



SEPULTURE

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Adventure Designer

Adventure Code: PHLAN 1-1

Spirits in Phlan are high in the wake of Vorgansharax's defeat. Reconstruction plans are finally in motion, yet one threat looms. The Doomguide of Kelemvor has descended into the shadows of the necropolis and gathers dark forces around him. There is little he won't anticipate. One should have their affairs in order before accepting this mission

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

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INTRODUCTION

Sepulture is the first installment of the Baldman Games *Alliances* trilogy

*This adventure is designed for **three to seven 10th-16th level characters**, and is optimized for **five 11th-level characters**. The adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Phlan.*

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure

(such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes 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 Player's Guide for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, 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 the Adventure

Throughout this adventure, you may see sidebars to help make adjustments for smaller/larger groups, and characters of higher/lower levels than the optimized group. Most of the time, this is used

for combat encounters.

You may adjust the adventure beyond the guidelines given. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you may want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 11th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out 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

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
Cure wounds (1 st level)	10 gp
Identify	20 gp
Lesser restoration	40 gp
Prayer of healing (2 nd level)	40 gp
Remove curse	90 gp
Speak with dead	90 gp
Divination	210 gp
Greater restoration	450 gp
Raise dead	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization)

if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Adventure Background

"The librarian was explaining the benefits of the Dewey decimal system to her junior—benefits that extended to every area of life. It was orderly, like the universe. It had logic. It was dependable. Using

it allowed a kind of moral uplift, as one's own chaos was also brought under control. 'Whenever I am troubled,' said the librarian, 'I think about the Dewey decimal system.' 'Then what happens?' asked the junior, rather overawed. 'Then I understand that trouble is just something that has been filed in the wrong place. That is what Jung was explaining of course—as the chaos of our unconscious contents strive to find their rightful place in the index of consciousness.'

—Jeanette Winterson, *Why Be Happy When You Could Be Normal*

When Doomguide Yorvir Glandon, high priest of Kelemvor, first rose from the dead, he begged for anyone to kill him and end his miserable state, which he spent his lifetime trying to prevent in others. But the closely lurking mists of Barovia twisted his mind, and eventually he succumbed to despair and hate. His fall completed, he fully embraced his vampirism and hatched a complicated plot to protect the town of Phlan, in a perverse way that mortal men may not fully comprehend.

Yorvir detected a corruption of mind and body spreading through the populace but could not determine the source. He still wishes to protect his town and the only way he can think of to save it is to convert the entire town to undeath so that they remain pure and unchanging forever.

The former Doomguide's power is well beyond many vampires, and he now commands a sizable force of undead, a force which he is using to scour the tunnels and catacombs beneath Valhingen Graveyard. Somewhere within lies the Shield of Miltiades, a relic of his service to Tyr as both a celebrated paladin and death knight. Yorvir seeks to use the shield as a focus for a ritual to encase the town in an endless night where all succumb to the embrace of undeath. Unfortunately for him, Yorvir was seen by members of the Silent Shroud entering the tomb, and so the Kelemvorites seek adventurers to assist in Yorvir's interment, not knowing his greater plan.

At the same time, the town of Phlan is experiencing an event unprecedented in its history: an election.

Jhessail Greycastle, the highest ranking member of the Black Fists and the current de facto ruler of Phlan has called for a popular democratic election, declaring herself a candidate for First Minister. Also declaring their candidacies are Barrett Sokol of House Sokol, who seeks to be named High Councilor and bring back the noble Council of Ten; Colvin Doverson, who claims a tenuous lineage to the original Cinnabar Throne and the Lord Protector; and Graben Samulkin, a priest of Bane who seeks to be named Ruinlord and make Phlan a theocracy once again.

Further complicating things, citizens are developing strange, uncontrollable powers that are causing chaos in the streets. At the same time, the defenses of the town have been devastated following the defeat of the Maimed Virulence. The town's walls are rubble, and few capable defenders remain.

Adventure Overview

"The librarian was explaining the benefits of the Dewey decimal system to her junior—benefits that extended to every area of life. It was orderly, like the universe. It had logic. It was dependable. Using it allowed a kind of moral uplift, as one's own chaos was also brought under control. 'Whenever I am troubled,' said the librarian, 'I think about the Dewey decimal system.' 'Then what happens?' asked the junior, rather overawed. 'Then I understand that trouble is just something that has been filed in the wrong place. That is what Jung was explaining of course—as the chaos of our unconscious contents strive to find their rightful place in the index of consciousness.'"

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Adventure Hooks

For each character, choose an appropriate reason why the characters are meeting with the Lord Sage of Phlan.

Follower of the Lord of the Dead. Followers of Kelemvor, particularly clerics or paladins of that deity, have been asked by their church to aid in the expedition. These characters know the clerics of Kelemvor CANNOT become undead. The blessing of their god prevents it. So determining how Yorvir became a vampire is very important to their superiors. Other clerics with domains pertaining to life and death are also interested.

Heroes of Phlan. Characters that have played a number of adventures in Phlan, particularly ones that featured the Lord Sage such as *DDEX 1-5 The Courting of Fire*, *DDEX 1-6 The Scroll Thief*, or *DDEX 1-14 Escape from Phlan*, are known to the Lord Sage as someone that has aided him in the past. He personally reaches out to the characters to aid him again.

Members of the Emerald Enclave: The Lord Sage is playing a dangerous political game, attempting to help one of our allies in taking control of Phlan's government. Colvin Doverson has always been good to us, and now he needs our aid. Hurry to the Lord Sage and aid him in finding proof of Colvin Doverson's claim to the Cinnabar Throne.

Mercenary. The Lord Sage is paying and the character can always use more coin.

Vampire of the Mists

Despite the Quivering Forest's return from Barovia, the mists that twisted and corrupted Yorvir cling to him and affect the way sunlight and divination magic affect him. He also cannot be affected by *turn undead*.

Sunlight: Surrounded by mist muting the effects of light, Yorvir can stand in naturally or magically produced sunlight with no ill effect. This negates his *sunlight hypersensitivity* trait.

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Divination Magic: Any magic that attempts to locate Yorvir, read his mind, or divine anything about him or the object or location of his search always fails. Answers are still received, but they do not make sense. Here are some examples; feel free to make up your own:

- *Yorvir is in Waterdeep getting a sweet muffin that he will use to resurrect the dead god Sune.*
- *Yorvir seeks to rescue puppies from a shelter in Mulmaster and bring them back to orphans of Bloodstone Village.*
- *There is no Yorvir. He is a made up story told to children to encourage them to become reporters when they grow old and are bored.*
- *Yorvir is in the room with you, eating a scone.*



PART 1.

025

"Perhaps no place in any community is so totally democratic as the town library. The only requirement is interest."

—Lady Bird Johnson

Front Desk

The adventure begins with the characters having arrived at Mantor's Library in the town of Phlan.

The smell of paint and new construction is heavy in the air of the library. Signs of repair following the recent troubles are clear. The librarian at the front desk has asked you to wait on the benches in the foyer while the Lord Sage is summoned.

The characters have all been summoned by the Lord Sage of Phlan. Give them a chance to introduce themselves, speak to the librarian Romaolt, or look around the area.

The characters are seated on long benches in a small foyer in front of a tall desk where a librarian is working. Behind the desk the characters can see a number of tables on the main floor where a small handful of librarians and patrons go about their business. Shelves filled with books are scattered around the sides of the room and hallways exit the main room to side chambers.

Time Management

If you are running this adventure at a convention or other location where time is limited, it is recommended that after character introductions, the DM skip directly to Corruption and Politics below.

General Features

The following features apply to the library and can be experienced by the characters from their position in the foyer.

Illumination. Sunlight streams in through many windows filling the room with bright light. A number of unlit torches and lamps are placed around the main room.

Sound. The scrapes of feet and rustles of paper are ever present. Two humans, Siria and Maelan are having a whispered discussion at one of the tables just past the desk and it is rapidly growing more heated. See Corruption and Politics for more.

Circulation Desk. The huge desk is firmly attached to the floor and cannot be easily moved. It is large enough to seek cover behind.

Librarian Romaolt

Romaolt looks up as the characters arrive but then goes back to quietly reading and taking notes on the volume in front of him, Vanul Ternis' *Migratory Birds of the Northern Sword Coast*. If a character interrupts him, he will whisper in hushed tones, answer questions as quickly as possible, as while he is there to direct patrons, he would rather be reading.

- *What can you tell me about the Lord Sage?* The Lord Sage of Phlan has been the driving force behind Mantor's Library for several decades and he is dedicated to expanding and preserving the collection."
- *What's with all the construction?* "The last few years have seen some troubling times for Phlan and the occupation of the town by the dragon Vorgansharax resulted in some damage to the building and the collection. While the building is easy to repair, we may never recover from losses to the collection."
- *What's going on in Phlan?* "Of course the biggest news is the ousting of the Maimed

Virulence and the Cult of the Dragon. Most recently there have been rumors of a spreading sickness, causing madness I hear. Oh and of course the silly election. If you seek the latest gossip, I recommend you consult the Podal Prophet broadsheet. The library is a place for true learning, not current events and rumor.”

- *Sickness?* “There are stories that people have been becoming ill, growing strange lesions, and even gaining mental powers. It seems most likely that it is some leftover taint of madness from when the Demon Lords walked Faerûn. Some folks are calling the sick the Godstouched.”
- *Election?* “Oh yes, an election. Can you believe such madness? Letting uneducated people decide who should lead them? Its insanity. Jhessail Greycastle of the Black Fists, Barrett Sokol of House Sokol, Colvin Doverson who claims royal blood, and Graben Samulkin a priest of Bane are all running. If forced to cast a ballot, I suppose I will support Greycastle if for no other reason than it will maintain the status quo and that means stability. All that matters is the library.”

Corruption and Politics

Two library patrons are having a heated, whispered discussion when the characters arrive. They have strong, differing opinions about the upcoming election. A sickly human woman, Siria, strongly supports Barrett Sokol. Siria is navigator on the *Shrouded Nixie* out of Hillsfar, and she believes that Sokol and his support for a return to the Council of Ten will do the best for trade. The target of her ire is a small human man with dark hair and prominent widow’s peak. Maelan is a follower of Bane and believes an iron fist is needed to control the chaos that has tormented Phlan over the last few years. He points to the many failures of the previous governments as proof, and so he supports Samulkin, hoping for more stability.

The more the two argue, the louder they become and the more Siria coughs, blood staining her hand. If the characters do not pay them any attention, they will be forced to soon enough.

The sound of a fist pounding a table thunders through the quiet cavernous library. “How can you support that pig!” an angry woman coughs out, wiping a trickle of blood from her lip.

The small man across the table from her eyes her obvious sickness warily. “I simply think the clerisy of Bane will be better equipped to bring stability to Phlan than the youngest child of some money-grubbing noble family. There is no need for this anger.”

