characters that fail to answer the riddle take 3 (1d6) necrotic damage
36–38	A <i>confusion</i> spell targets all creatures within 10 feet (the spell is cast at 4 th level and has a spell save DC of 14)
39–41	Gives directions to the nearest farm, talks about how good the cow's milk is (skull may be telling the truth or lying)
42–44	Offers to speak on behalf of a character's dead loved one, the loved one can speak through the skull to the characters
45–47	Flies about to avoid being touched
48–50	Casts <i>geas</i> on the characters (the spell is cast at 5 th level and has a spell save DC of 14)

d100	Trick Effect
51–53	Increases, reduces, negates, or reverses gravity (DM's choice)
54–56	Induces greed
57–59	Contains an imprisoned creature of the DM's choosing
60–62	Begins to belch causing the room to fill with the odor of rotten eggs and manure
63–65	Offers a game of chance with the promise of valuable information (the Skull rolls a d20 against the Characters, high number wins)
66–68	Helps or harms the characters (DM's discretion), bestowing 1d6 temporary hit points that last until a long rest or inflicting 1d6 necrotic damage
69–71	Casts <i>polymorph</i> on characters standing within 15 feet of the skull (the spell is cast at 4 th level and has a spell save DC of 14), lasting 1 hour
72–75	Asks the characters what year it is, where the skull is, and what the speed of a Waterdhavian raven is; when these questions are answered the skull says something witty then begins to melt
76–78	Prevents movement of the character for 10 minutes
79–81	Releases false coins, then laughs manically
82–84	Summons or turns into a monster of the DM's choosing (max CR 4)
85–87	Casts <i>suggestion</i> on the characters within 10 feet (the spell is cast at 2 nd level and has a spell save DC of 14)
88–90	Wails loudly when touched
91–93	Talks (DM's choice of normal speech, nonsense, poetry and rhymes, singing, spellcasting, or screaming)
94–97	Teleports characters to another place of the DM's choosing
98–00	Swaps two or more characters' minds standing within 100 feet

Appendix 5: Story Award - Rising Through the Ranks (Player Handout 1)

Rising Through the Ranks

Rising through the ranks. Characters gain this story award if they sided with the Knights of Holy Judgement or the Cult of Zariel: Your service has not gone unnoticed; your “side” offers you a permanent room and free food at their headquarters featured in throughout *The Heir of Orcus* storyline.

Knights of Holy Judgment

Your service to Tyr earns you praise among the Knights of Holy Judgement. The Knights notice your potential to serve in their Order, and hope that you continue to carry out the righteous justice of Tyr wherever you go. Spread his faith and his will until Faerun is free of evil doers!

Cult of Zariel

Zariel smiles upon you; you have shown your dedication to her cult. The Cult’s influence must spread beyond Mafisto Manor. The Cult is building a new headquarters in the Moonsea region; you will receive a permanent room and food there. Go forth and recruit souls in the name of Zariel, she needs more warriors to end the eternal Blood War.

Appendix 6: Story Award - Chosen One (Player Handout 2)

Chosen One

Characters who sided with Chaos receive this story award when they complete this adventure.

Something beckons you...you never feel alone even when you physically are...something or someone is watching, forever waiting. You have become a chosen one!

Note from the Author

I hope no one actually earns this story award...if a character becomes a Chosen One...may the gods show mercy on their soul.

Appendix 7: NPC Background Handouts (Player Handout 3)

NPC Handouts for Players

These handouts serve as a tool for the DM to enhance gameplay immersion at their table. DM’s don’t have to keep telling players who the NPC’s are or what they look like. Enjoy!



TIEFLING

LAWFUL EVIL

Mordakai Mafisto

MORDAKAI IS A VETERAN OF THE BLOOD WAR AND SUFFERS FROM POST-TRAUMATIC STRESS DISORDER.

THE ONLY THING THAT CHEERS HIM UP IS DRAGONCHESS, A GAME HE GREW TO LOVE DURING HIS TIME ON THE FRONT LINES OF THE BLOOD WAR.



GNOME

LAWFUL EVIL

Nurfenpurf

LARGE WARTS, BLISTERS, MOLES, AND GROWTHS COVER HIS HIDEOUS FACE.

HE MUTTERS TO HIMSELF CONSTANTLY.

NURFENPURF IS A GNOME CULTIST WHO WORSHIPS THE ARCHDEVIL ZARIEL AND SERVES AS A STEWARD FOR THE MAFISTO TWINS.



TIEFLING

LAWFUL EVIL

Orianna Mafisto

ORIANNA IS SPUNKY, PLAYFUL, AND SEDUCTIVE.

SHE ENJOYS CORRUPTING MORTALS WITH PLEASURES OF THE FLESH AND THEIR DARKEST DESIRES, ALL IN THE NAME OF FUN!

HER BLACK HAIR IS WORN UP IN PIGTAILS, AND SHE ADORNS HER FACE AND HORNS WITH ELABORATE SILVER JEWELRY ENCRUSTED WITH BLOOD RED SAPPHIRES.



HALF-ORC

LAWFUL GOOD

Ser Gertz

SER GERTZ IS A YOUNG FEMALE HALF-ORC PRIEST IN THE KNIGHTS OF HOLY JUDGMENT.

SHE HAS LONG, DREADLOCKED HAIR, AND IS KNOWN TO SPEAK BLUNTLY AND ACT ASSERTIVELY AROUND OTHERS.

SHE IS CALM AND THOUGHTFUL IN EVERYTHING SHE DOES.