The woman seethes with rage and the man takes a step back from the obviously stronger woman. “You, *cough*, will *cough*...” The woman falls to her knees as her flesh begins to melt and her arms droop like they were sacks filled with water. “You *gurgling cough* will never cast *cough* a vote!”

A tentacle from the pile of yellowed flesh that was once the woman lashes out, crushing the man, who dies screaming.

Siria has succumbed to the Godstouched taint that infests Phlan and has become an aberrant monstrosity that appears as a yellow, fleshy puddle with two tentacles. The **mutated Siria** (as a **yochlol** demon except that her type is aberration and not fiend) is nearly mindless, using *dominate person* to gain an ally and then moving to attack the nearest uncontrolled character. She does not change shape and fights to the death. This combat is intended to be quick and easy, highlighting the sickness plaguing Phlan.

When Siria is reduced to zero hit points, she dissolves into a steaming puddle of goo. There is nothing left to inspect to determine what happened to her other than the obvious - whatever this illness was: it was not entirely natural.

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Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Decrease **Siria's** AC and to hit by 1 and hit points by 30.
- **Weak Party:** Decrease **Siria's** AC by 1 and hit points by 15.
- **Strong Party:** Increase **Siria's** AC by 1 and hit points by 15.
- **Very Strong Party:** Increase **Siria's** AC by 1 and hit points by 30.

Development

If during the fight the characters use fire- or lightning-based attacks, several of the oil lamps burst aflame and the librarians scramble to limit the damage. In this case the party earns the **Barbarian** story award. Any characters that break off from the fight to also fight the fire may be spared from this penalty at the DM's discretion.

The Lord Sage

Once the combat has ended, proceed:

"We don't normally allow fighting in the library, but I suppose we'll have to make an exception in this case. If you'd come with me." The half-elven man turns and walks through the door to the Lord Sage's office. Sitting behind a desk, he gestures to several chairs and crosses his hands.

A young librarian comes in with pitchers of ice water and beer, bowls of stew, and loaves of bread. "Please enjoy a small repast while we speak."

The Lord Sage is bothered by what just occurred, but he does not want the characters to be distracted from why he asked them here. Throughout the discourse he is clearly nervous and constantly steers the conversation back to the job he hopes the characters will complete for him.

Roleplaying the Lord Sage of Phlan

The Lord Sage is quite old but, thanks to his half-elven blood, still retains a bit of youthful vigor. Nevertheless, he is a taciturn and reserved man, slow to display his emotions. Any other man in his position would have cracked long ago, but the Lord Sage remains placid and stoic despite his previous imprisonment at the hands of the Maimed Virulence.

The Lord Sage has the following to impart:

- There has been a sickness running through town, but the Lord Sage has not paid it too much mind as his attention has been elsewhere. It appears that the woman in the reading room was a victim of the Godstouched sickness that deforms its victims and causes them to develop strange aberrant mental powers. The Lord Sage hopes that whomever is elected to rule Phlan deals with the situation. He hopes the characters are not distracted by the incident from what he feels is a more pressing danger, the vampire Yorvir Glandon, a former Doomguide of Kelemvor.
- As the characters may know, when the Maimed Virulence attacked, he destroyed the Kelemvorite cathedral in Valhingen Graveyard and Yorvir Glandon died during the attack.
- Somehow Yorvir returned from the dead as a vampire, even though that is impossible for a cleric of Kelemvor. He even managed to convince adventurers to hand the Gulthias Stake, which might have killed him permanently, over to him, and he was most recently seen entering the necropolis beneath Valhingen.
- The Lord Sage has contacted the home of the Kelemvorite faith in Iriaebor and asked them to send aid. He has also convinced Jhessail Greycastle, who currently controls Phlan, to re-deed the graveyard to the church of Kelemvor if the clerics help dispatch the vampire. (Any character with a Passive Insight of DC 15 or higher notes unease from the Lord Sage when he says this. If questioned, see below.)

- Three clerics of Kelemvor have arrived from Iriaebor to assist in putting the vampire down permanently: Zindelo Chegari, Lene Reinhild, and Cadeyrn Solemnstone. The clerics have been researching in the library and believe they know where the vampire is headed, and have concocted a plan to defeat him.
- The Lord Sage would like to offer the characters 3000 gp to accompany the clerics to stop this foe.
- In addition, the town of Phlan is experiencing an event unprecedented in its history: an election. There are four candidates running, though they do not even agree as to what they are running for. (Give **Handout 1** to the players.)
- Jhessail Greycastle, the highest ranking member of the Black Fists and the current de facto ruler of Phlan, has called for a popular democratic election and has declared herself a candidate for First Minister. She is a hero of reclamation despite some corruption allegations in her past. She seeks to reform the Black Fists and continue a similar government of the previous Lord Regent, with an additional democratically elected parliament as a part of it.
- Barrett Sokol of House Sokol seeks to be named High Councilor and return to power the noble Council of Ten. He is very charismatic and is out to an early lead by playing to the common folk. He has his father's wealth behind him, and he strongly supports shoring up the decimated defenses of the town immediately.
- Colvin Doverson claims a tenuous lineage to the original Cinnabar Throne and the Lord Protector. The Lord Sage has been looking into his family history, and he believes that he may actually be related to Anivar Daoran, cousin of the Lord Protector. He would reinstate the old monarchy, as well as renegotiate the ancient trade deals with the cities of the Moonsea to the benefit of Phlan's economy. The Lord Sage believes there may be proof of Colvin's lineage in the necropolis. He would very much like the adventurers to recover any proof for him. The best place to look would be in the tomb of Miltiades, the man who served in the early days of Phlan as a paladin of Tyr and death

knight. The Lord Sage offers a bonus of 2000 gp if they can recover something. He has already spoken with the clerics of Kelemvor, who would normally not allow ANYTHING to be removed from the burial sites. They are willing to allow this one historical artifact, whatever it might be, to be removed in exchange for the Lord Sage's aid in stopping the vampire Yorvir and returning the graveyard to their control. Of course the artifact would be returned once it is properly studied. (Any character with a Passive Insight of DC 15 or higher notes unease from the Lord Sage when he says this. If questioned, see below.)

- Graben Samulkin a priest of Bane who seeks to be named Ruinlord and make Phlan a theocracy once again. He emigrated from Mulmaster to Phlan several decades ago in hopes of rebuilding the Lyceum. To his credit, Graben could have fled the city, but he opted to stay and help those who were trapped. He did what he could, often under great danger to himself, and many look to him now with grateful hearts. With the devastation in Mulmaster, many of the Bane faithful have come to Phlan, some with deep pockets. Graben has already secured the funds to reconstruct the Lyceum, and its congregation is growing daily.

If the characters question what the Lord Sage is holding back (because a character had a high enough Passive Insight), he comes clean:

- The Lord Sage admits that he didn't mention that he was looking for proof that Colvin has a hereditary claim to the Cinnabar Throne when he asked for Jhessail Greycastle to grant the graveyard back to the Kelemvorites. It is likely she felt that she would be able to curry the religion's favor and thus gain their support in the election by doing so.
- The Lord Sage believes that Colvin Doverson may be the best candidate to lead Phlan. The Black Fists have shown significant corruption. The nobility and merchants of the Ten Families seek to profit off the people without regard for their welfare. The people have long since rejected the theocracy of Bane and its ties to Zhentil Keep. (continued)

Supporting Colvin's claim is partially why he has undertaken organizing this expedition.

Development

Make note of any characters that consume any of the food or drink offered. Those that do get the **Exposed** story award at the end of the adventure. Do not inform the players as to how or why they received this award.

Treasure

The Lord Sage offers to pay 3000 gp if the characters defeat the vampire Yorvir and an additional 2000 gp if they can recover something that proves or disproves Colvin's claim.

If the characters press him for additional pay, particularly in light of his lies of omission, he is willing to offer the party a potion of greater healing and a spell scroll of lesser restoration immediately for their acceptance of his proposal.



PART 2. 204

*"Believe me, the library is the temple of God.
Education is the most sacred religion of all."*

—Gene Simmons

The Clerics

Once the characters have completed their discussion with the Lord Sage, he directs them to a reading room in the library where the three clerics are preparing their expedition.

Books are stacked high on the table of the reading room. Three robed clerics of the Master of the Crystal Spire look up from their preparations. A swarthy Gur man smiles wide and stands quickly with a welcoming hand, a late middle-aged Damaran woman stands quietly watching, and an elven man does not rise from his place at the table but regards you passively.

Zindelo quickly introduces the three clerics and asks the adventurer's names. He is quick to make friends while the other two look on. Once the pleasantries are over, he defers to Lene to explain their plan and the rules of the expedition. Deliberately, she lists off the following details, answering questions the characters might pose as she goes.

- The clerics have been dispatched by the Most Solemn Order of the Silent Shroud in Iriaebor to destroy the vampire who was once Doomguide Yorvir Glandon. Doomguides cannot become undead, so whatever has twisted what was Yorvir must be powerful indeed.
- The heroes of Phlan once possessed a Gulthias Stake that could have ended the vampire's threat.
- For reasons the clerics cannot understand, adventurers chose to give this powerful weapon to the vampire. Lene is honest that this decision makes it difficult to consider trusting any

adventurers from Phlan.

- The Lord Sage has provided information that the vampire has been seen descending into the necropolis beneath Valhingen Graveyard. Unfortunately, a complete map or even detailed records of the necropolis have long been lost, but from what they have been able to determine, the vampire is in the area of the tomb of Miltiades; a former paladin of Tyr who became a death knight, who some claimed still aided Phlan despite his curse. They have been constructing a rough map from various graves they have been able to locate in the library's records, which should set them on a path to where the vampire is. It will be slow going.

- The clerics believe the vampire seeks something from this crypt. Unfortunately, they only know roughly where that crypt is. No records of this area remain, and there are no clerics of Kelemvor or Tyr who have seen it that currently live. They have, however, prepared a ritual that will allow them to put the vampire down, and potentially allow Yorvir's soul to rest. The performance of this ritual is a condition of the cleric's help. The vampire cannot simply be slain. Given the fact that a Doomguide became an undead monstrosity, it is unclear if normal methods can permanently kill the beast.

- For the ritual to work, the vampire needs to be immobilized with a specially prepared stake driven into his heart while a special prayer to Kelemvor is intoned. Immobilizing the vampire is difficult given his likely ability to shapechange. The characters must counteract that or be very fast immobilizing and staking the vampire. If he becomes a cloud of mist and tries to flee, he must be contained so the ritual can be performed.

- The Lord Sage has generously allowed for Valhingen Graveyard to return to the possession of the church of Kelemvor. In exchange, the clerics allow the characters to remove ONE artifact from

the burial chambers of the necropolis, and only if it is evidence of the lineage of Colvin Doverson, and then only since the Lord Sage has promised that the artifact will be eventually returned once its evaluation is complete. Grave robbing or tomb raiding will NOT be permitted or condoned, and such behavior is cause for the immediate end of the expedition.

- In addition, traveling in the company of undead will NOT be permitted. Any undead encountered MUST be destroyed. This is part of the Kelemvorite faith, and they will not compromise on it.
- The clerics have a backpack of goods that the characters may divide among them if they wish. Any additional payment must be negotiated with the Lord Sage, as they are here at his invitation.
- The clerics wish to leave as soon as possible since the vampire has a head start on them. They may delay up to one hour if the characters have items or gear they wish to retrieve or spells they wish to cast.

Roleplaying the Clerics of Kelemvor

The three clerics of Kelemvor each have their own personalities and goals. Following each name is the gender, race, sub-race, and stat block.

Zindelo Chegari (male, human (Vistani), **assassin**): Zindelo claims to be an itinerate cleric of Kelemvor, but he is a Vistani agent for a darker power than the Lord of the Dead. He defers to the other clerics in matters of dogma. He is by far the most friendly and prone to direct action. He is colorful and sees no problem in enriching himself along the way to completing his mission, and he has no special opinions on the plague or politics. He tries to avoid discussing dogma with any characters who might be followers of Kelemvor. His goal is not to destroy Yorvir, but rather forcibly extend an invitation to Barovia as part of a future plot.
(continued)

Lene Reinhild (female, human (Damaran), **priest**): Lene is as she appears: a reserved cleric of Kelemvor. She is calm and methodical and shows little outward emotion. Her goal is the destruction of the vampire Yorvir, a better understanding of how he could have been turned, and the eventual restoration of the Kelemvorite cathedral in Valhingen Graveyard. She cares nothing for politics and only worries about the plague as it affects her job as a cleric of the Lord of the Dead.

Cadeyrn Solemnstone (male, elf (High), **priest**): Cadeyrn is dour in his dealings and prefers expedience to complicated negotiations. He sees the characters as useful pawns to protect him in the necropolis and does what he can to keep them functioning as long as they take his direction. He was once a cleric of Kelemvor but has strayed and now devotes himself to Bane, the Lord of Strife, though he remains a plant in the Kelemvorite church. Cadeyrn has been hired by an intermediary to make sure that no proof of Colvin's heritage is recovered. He has NO knowledge of who he really works for.

The Clerics in Combat

The clerics try to stay away from combat and aid in ways that are helpful without overshadowing the player's actions. In addition, since they are much lower level than the characters, it is unlikely that they will have much to offer in most encounters. As such Cadeyrn or Lene might cast *cure wounds* to bring a character back to consciousness or *light* to help characters who cannot see in the dark, but generally they do not cast offensive spells unless absolutely necessary. Zindelo, as he is not actually a cleric, might aid a PC or stabilize them with a Wisdom (Medicine) check after pulling them from combat.

Treasure

The clerics offer the characters an explorer's pack that also has two bottles of holy water, a holy symbol of Kelemvor, and an additional five torches.



PART 3. 911

"The venerable dead are waiting in my library to entertain me and relieve me from the nonsense of surviving mortals."

—Samuel Davies

When the characters are ready to proceed, the clerics light torches and follow them into one of the many entrances to the necropolis beneath Valhingen Graveyard.

The ruins of the cathedral loom over you as you descend into the necropolis. Shadows flicker along the walls of the simple stairwell until you come into a vast cavern, the endless night devouring the light.

As far as you can see there are mausoleums, an entire city of the dead that will never see the sun. The structures closest to you seem newer than others in the distance, suggesting that you might travel back through history as you move deeper into the cavern.

A: Locating the Path

The clerics consult their notes and disagree on which way is the correct path. They ask the characters to spread out and look for names or dates on the buildings near the entrance, while the clerics work to orient themselves. The characters need four identifiers for the clerics to chart their location and course. Some mausoleums are covered in extravagant decorations, while others are blank and stoic. A character can find one identifier with a successful DC 12 Intelligence (Investigation) check. One character (determine randomly) that is searching notices graffiti scrawled on the side of a tomb. If a character moves to where they can read the writing, they see that it appears to be written in fresh blood and says, *"See you soon."* Below it is a *symbol (death)* which activates as soon as a

character can see it, dealing 55 (10d10) necrotic damage, DC 15 Constitution saving throw for half.

Once the characters locate the details of at least four graves, the clerics take two minutes to determine the path to the next landmark: the shrine of Tyr.

Rests: If the characters try to rest, the clerics are willing to wait for a short rest but if the characters try to take a long rest, they stress the need to catch up with Yorvir. If the characters insist on a long rest, the clerics go on without them. In this case the clerics are slain by Yorvir's forces and there is no way for the characters to lay Yorvir permanently to rest.

B: The Shrine of Tyr

You have walked in the dark for more than an hour. It is unclear how much further you have to go, but the darkness remains ever present. Turning down a wide avenue between the monuments to mortality, your light fills a plaza. In the center there is a raised dais with a statue of a bearded man missing one hand and both his eyes.

Zindelo smiles, "Looks like we have found our first landmark my friends. Rest a moment and look around. Perhaps you will find something interesting?"

The clerics huddle together while leaving you to investigate.

Those investigating the statue find the following:

- It is clearly a statue of the Maimed God, Tyr, who judges wrong-doers and furthers the law. A successful DC 10 Intelligence (Religion) check recalls some basic details about Tyr (followers of Tyr automatically succeed): Tyr's faith died out following the Time of Troubles when he lost faith

in himself and passed his divinity on to Torm. He later died fighting off a demonic invasion of the upper planes. He was resurrected within the last decade, and his faith is spreading again.

- Around the base of the statue are inscribed the words *"Reveal the truth, punish the guilty, right the wrong, and be always true and just in your actions."*
- Searching the statue with a successful DC 20 Wisdom (Perception) check finds that the statue can be slid to reveal a secret cache. Inside is a wooden holy symbol of Tyr and a *spell scroll of zone of truth*. As this is technically not a tomb, the clerics do not stop the adventurers from robbing it but each reacts in their own way. Lene is disgusted at the characters' behavior. Cadeyrn shakes his head but seems more frustrated by their delay than their behavior. Zindelo winks and finds their blasphemy amusing.
- A successful DC 15 Wisdom (Perception) check locates a number of footprints in the dust moving through this area. Once found, those who succeed in a DC 15 Wisdom (Survival) check note that they are medium-sized boots and many of them (but not all) shuffle, as if those making them were very tired, injured, or possibly undead. If the players ask, the prints move in the direction of the tomb of Radomil the Crafter.
- The shrine radiates faint abjuration magic if checked for. Any character that worships Tyr or is lawful in alignment, and who prays to Tyr for aid or guidance gains Inspiration. Characters that do not worship Tyr and are not lawful but pray to the Even-Handed find their alignment forcibly changed to lawful (the Neutral or Good moral portion says the same). This change may be reversed when the adventure ends.

Development

While the characters investigate the area, it becomes obvious that Lene and Cadeyrn are having a disagreement over the direction to proceed. A DC 15 Wisdom (Insight) check notes that Zindelo finds the situation humorous and is avoiding being part of the discussion. If asked, he says that he is not interested in arguments, but rather cares only for the experience of the journey.

The arguers are quarrelling about how to best

proceed. Lene wishes to head toward the grave of Adelajda Salko, a sage that was a follower of Jergal, the Lord of the End of Everything. It is possible that, as a follower of the god of burials and internment, she may have been buried with records of older vaults that could be consulted to locate Miltiades's tomb and possibly find information on Colvin Doverson's lineage.

Cadeyrn argues there is no proof anything useful is in Adelajda's tomb, and even if there is, they have no time to go out of their way to it, much less read through any records they might find. He instead argues they should make for the next closest landmark, the tomb of Radomil the Crafter, a wizard whose tomb is an elaborate clock. It should be easy to find and take them closer to the vampire, which is their true goal.

The clerics allow the characters to make the final decision. Proceed to C1 or C2 of this encounter based on their choice.

C1: Adelajda's Tomb

The smell of smoke reaches you before you see the flickering light bouncing off nearby mausoleums. One of the tombs, your goal, stands open, and the roar of flames can be heard from it.

Yorvir has used his charm ability on an archmage who had come to Phlan to fight in its reclamation. Everyone thought the man was lost in the fighting, unaware he has been a slave to the vampire ever since, helping him raise additional undead to expand his forces and prepare the vampire's ritual.

Illumination. The fire fills the room with bright light. If the fire is put out, there is no light.

Campfire. A large fire burns atop the burial vault in the center room. Books, tapestries, and other flammables burn rapidly. Any creature entering or ending their turn in the fire takes 10 (2d6 + 3) points of fire damage.

Now ready to proceed, Yorvir has sent **Eihim the archmage** and the mage's **stone golem**, to

Adelajda Salko's Tomb to destroy any information that might aid in locating the grave of Miltiades, where Yorvir hopes to implement his plan. When Eihim arrived, he used a *spell scroll of alarm* and warded the area in front of the tomb's entry with a silent mental alarm, excepting himself and his golem. He then cast *invisibility* upon himself and built a campfire in the center of the room on top of the burial vault. He is feeding records into the fire when the characters arrive, and his stone golem is just inside the door with orders to kill anyone who enters.

Upon seeing Eihim, characters may attempt a DC 20 Intelligence (History) check to recognize him. He is a famous archmage known for his gentle soul, his imposing stone golem, and his fierce devotion to Phlan. He was last seen during the battle to reclaim Phlan, when he went missing and was thought slain. This may be a hint to clever players that Eihim is not acting entirely under his own power. In addition, a *detect magic* spell that targets him determines Eihim is under a charm effect. Any character using *detect thoughts*, *telepathy*, or similar effects may attempt a DC 15 Wisdom (Insight) check while reading Eihim's mind to realize that his thoughts are muddled, as if he is being controlled or compelled in some way.

Tactics

During the combat, the golem tries to bottleneck the door so it can use slow on multiple targets. Eihim tries to eliminate dangerous foes with spells like *maze* and then target others with the most damaging spells in his arsenal. The golem fights for as long as it is able, but if Eihim is below half hit points, and it is clear that he is about to be defeated, he uses *teleport* to arrive at the Fountain of the Crying Angels and warn Yorvir. He then helps defend him as they travel to Miltiades's tomb.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Eihim is a **mage**, not an **archmage**.
- **Weak party:** Decrease **Eihim's** hit points by 15 and he does not have 8th- or 9th-level spell slots.
- **Strong party:** Increase the **stone golem's** hit points by 15, its to hit by 1 and its damage by 3.
- **Very strong party:** Increase **Eihim's** hit points by 30 and the DC of his spells by 1. Increase the **stone golem's** hit points by 15, its to hit by 1 and its damage by 3.

Development

If the characters realize that he is controlled and manage to free Eihim from his charm (via any number of possible spells), he immediately stops attacking and calls off his stone golem if it is still functional. He is very thankful for his freedom and is very concerned about his family, which he has not seen for several months. He tells the characters that Yorvir is traveling to Miltiades's tomb and should be near the Fountain of the Crying Angels by now. He can give directions directly there. Combined with the maps in this tomb, the characters need not make any checks to travel to Encounter 3D.