HUMAN

LAWFUL GOOD

Ser Titus

SER TITUS IS A HANDSOME, MUSCULAR KNIGHT OF HOLY JUDGMENT WHO SEEKS TO UNCOVER THE MYSTERY BEHIND SER VINDICTUS' DISAPPEARANCE OVER A CENTURY AGO.

SER TITUS IS RUTHLESS WITH ENACTING JUSTICE AND WILL NOT HESITATE TO BRING THE FULL FORCE OF TYR DOWN UPON EVILDOERS!

HE EMBODIES CONFIDENCE, LEADERSHIP, AND BRAVERY, SO IT IS ONLY NATURAL THAT WHEN HE TALKS, HE SHOUTS!



HUMAN

LAWFUL GOOD

Ser Vindictus

COURAGEOUS, FEARLESS, AND CHARISMATIC, SER VINDICTUS IS A LEGENDARY COMMANDER OF THE KNIGHTS OF HOLY JUDGEMENT.

SHE IS AN ANGEL OF TYR, A DEVA, WHO EXECUTES TYR'S JUSTICE THROUGHOUT FAERUN.

WOE UNTO THE UNJUST WHO BEAR WITNESS TO HER RIGHTEOUS WRATH!



DEMON

CHAOTIC EVIL

The Heir of Orcus

THIS MERCILESS, MALEVOLENT CAMBION IS THE DAUGHTER OF ORCUS AND THE EMBODIMENT OF BETRAYAL AND DECEIT.

SHE MURDERED HER OWN MOTHER, A PRIESTESS OF TYR, DURING CHILDBIRTH.

HER TRUE NAME IS UNKNOWN EXCEPT FOR IN THE PAGES OF A TOME HIDDEN DEEP WITHIN THE ABYSS.

Appendix 8: Magic Items

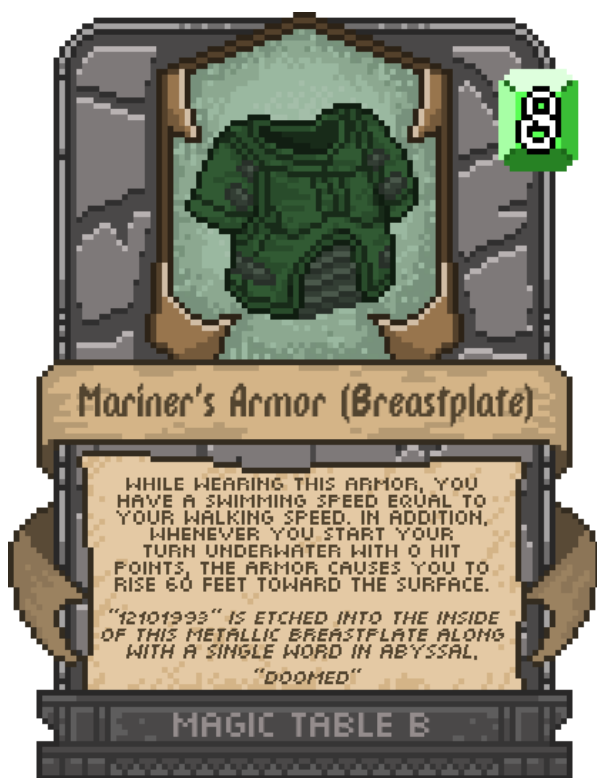
Characters completing this adventure's main objectives unlock these magic items.

Mariner's Armor (Breastplate)

Tier 1, 8 treasure checkpoints

While wearing this armor, you have a swimming speed equal to your walking speed. In addition, whenever you start your turn underwater with 0 hit points, the armor causes you to rise 60 feet toward the surface. The armor is decorated with fish and shell motifs. This item is found on **Magic Item Table B** in the *Dungeon Master's Guide*.

The number "12101993" is etched into the inside of this green metallic breastplate along with a single word in Abyssal: "Doomed".



Dread Helm

Tier 1, 2 treasure checkpoints

This fearsome steel helm makes your eyes glow red while you wear it. This item is found on **Minor Items, Common Table** in the *Xanathar's Guide to Everything*.

When you wear it, the glass visor displays your body and any damage you take. This helm is made of a strange material from another plane of existence. Whenever you strike a demon, the helm blares a heavy metal riff in your ears.



Appendix 9: Dungeon Master Tips

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

New to Being the Dungeon Master?

<http://dndadventurersleague.org/start-here/dungeon-masters/>

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

Preparing the Adventure

Before you start play, consider the following:

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

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

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

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

Adjusting This Adventure

When combat is a possibility, this adventure provides sidebars for each possible encounter that helps you to determine how to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

Determining Party Strength

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

The Heir of Orcus Verse II

Warning! Playing this module unleashes a demonic evil into the world of Faerun!



Join the Mafisto Twins or Knights of Holy Judgement as you attempt to rescue Ser Vindictus, the legendary Angel of Tyr from the Temple of Orcus.

Explore the depths of this wretched, vile place of undeath and loathing. Confront the demonic hordes that obliterated Tyr's Knights of Holy Judgement over one century ago and prepare for high adrenaline combat as you uncover the secret mysteries locked away in this unholy temple.

Whatever you decide, beware...The Heir of Orcus cometh!

Players: 3-7

**A Four-hour Adventure for Tier 1 Characters
Optimized for APL 3. By: Anthony Joyce**



"Our Dungeon Master turned into a Nibbogg after she ran this module! I have no idea what's going on!"

– Obscure Dungeons and Dragons Player #82