Eihim explains what he knows of Yorvir's current plan:

- Doomguide Yorvir Glandon is definitely a vampire, but something is odd about him. He is often surrounded by bits of mist. Yorvir is very powerful. Eihim has seen him cast spells and command a sizable force of undead.
- Yorvir is very concerned about the strange corruption spreading through Phlan, twisting and mutating body and mind. He has been unable to learn how it is spread, but he has determined that it does not seem to affect the undead. Therefore, he has concocted a plan to save his beloved Phlan: turn everyone in it into an undead creature! Eihim is not entirely sure why that sounded like such a good idea before,

but thankfully the characters freed him from the desire to help the vampire.

- Yorvir seeks the Shield of Miltiades, a relic of Tyr that was buried with the celebrated paladin and death knight. He will use the shield as a focus for a ritual to encase the town in an endless night, where all succumb to the embrace of undeath. Eihim does not know how to use the shield or specifically how to stop the ritual beyond stopping the vampire.

Eihim is unwilling to face the vampire, fearful that he will be separated from his wife and children again. As a reward, he offers the party a copy of a spell book.

Searching Adelajda's Tomb

The tomb is a mess once characters take control of the scene. A number of vaults have been broken into. Glass and stone fragments are everywhere, the contents thrown into the flames. The characters may search the room with a DC 15 Wisdom (Perception) check to find one thing. If the characters or Eihim used elemental area of effect spells (such as *fireball*, *flamestrike*, or *lightning bolt*) in the tomb, these checks are made with disadvantage. Keep track of the time spent searching, as you will need it for Part 4. Making an ability check to search takes a character ten minutes and each character that succeeds finds one thing from the list below, in order (do not duplicate if multiple characters search - everyone should get a different piece of information if bullet points remain):

- A carving on the wall that depicts Adelajda Salko in her prime, along with the dates 728 DR-790 DR. She appears as a robed human of average build with long hair pinned up. She wears a holy symbol of Jergal and smiles slightly. She holds a ledger in her arms.
- A ledger (that appears to be the ledger in the carving) that describes the location of the Fountain of the Crying Angels (along with a map on how to get there from Adelajda's Tomb) and how to get to Miltiades's tomb from that location. It also describes someone hiding some of their belongings under one of the benches in the plaza and marking it with a holy symbol of Tyr, the one closest the direction of the Tomb of

Miltiades. The ledger also contains a note that drinking from the magical fountains is beneficial, but warns the drinker not to be greedy and return for more.

- Records worth up to 1000 gp if sold to collectors or treasure hunters.
- A record that describes the Tomb of Radomil the Crafter. It notes that it is defended by an iron golem that activates if any living creature tries to enter the tomb. Activating the golem also causes the bells in its great clock spire to ring, echoing throughout the entire necropolis.
- A record describing the Tomb of Miltiades. It describes a gallery filled with burial mementos and art, an arcade of statues, and a very large tomb where the *shield of Miltiades* rests atop the death knight's sarcophagus. The record also notes that Adelajda admired the lethality of the trap placed in the mausoleum, but it does not mention what it was.

Treasure

If the characters defeat Eihim, or free him from his charm, he offers them his traveling spell book. If Eihim escapes to warn Yorvir, but the characters defeat him later, they also find his traveling spell book.

In addition, the tomb is filled with records on where some of the oldest tombs are in the necropolis, along with who is buried in them. These records would be worth up to 1000 gp to collectors or treasure hunters. Lene is absolutely horrified if the characters take the records. Cadeyrn also feigns being horrified, but a successful DC 20 Wisdom (Insight) check suggests he is less horrified as he is impatient. Zindelo sees no problem with it, figuring the characters earned it for defeating the archmage and the golem. If the characters rob Adelajda's Tomb and Lene lives to report it, the **Blasphemer** story award is given to each character.

C2: Radomil's Tomb

The large tomb of Radomil the Crafter rises several stories above the necropolis, its clock face softly illuminated with a phosphorescent glow from behind.

As the building comes into view, it is clear the door stands open beneath the legs of a large clockwork knight decorating the facade.

Radomil's tomb is protected by an **iron golem** with orders to attack any living creature that tries to enter. This unfortunate wording allowed the undead in Yorvir's service to break into the tomb without challenge on their way through to the Fountain of the Crying Angels. This does not apply to the characters should they attempt to enter. The golem fights to the death and follows the characters unless they run out of sight of the building.

Illumination. The clock face fills the square with dim light. There is no light inside.

Bells. If the iron golem is activated, the bells in the clock ring loudly and can be heard throughout the necropolis. This allows Yorvir to realize where the characters are, and perhaps a bit of what they are up to.

Tracks. There are a large number of humanoid tracks in the area. A successful DC 10 Wisdom (Perception) check locates them moving through this area, and anyone can easily follow the trail. Once found, those who succeed in a DC 15 Wisdom (Survival) check note that they are medium-sized boots with a few large-sized ones, and many of them (but not all) shuffle, as if those making them were very tired, injured, or possibly the undead. There are more than twenty individuals. The prints move in the direction of the Fountain of the Crying Angels.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Decrease the **iron golem's** hit points by 30, AC by 1, to hit by 1 and damage by 3.
- **Weak party:** Decrease the **iron golem's** hit points by 15 and to hit by 1.
- **Strong party:** Increase the **iron golem's** hit points by 15, AC by 1, to hit by 1 and damage by 3.
- **Very strong party:** Increase the **iron golem's** hit points by 30, AC by 1, to hit by 1, DC by 1 and damage by 6.

Searching Radomil's Tomb

The inside of Radomil's Tomb has been ransacked. Clockwork creations are strewn about the floor, and two walls of burial vaults that housed his many servants, family, and apprentices are ajar.

The characters may search the room with a DC 15 Wisdom (Perception) check to find one thing in the tomb. Keep track of the time spent searching, as you will need it for Part 4. Making an ability check to search takes a character ten minutes, and each character that succeeds finds one thing from the list below, in order. Do not duplicate results if multiple characters search. Everyone should get a different piece of information:

- There are a number of clockwork devices spread throughout the room that are likely quite valuable.
- All of the coffins are empty, despite showing signs of stains or dust, having once housed the dead.
- There are more footprints in the dust and rubble leaving than entering the tomb.
- A smashed glass case is in one corner of the room. A placard lies face down nearby. The front of it says "*Quaverranex, Eye Tyrant of the Dragonspine Mountains. Slain 693 DR.*" There is no sign of the missing beholder's body.

The Treasure

Inside the tomb are a number of beautiful clockwork creations made by Radomil over the course of his life: clocks, toys, and music boxes. These clockworks would be worth up to 1000 gp to collectors. Lene is absolutely horrified if the characters take them. Cadeyrn also feigns being horrified, but a successful DC 20 Wisdom (Insight) check suggests he is less horrified as he is impatient. Zindelo sees no problem with it, figuring the characters earned it for defeating the golem. If the characters rob Radomil's Tomb and Lene lives to report it, the **Blasphemer** story award is given to each character.

D: Fountain of the Crying Angels

The sounds of splashing water and weeping echo through the marble streets of the dark necropolis. When the fountain comes into view, you see four low-walled pools, each with a marble angelic figure in the center. Two are male and silently scream in anguish, water pouring from the mouths and eyes of their long, drawn faces. The other two are female and cover their faces, water pouring from behind their hands. Decorative archways stand between adjacent pools, offering access to a central sitting area.

The Fountain of the Crying Angels was once envisioned as a place where grieving visitors might rest while paying their respects. The necropolis has long since fallen into disuse and become a much more dangerous place. The pools and the fountains radiate faint abjuration magic.

General Features

The following applies to the fountain and square around it.

Illumination. There is no light in the square save what the characters bring with them.

Benches. There are four marble benches in the center of the area enclosed by the pools. They can be moved or flipped to provide low walls that can be used for cover. The benches are heavy and require a DC 10 Strength check to move. The bench to the

north has a holy symbol of Tyr crudely carved onto its underside. It can be found with a successful DC 5 Wisdom (Perception) check, which is automatically successful if the bench is flipped.

Pool, Female Angels. The one-foot-deep pools contain cool, clean water, and are surrounded by a two-foot-high wall that can be used to take cover if the character is small-sized. The water in the two pools with female statues can be consumed as an action. Drinking from the fountain fills the character with relaxation and gives the character the benefit of a short rest without taking the time or increasing the delay track in Part 4. A character may only receive one benefit from a pool in a 24-hour period. Any character that attempts to drink from this pool while under the benefit of either pool must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion."

Pool, Male Angels. The one-foot-deep pools contain cool, clean water, and are surrounded by a two-foot-high wall that can be used to take cover if the character is small-sized. The water in the two pools with male statues can be consumed as an action. The character is filled with a resolute, determined feeling which gives the character the benefit of a bless spell and an aid spell. A character may only receive one benefit from a pool in a 24-hour period. Any character that attempts to drink from this pool while under the benefit of either pool must succeed on a DC 15 Constitution saving throw or be blinded for 8 hours.

The Attack

Yorvir has recently passed through the square that is home to the fountain and left a dangerous surprise for the adventurers. He has placed several of his minions in ambush with the intent to wear down their resources with wave after wave of foes. The undead swarm forward and do not retreat. Should any be turned and not destroyed, they follow the adventurers to hound them until the adventurers are dead or the undead are destroyed.

The attack begins when the characters move into the square around the fountain. The first wave of **15 ghouls** stream out of the surrounding mausoleums, three groups of five each from opposite directions to limit the effectiveness of area spells and turn

undead attempts. Each group of ghouls tries to surround and paralyze a single target and then rip that victim apart, ignoring other foes until that enemy is dead.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two **ghouls**.
- **Weak party:** Remove one **ghoul**.
- **Strong party:** Add one **ghoul**.
- **Very strong party:** Add three **ghouls**.

Three rounds after the ghouls attack, or if all the ghouls are destroyed, a second wave consisting of a **beholder zombie** and **six ogre zombies** attack. Four of the ogre zombies rush forward from one boulevard to aid the chaos caused by the ghouls, while the other two ogre zombies and the beholder zombie approach from the opposite direction. The beholder stays away from melee using its eye rays, and the two ogres that arrive with it move to attack a foe that is attacking the beholder zombie from range, or failing that, the nearest foe.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two **ogre zombies**.
- **Weak party:** Remove one **ogre zombie**.
- **Strong party:** Add one **ogre zombie**.
- **Very strong party:** Add four **ogre zombies**.

Three rounds after the zombies attack, or if all the zombies are destroyed, a third wave consisting of **five vampire spawn** try to sneak up on an isolated foe, such as a wizard or archer in the party's rear rank. They all try to grapple and bite that foe until it is dead, or they are no longer able.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove three **vampire spawn** and add two **banshees**.
- **Weak party:** Replace one **vampire spawn** with one **banshee**.
- **Strong party:** Add one **banshee**.
- **Very strong party:** Remove two **vampire spawn** and add four **banshees**.

Treasure

Hidden under the bench marked with the holy symbol of Tyr is a loose brick that can be located with a successful DC 15 Wisdom (Perception) check. Those who know of its location from their investigation earlier find it automatically if they look. Under the brick is a sack containing 1,000 gp in old coins and a *spell scroll of windwall*. This is not a burial offering, so it can be claimed without drawing the ire of the clerics of Kelemvor.

Development

If somehow captured, the intelligent undead whine and cower. None can tell the adventurers about Yorvir's plan, though they are confident their master has something dreadful planned for them. All of the intelligent undead were raised from remains in Radomil's Tomb.

From here, the clerics can calculate the course to Miltiades's tomb and their goal. Proceed to Part 4.



PART 4. 726

"Being the evil undead wasn't fun anymore. For one thing, it was increasingly hard to get a library card."

—Sharon Ashwood, *Ravenous*

Miltiades's Mausoleum

One of the largest structures you have seen in the necropolis, this entire building is covered in a strange hemisphere of darkness, making it even harder to see than the endless darkness would make it. Miltiades's mausoleum is faced with several large columns, each depicting an armored skeletal warrior with a kite shield proudly displaying the holy symbol of Tyr.

Yorvir has arrived prior to the characters, breeched the tomb itself (C) and begun his ritual to encase Phlan in endless darkness. So far it only encompasses the mausoleum.

The Endless Darkness

Yorvir's endless darkness has the following effects:

- All undead within the darkness gain *turning defiance*, which grants advantage on saving throws against effects that turn undead.
- Living creatures within the darkness must attempt a DC 15 Constitution saving throw when they enter the area and for every full hour they remain within. Those that fail gain a level of exhaustion. Creatures that die due to exhaustion rise as a ghoul within 1d4 rounds.
- All rooms are shrouded in shadow. While the effect is magical, natural or magical light can provide some measure of dim light. It is not total darkness.
- Light-based spells or effects cannot dispel the endless darkness, and the light level cannot rise higher than dim. There are always shadows for those attempting stealth.

General Features

The following features apply to the mausoleum unless noted otherwise.

Illumination. There is no light save what the characters bring. Nothing can raise the light level above dim.

Ceilings. All of the ceilings are 20 feet high and covered in complex, baroque decorations.

Doors. Unless noted, the doors are not locked.

Delay Track

When the characters arrive, the DM should determine the value of the delay track using the following formula:

- Start with 1.
- Subtract 1 if the party is Weak or 2 if Very Weak.
- Add 1 if the party is Strong or 2 if Very Strong.
- Add 1 for every Short Rest the party took.
- Add 2 if the characters chose to go the long way to Adelajda Salko's Tomb.
- Add 1 if the characters triggered the bells of Radomil's tomb, giving Yorvir a warning to hurry.
- Add 1 for every ten minutes searching Adelajda Salko's or Radomil the Crafter's tomb.
- Add 1 for every ten minutes (round down) that the characters spent in Miltiades's Mausoleum before entering The Tomb (area C).
- Add 1 if the party took a detour or otherwise wasted time (DM discretion).

The final delay value is used to calculate how far along Yorvir is in his ritual and how many undead it has spawned.

A. The Gallery

This cross-shaped room is covered in memorabilia of Miltiades's past, trophies of his battles, and gifts from his friends and allies. A large painting is displayed prominently on the northern wall. The ceiling is decorated in a busy style with a riot of colors and many carvings of finely dressed knights and nobles. Two doors exit this room to the north.

This room is a cluttered memorial to the many lives of Miltiades, from his fall from paladinhood in Turell, the curse of his undeath, his redemption as a death knight in Phlan recovering the Hammer of Tyr, and his eventual journey into the east. If the characters wish to search through the shelves for clues or proof of Colvin's lineage, see **Searching the Room**. If they inspect the painting, see **Picture of the Past**. If they approach the trapped doors, consult the **Death's Grasp Trap**.

Searching the Room

The room is VERY busy. Without searching, the characters notice the walls are covered in shelves with trophies and knickknacks, and a few paintings here and there. There is a very large painting on the northern wall (see below). If the characters choose to search, they use ten minutes and increase the delay track by 1. A successful DC 15 Wisdom (Perception) check finds numerous trophies from the city of Turell, Phlan, and the Utter East worth 2000 gp. If taken and Lene lives to report it, the characters earn the **Blasphemer** story award. The character also notices tracks, less than they might previously have seen, have passed this way through the northwestern door. In addition, if they have not inspected it yet, they note the painting is placed prominently and looks very valuable.

Note where the characters search the room, consult the **Death's Grasp Trap** below for more they might "discover."

Picture of the Past

Displayed prominently on the northern wall is a painting that shows Cvaal Daoren, the Zhent Hatemaster and Leader of the Brothers of the Black Fist who started the Shadowbane war and eventually become the first Lord Protector of Phlan. Cvaal is easily recognized from the numerous statues and memorials in Phlan. Seated next to him appears to be his wife and two children, a boy and a girl. In the background, there appear to be some favored retainers including a few Knights of the Black Fist and another woman holding a baby. On the frame is a plaque that says *"To Miltiades in honor of the recovery of the Hammer of Tyr. Honor, Dedication, Family."*

If the characters look on the back of the painting, they find faded handwriting that lists the names of all those in the painting. Of particular note is the woman with the baby in the background: Nycella Doverson and Kadr Doverson, her bastard child by Cvaal. This suggests that Colvin is of the blood of the original Lord Protector, though not of the legitimate line. Given that no true blooded heir remains, it is still a powerful argument for his right to the Cinnabar Throne.

Transporting the Painting: The painting is 8' by 10'

in the frame; much too large to fit in a *bag of holding*, *Heward's Handy Haversack*, or *portable hole*. Zindelo suggests cutting the painting out of the frame to transport it. Lene angrily complains that no burial items can be defaced or damaged. Besides, without the frame, the strength of the claim is weakened. Cadeyrn offers to carry it and stand well in the rear, as clearly the characters are more needed to succeed in defeating the vampire.

Death's Grasp Trap

Magical Trap

Among the carvings upon the ceiling, there is a skeletal knight that looks like the columns in front of the mausoleum (marked on the map). On the knight's shields there is necromantic symbol instead of the holy symbol of Tyr like the ones previously seen.

Detecting and Disabling: A character that specifically inspects the ceiling and succeeds on a DC 18 Intelligence (Investigation) check notices that there is a six-inch-tall skeletal knight in front of each door and their shields bear a strange-looking magical symbol. After finding it, a DC 20 Intelligence (Arcana) check or a *detect magic* can determine it is some sort of necromantic magic.

If the character does not detect as a living creature (or can disable from range such as an Arcane Trickster), the symbol can be disabled with a DC 20 Dexterity (Thieves' Tools) check, assuming the character can reach the symbol.

The symbol can also be disabled by *dispel magic* or a similar effect. It can be dispelled as a 7th-level spell, which deactivates it for 1d4 + 1 rounds, after which the symbol reappears.

Effect: If a living creature approaches within 5 feet of the door or the carving on the ceiling, the skeletal knight reaches out toward the trespasser and two effects are triggered. The trap resets at the end of the next round after it is triggered. Triggering the trap over one door does not trigger the trap above the other door.

First a burst of black energy billows down from the carving, filling all squares within 20 feet of the door. Living creatures within the cloud must succeed in a DC 18 Constitution saving throw or become vulnerable to necrotic damage for 1 hour.

This vulnerability can be removed by *dispel good and evil* or *remove curse*.

Second, necrotic rays fire from the miniature knight's outstretched hand, targeting every creature that was within the cloud. Each victim is targeted by one ray (+8 ranged spell attack) that does 22 (4d10) necrotic damage.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Decrease the DC to find the trap and the saving throw to 17. Decrease the to hit of the rays to +7.
- **Weak party:** Decrease the DC to find the trap and the saving throw to 17.
- **Strong party:** Increase the DC to find the trap to 18.
- **Very strong party:** Increase the DC to find the trap and the saving throw to 18. Increase the to hit of the rays to +9.

Treasure

Numerous trophies from the city of Turell, Phlan, and the Utter East worth 2000 gp fill the room. If taken and Lene lives to report it, the characters earn the **Blasphemer** story award.

Development

If the characters do not notice the painting, none of the clerics of Kelemvor do either. It is simply left behind.

B. The Arcade

The walls of this room are fronted by columns like those outside, each depicting an armored skeletal warrior with a kite shield proudly displaying the holy symbol of Tyr. A large set of double doors are to the north.

The arcade is dark and otherwise quiet. However, the characters are not alone; three **wraiths** are hiding behind the pillars. When the characters enter

the hallway, the wraiths rush and attack the first character, hoping to cause confusion and potentially bottleneck characters in the trapped spaces of The Gallery (area A). One of the wraiths immediately moves through the wall into The Tomb (area C) to warn Yorvir. If that wraith is destroyed by an attack, a second wraith takes its place and also flees.

The Doors: The doors to The Tomb (area C) are locked, but can be opened with a successful DC 20 Dexterity (Thieves' Tools) or Strength check to break down the doors. Note that attempting to break down the doors and failing automatically warns Yorvir of the party's approach.

C. The Tomb

Miltiades's Tomb lies across a sunken foyer from you, with stairs descending nearest you and then rising on the sides. Bodies have been piled high at the tops of the stairs, blocking access to the sarcophagus. Some of them are beginning to move.

Next to the sarcophagus is a plain-looking man in grey robes surrounded in mist. He chants with his arms upraised, blood dripping from his wrists and pouring over the shield. The mists seem to lash out like angry tentacles, and faces can be seen swirling in the mists around him.

The man looks at you sadly, "You should not have come, my friends. You didn't kill me when I begged you, when I didn't know how to deal with the curse, but now I know my purpose. This is the only way we can save Phlan. Kelemvor may have failed to save Phlan, but the voices in the mists will not. They will save you all!"

Yorvir is in the middle of his ritual when the characters arrive. While he does not especially wish to stop his ritual, there is no reason he cannot resume it later, so if the characters insist on attacking him, he quickly breaks off to deal with them. If they instead try to speak or reason with him, he is happy to stay his hand and try to convince the characters to his side. He is crazed, and nothing the characters say convinces him to put his plans aside.

Roleplaying Former Doomguide

Yorvir Glandon, the Vampire

Yorvir was a firm believer in the god Kelemvor, but when the Maimed Virulence attacked the Valhingen Cathedral and its rubble fell upon him, he found it rapidly crushing him. Filled with grief, he cursed Kelemvor for not giving him the strength to defend Phlan. In his weakness, a voice asked "Do you want to live?" Thinking Kelemvor had answered his plea, he thankfully agreed. It was in this moment that Esmae Amaratha, the witch of Barovia, joined with the vestige of the Evening Glory, making her first inroad into Faerûn, and the mists of that evil and cursed place bubbled from his lips (see the events in *Season 4 Curse of Strahd* of the D&D Adventurer's League). Yorvir died.

Sometime later he rose as a vampire. Filled with despair at his betrayal and weakness, he begged the adventurers of Phlan to end his misery, but they failed him again. Eventually his curse, coupled with the closeness of Barovia, continued to corrupt his mind until the normally reserved Yorvir has instead become a driven, twisted version of himself dedicated to saving Phlan the only way he knows how. He is no longer calm and reserved but filled with desperation. He truly thinks that what he is doing is for the best.

In addition to the **Former Doomguide Yorvir Glandon (vampire)** and any **wraiths** that have fled from The Arcade (area B), there are also a number of **undead** in the room, spawned from the ritual, based on the current value of the Delay Track. Spread the undead as you like throughout the raised part of the room, paying special attention to block the stairs up.

Yorvir sends his undead into the fight and then uses his *charm* ability to try to add to his forces. He then uses spells until he is engaged or must resort to melee. The undead do not go out of their way to target the clerics of Kelemvor, unless the characters leave them no other choice.

Delay Track

Value	Add the Following Undead
1	2 ogre zombies
2	4 ghouls
3	2 flameskulls
4	2 wraiths
5	2 vampire spawn
6	1 flameskull
7	1 beholder zombie
8+	1 wraith and 1 banshee

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Decrease **Yorvir's** AC by 1, hit points by 15, damage by 3 and DC by 1.
- **Weak party:** No adjustment.
- **Strong party:** No adjustment.
- **Very strong party:** Increase **Yorvir's** hit points by 30, damage by 6, and DC by 1. **Yorvir** has an additional 5th-level spell slot.

The "Clerics" of Kelemvor

During the final fight, the clerics have specific actions they take that aid or complicate this encounter.

Lene Reinhild: Lene behaves as she has throughout the adventure. She stays in the second rank and tries to assist with the occasional *bless* or *cure wounds*. She is reliable and unaware of her compatriots' other motives. Regardless of what the others do, Lene remains committed to putting Yorvir to rest.

Cadeyrn Solemnstone: Cadeyrn behaves normally the first round of combat to make sure the characters have fully committed to the combat. In the second round, he puts the painting down and pulls out a metal vial and a box. In the third round he douses the painting with oil and, if not stopped in the fourth round, he uses the tinderbox to burn the painting. At any point if the characters try to stop him, he uses whatever force he can muster to complete his mission.

The DM should make it clear that the characters can see him so they have a chance to stop him. And assuming a character isn't carrying the painting, it should not be destroyed in the various area spells the undead might use. If the characters chose to leave the painting behind to get it on their way out, Cadeyrn "flees" combat (DC 16 Wisdom (Insight) to realize that he is feigning fear) on the second round to go destroy the painting. If the characters used a creative method to keep the painting out of his hands (such as using *reduce* and then putting it into a *bag of holding*), Cadeyrn tries to take that character by surprise and steal the container so he can destroy it.

Zindelo Chegari: Zindelo moves forward with any frontline characters, aiding their attacks. He is especially interested in helping characters get their sneak attack. Once he can get near Yorvir and the vampire has been injured, he switches to aiding the vampire. He explains that his master invites Yorvir to join him in escape and the faces in the mists begin whispering "Yes" and "Join us."

Every round as his action, Zindelo aids Yorvir and attempts to convince him to leave this place with him, offers his outstretched hand, and begs that he accept Zindelo's Master's invitation. He does not say who his Master is but explains that his Master has also been tricked in death and has much to share with Yorvir.

Yorvir is not convinced until things seem dire, but if Zindelo is still standing when the vampire agrees (DM's choice as to when the time seems right) and is able to link hands with Yorvir, the mists transport them both to Barovia, trapping Yorvir beyond the reach of the characters, but effectively defeating him. If Zindelo is defeated without taking Yorvir to Barovia, he disappears in a swirl of mist.

Treasure

Yorvir is wearing two garnet and silver rings and a gold and diamond necklace as foci for his ritual. These pieces of jewelry are worth 2,000 gp. These can be claimed without drawing the ire of the clerics of Kelemvor.

Conclusion

If Yorvir is Defeated

As the stake drives into the vampire's heart, Lene's supplication to the Lord of the Crystal Spire rises above the noise of combat. For a moment Yorvir's color returns and the angry red is stripped away from his eyes. Looking at you, he whispers, "Forgive me." Then he is engulfed in holy fire that rapidly burns away the corrupting mists until there is nothing left of him but ash and a few fragments of bone.

When the characters return to the Lord Sage, he is very pleased that the characters have ended the threat of Former Doomguide Yorvir Glandon. He rewards the characters as promised and arranges for Valhingen Graveyard to once again be returned to the church of Kelemvor.

If Yorvir Escapes to Barovia

Reaching out, Yorvir takes Zindelo's hand. "It appears there is no choice but to leave Phlan to fall. I accept the invitation of your Master." The contempt for the last word can barely be heard over the squeals of joy coming from the faces in the mist that surrounds Yorvir. The mist quickly spreads across the two of them as Zindelo intones "Vezesse végig köd, annak a földnek ura." A moment later, they are gone.

When the characters return to the Lord Sage, he is pleased that the characters have ended the threat of Former Doomguide Yorvir Glandon but is worried that it may only have delayed the threat. Still he rewards the characters as promised and arranges for Valhingen Graveyard to once again be returned to the church of Kelemvor.

If Yorvir is Driven Off but Not Laid to Rest

The killing blow struck, the vampire becomes a cloud of mist that flows away through cracks in the wall. Lene screams "No! We can't let him escape! We cannot have failed!"

When the characters return to the Lord Sage, he is disappointed that the characters have not ended the threat of Former Doomguide Yorvir Glandon. In this case he rewards the characters half of what was promised (1,500 gp) and does not arrange for Valhingen Graveyard to be returned to the church of Kelemvor.

If the Painting is Returned Intact

Returning the painting to the Lord Sage, he is grateful. *"This will go a long way to solidifying Colvin's claim to the throne, and can only help his chances in the upcoming election. I wonder why Cadeyrn tried to destroy it? Who could he have been working for?"*

The Lord Sage is pleased the painting was found and rewards the characters as promised. Members of the **Emerald Enclave** receive a **renown point** for recovering the painting successfully.

If the Painting is Not Returned Intact

Returning without the painting to the Lord Sage, he is disappointed in your failure. *"It sounds as if that painting would have gone a long way to solidifying Colvin's claim to the throne, and helping his chances in the upcoming election. I wonder why Cadeyrn tried to destroy it? Who could he have been working for?"*

The Lord Sage is disappointed that the painting was not recovered and does not reward the characters.

The End

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

Name of Foe	XP per Foe
Assassin	3,900
Archmage	8,400
Banshee	1,100
Beholder zombie	1,800
Ghoul	200
Iron golem	15,000
Mage	2,300
Mutated Siria (Yochlol)	5,900
Ogre zombie	450
Priest	450
Stone golem	5,900
Vampire spawn	1,800
Yorvir Glandon (Vampire)	13,000

Non-Combat Awards

Task or Accomplishment	XP per Char.
Recover the Painting	500

The **minimum** total award for each character participating in this adventure is **8,625 experience points**.

The **maximum** total award for each character participating in this adventure is **11,500 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed 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
Lord Sage's Reward (Yorvir)	3,000 gp
Lord Sage's Reward (Painting)	2,000 gp
Adelajda's Records	1,000 gp
<i>or</i>	
Radomil's Clockworks	1,000 gp
Hidden Fountain Cache	1,000 gp
Yorvir's Jewelry	2,000 gp
Miltiades's Trophies	2,000 gp

The clerics gave the characters an explorer's pack that also has two bottles of holy water, a holy symbol of Kelemvor, and an additional five torches. These items may be kept.

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.

Miltiades's Shield

Armor (shield), very rare

This shield is decorated with symbols of service and fealty. The shield empathically encourages service to others and whenever the bearer considers performing a selfish act, the shield enhances pangs of conscience. While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Potion of Greater Healing

Potion, Uncommon

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

Spell Scroll, Lesser Restoration

Scroll, Uncommon

This scroll is inscribed with the spell lesser restoration. A description of this item can be found in the *Dungeon Master's Guide*.

Spell Scroll, Windwall

Scroll, Uncommon

This scroll is inscribed with the spell lesser restoration. A description of this item can be found in the *Dungeon Master's Guide*.

Spell Scroll, Zone of Truth

Scroll, Uncommon

This scroll is inscribed with the spell lesser restoration. A description of this item can be found in the *Dungeon Master's Guide*.

Eihim's Traveling Spellbook

This slim traveling spellbook is bound in heavy leather with the mage sigil of Eihim the Archmage, a star burst atop the heraldry of the town of Phlan, embossed on the cover. It contains the following spells:

- 1st - *detect magic, identify, mage armor, magic missile;*
- 2nd - *detect thoughts, mirror image, misty step;*
- 3rd - *counterspell, fly, lightning bolt;*
- 4th - *banishment, evard's black tentacles, fire shield, stoneskin;*
- 5th - *cone of cold, wall of force;*
- 6th - *disintegration;*
- 7th - *teleport;*
- 8th - *maze;*
- 9th - *time stop.*

Downtime

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

Renown

All **faction members** earn **one renown point** for participating in this adventure. Members of the **Emerald Enclave** receive a **second renown point** if they recover the painting successfully.

DM Rewards

You receive **2,875 XP**, **1,438 gp**, and **ten downtime days** for running this session.

Story Rewards

Characters have the opportunity to earn the following story awards during this adventure.

Barbarian. You have shown a willful disregard for the preservation of knowledge in Mantor's Library. The librarians remember your callous disregard for the books and you have disadvantage on any ability checks made to convince the librarians to assist you.

Blasphemer. You have robbed the Necropolis or allowed others to do so and your behavior has been reported back to the church of Kelemvor. Your despised name is spread far and wide among its clergy. Because of this, all members of Kelemvor's clergy are highly distrustful of you. So long as you have this enmity, all future Charisma (Deception, Intimidation, or Persuasion) checks made against members of Kelemvor's faithful are made with disadvantage. Additionally, the cost for any spellcasting services provided by the clergy of Kelemvor is increased by 10%. If you have **Enmity of Doomguide Yovir Glandon** from DDEX1-4 Dues from the Dead, your costs instead increase by 50%.

Exposed. You have been previously exposed to Godstouched disease. In any adventure where you might contract this disease, increase your chance by 10%.

Appendix: NPC / Monster Statistics

Assassin

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Banshee

Medium undead, chaotic evil

Armor Class 12

Hit Points 58 (13d8)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	12 (+1)	11 (+0)	17 (+3)

Saving Throws Wis +2, Cha +5

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Elvish

Challenge 4 (1,100 XP)

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Corrupting Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the banshee that can see her must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on constructs and undead. All other creatures within 30 feet of her than can hear her

must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

Beholder Zombie

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10+33)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech and Undercommon but can't speak

Challenge 5 (1,800 XP)

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

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

- 1. Paralyzing Ray.** The targeted creature must succeed on a DC 14 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 a success
- 2. Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened 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.
- 3. Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

- 4. Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Former Doomguide Yorvir Glandon (Vampire Cleric)

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +9, Wis +8, Cha +9

Skills Perception +8, Stealth +9

Damage Resistance necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 15 (13,000 XP)

Shapechanger. If the vampire isn't in sun light or running water, it can use its action to polymorph in to a Tiny bat or a Medium cloud of mist, or back into its true form.

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sun light or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sun light or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants,
- **Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Spellcasting. The vampire is a 9th-level spellcaster. His spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks). The vampire has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, spare the dying, thaumaturgy*
1st level (4 slots): *cure wounds, guiding bolt, ray of sickness*
2nd level (3 slots): *blindness/deafness, lesser restoration, spiritual weapon*
3rd level (3 slots): *dispel magic, vampiric touch*
4th level (3 slots): *blight, banishment*
5th level (1 slots): *antilife shell, flame strike*

Actions

Multiattack (Vampire Form Only). The vampire makes two attacks, only one of which can be a bite attack.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 18).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack*: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the vampire's control.

Charm. The vampire targets one humanoid it can see within 30 feet of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack.

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Children of the Night (1/Day). The vampire magically calls 2d4 swarms of bats or rats, provided that the sun isn't up. While outdoors, the vampire can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands. The beasts remain for 1 hour, until the vampire dies, or until the vampire dismisses them as a bonus action.

Legendary Actions

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

Move. The vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The vampire makes one unarmed strike.

Bite (Costs 2 Actions). The vampire makes one bite attack.

Eihim, Archmage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

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

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

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

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

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

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

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

4th level (3 slots): *banishment, evard's black tentacles, fire shield, stonewood**

5th level (3 slots): *cone of cold, wall of force*

6th level (1 slot): *disintegration*

7th level (1 slot): *teleport*

8th level (1 slot): *maze*

9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

Actions

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

Flameskull

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrip (at will): *mage hand*

1st level (3 slots): *magic missile, shield*

2nd level (2 slots): *blur, flaming sphere*

3rd level (1 slot): *fireball*

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. Ranged Spell Attack: +5 to hit, range 30 ft., one target. Hit: 10 (3d6) fire damage.

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.

Iron Golem

Large Construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses. darkvision 120 ft., Passive Perception 10

Languages. understands the languages of its creator, but can't speak

Challenge. 16 (15,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. Hit: 23 (3d10 + 7) slashing damage.

Poison Breath (Recharge 6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 15 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Mage

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

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

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

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

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

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

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

Actions

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

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.

Stone Golem

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5-6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effects on itself on a success.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

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

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

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Vampire Spawn

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Regeneration. The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. The spawn has the following flaws:

- **Forbiddance.** The spawn can't enter a residence with an invitation from one of the occupants.
- **Harmed by Running Water.** The spawn takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** The spawn takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the spawn has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The spawn makes two melee attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, the spawn can grapple her target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by the spawn, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Reactions

Insightful Defense. When an attacker the spawn can see hits it with an attack, the spawn can halve the damage against it.

Ogre Zombie

Large undead, neutral evil

Armor Class 8

Hit Points 85 (9d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	3 (-4)	6 (-4)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Giant and Common but can't speak

Challenge 2 (450 XP)

Actions

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Yochlol

Medium fiend (demon, shapeshifter), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws. Dex +6, Int +5, Wis +6, Cha +6

Skills. Deception +10, Insight +6

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

Damage Immunities. poison

Condition Immunities. poisoned

Senses. darkvision 120 ft., Passive Perception 12

Languages. Abyssal, Elven, Undercommon

Challenge. 10 (5,900 XP)

Shapeshifter. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back to its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying is transformed. It reverts to its true form if it dies.

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

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

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

At Will: detect thoughts, web

1/day: dominate person

Web Walker. The yochlol ignores movement restrictions caused by webbing.

Actions

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft. (10 ft. in demon form), one target. Hit: 5 (1d6 + 2) bludgeoning (piercing in

spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagic damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.

Player Handout: Rewards

Magic Items

Miltiades's Shield

Armor (shield), very rare

This shield is decorated with symbols of service and fealty. The shield empathically encourages service to others and whenever the bearer considers performing a selfish act, the shield enhances pangs of conscious. While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Potion of Greater Healing

Potion, Uncommon

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

Spell Scroll, Lesser Restoration

Scroll, Uncommon

This scroll is inscribed with the spell lesser restoration. A description of this item can be found in the Dungeon Master's Guide.

Spell Scroll, Windwall

Scroll, Uncommon

This scroll is inscribed with the spell lesser restoration. A description of this item can be found in the Dungeon Master's Guide.

Spell Scroll, Zone of Truth

Scroll, Uncommon

This scroll is inscribed with the spell lesser restoration. A description of this item can be found in the Dungeon Master's Guide.

Eihim's Traveling Spellbook

This slim traveling spellbook is bound in heavy leather with the mage sigil of Eihim the Archmage, a star burst atop the heraldry of the town of Phlan, embossed on the cover. It contains the following spells: 1st-detect magic, identify, mage armor, magic missile; 2nd-detect thoughts, mirror image, misty step; 3rd-counterspell, fly, lightning bolt; 4th-banishment, evard's black tentacles, fire shield, stoneskin; 5th-cone of cold, wall of force; 6th-disintegration; 7th-teleport; 8th-maze; 9th-time stop.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

Barbarian. You have shown a willful disregard for the preservation of knowledge in Mantor's Library. The librarians remember your callous disregard for the books and you have disadvantage on any ability checks made to convince the librarians to assist you.

Blasphemer. You have robbed the Necropolis or allowed others to do so and your behavior has been reported back to the church of Kelemvor. Your despised name is spread far and wide among its clergy. Because of this, all members of Kelemvor's clergy are highly distrustful of you. So long as you have this enmity, all future Charisma (Deception, Intimidation, or Persuasion) checks made against members of Kelemvor's faithful are made with disadvantage. Additionally, the cost for any spellcasting services provided by the clergy of Kelemvor is increased by 10%. If you have Enmity of Doomguide Yovir Glandon from DDEX1-4 Dues from the Dead, your costs instead increase by 50%.

Exposed. You have been previously exposed to Godstouched disease. In any adventure where you might contract this disease, increase your chance by 10%.

**VOTE
JHESSAIL
GREYCASTLE!**

THE HERO OF PHLAN PLEDGES
TO BUILD OUR FIRST
ELECTED PARLIAMENT.

**POWER
TO THE
PEOPLE**

VOTE GREYCASTLE FOR
FIRST MINISTER!

**WEALTH
IS
POWER**

BARRETT SOKOL WILL
REINSTATE THE
COUNCIL OF TEN

JOBS FOR ALL!
A NEW CITY WALL!

**VOTE SOKOL FOR
HIGH COUNCILOR**

**HAIL TO THE
KING!**

LORD DOVERSON
IS THE TRUE HEIR TO THE
ROYAL HOUSE OF DAORAN!

VOTE DOVERSON TO
**RECLAIM THE
CINNABAR
THRONE**

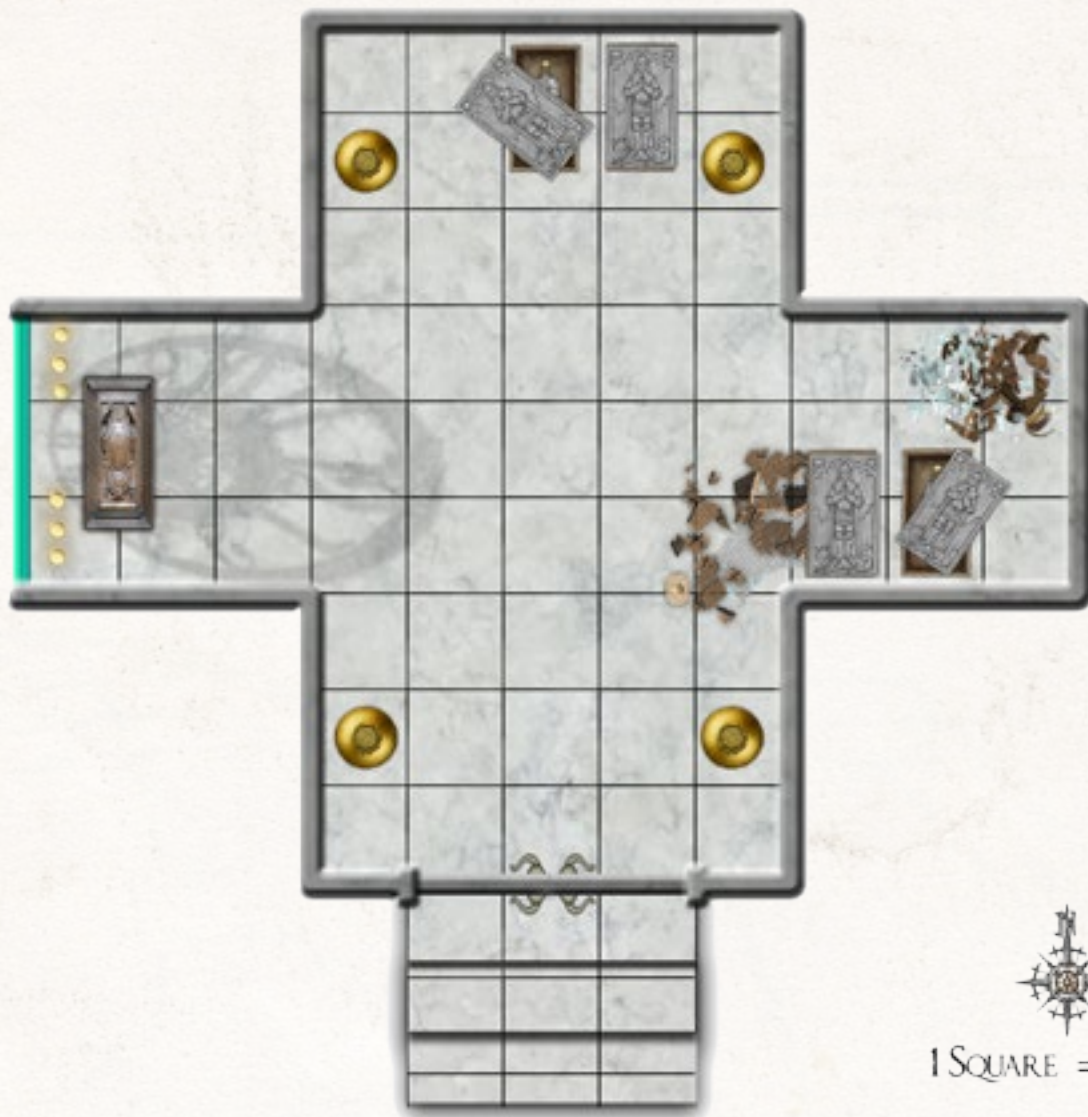
**YOUR GOD HAS
SPOKEN**

BANE SWEARS TO END THE
HERESY OF ELECTIONS!

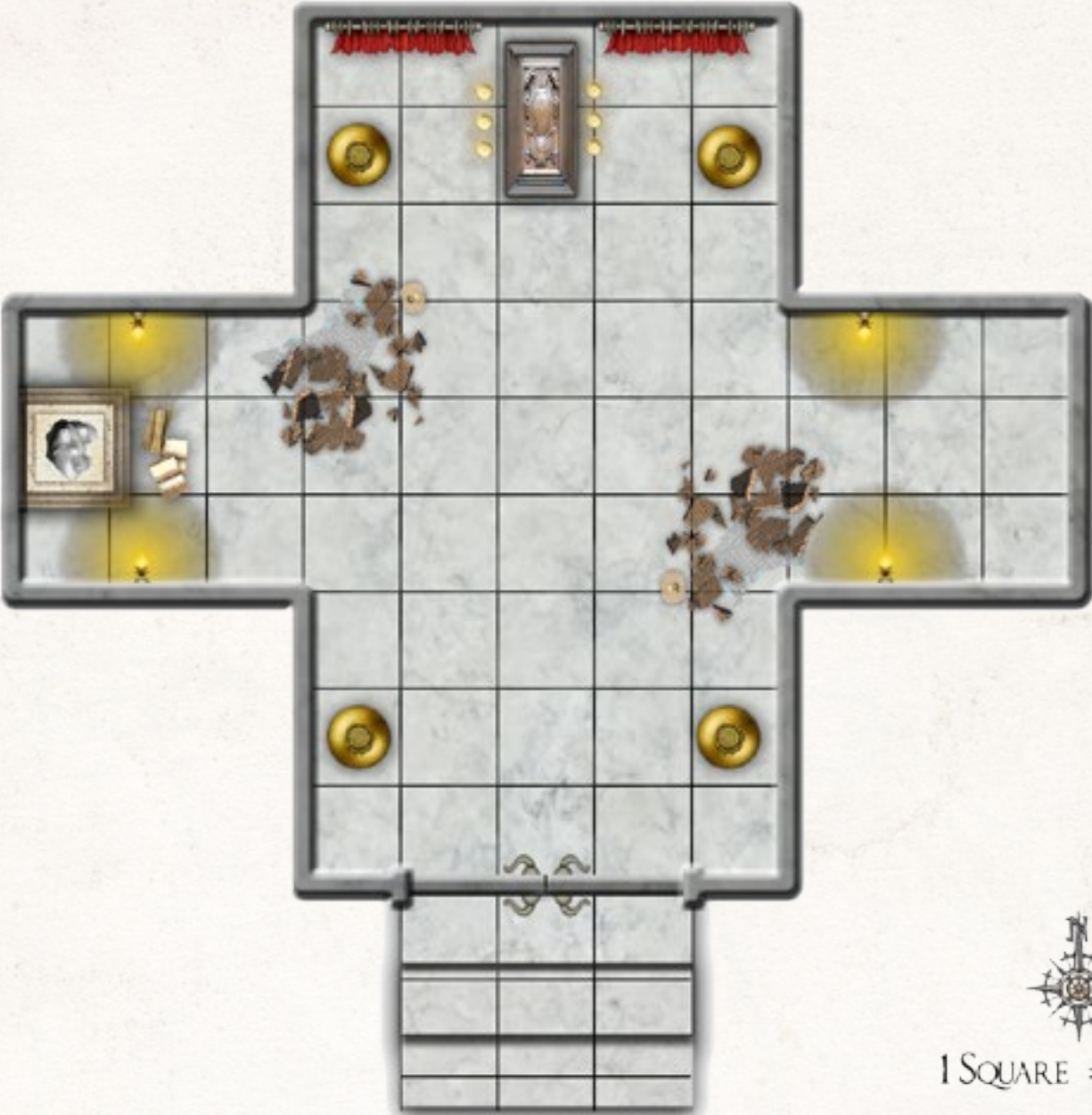
VOTE SAMULKIN AS
RUINLORD OF PHLAN

**BE STRONG!
BE PIOUS!**

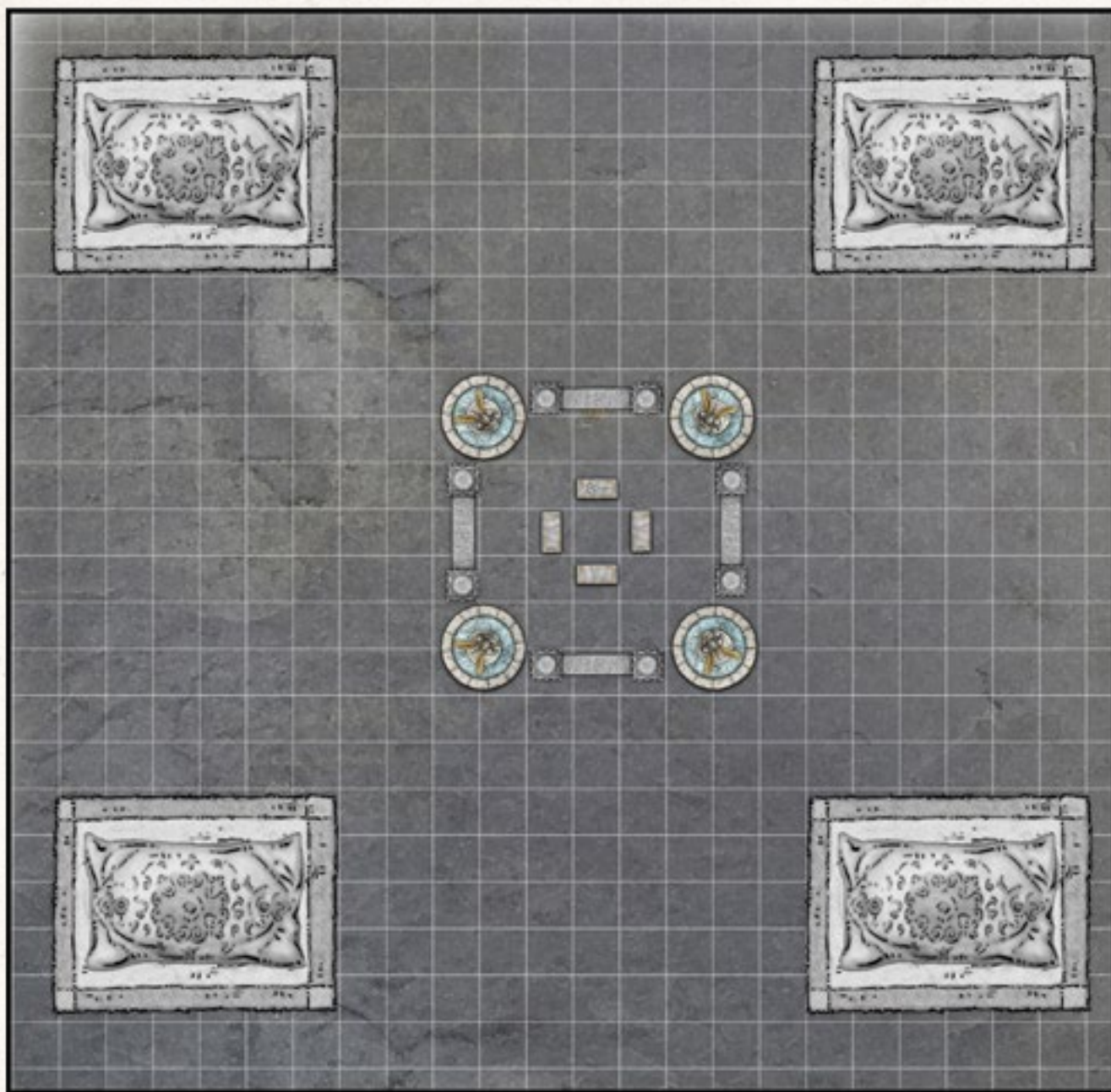
RADOMIL'S TOMB



ADELAJDA'S TOMB



1 SQUARE = 5 FEET

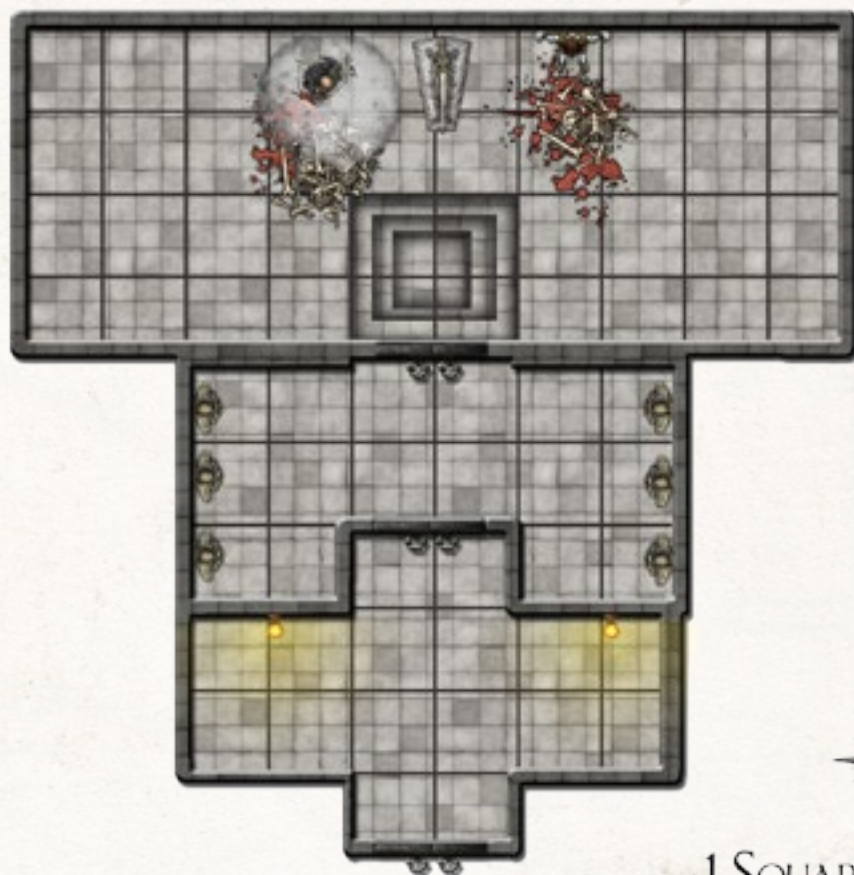


FOUNTAIN OF CRYING ANGELS



1 SQUARE = 10 FEET

MILTIADES'S TOMB



1 SQUARE = 10 FEET