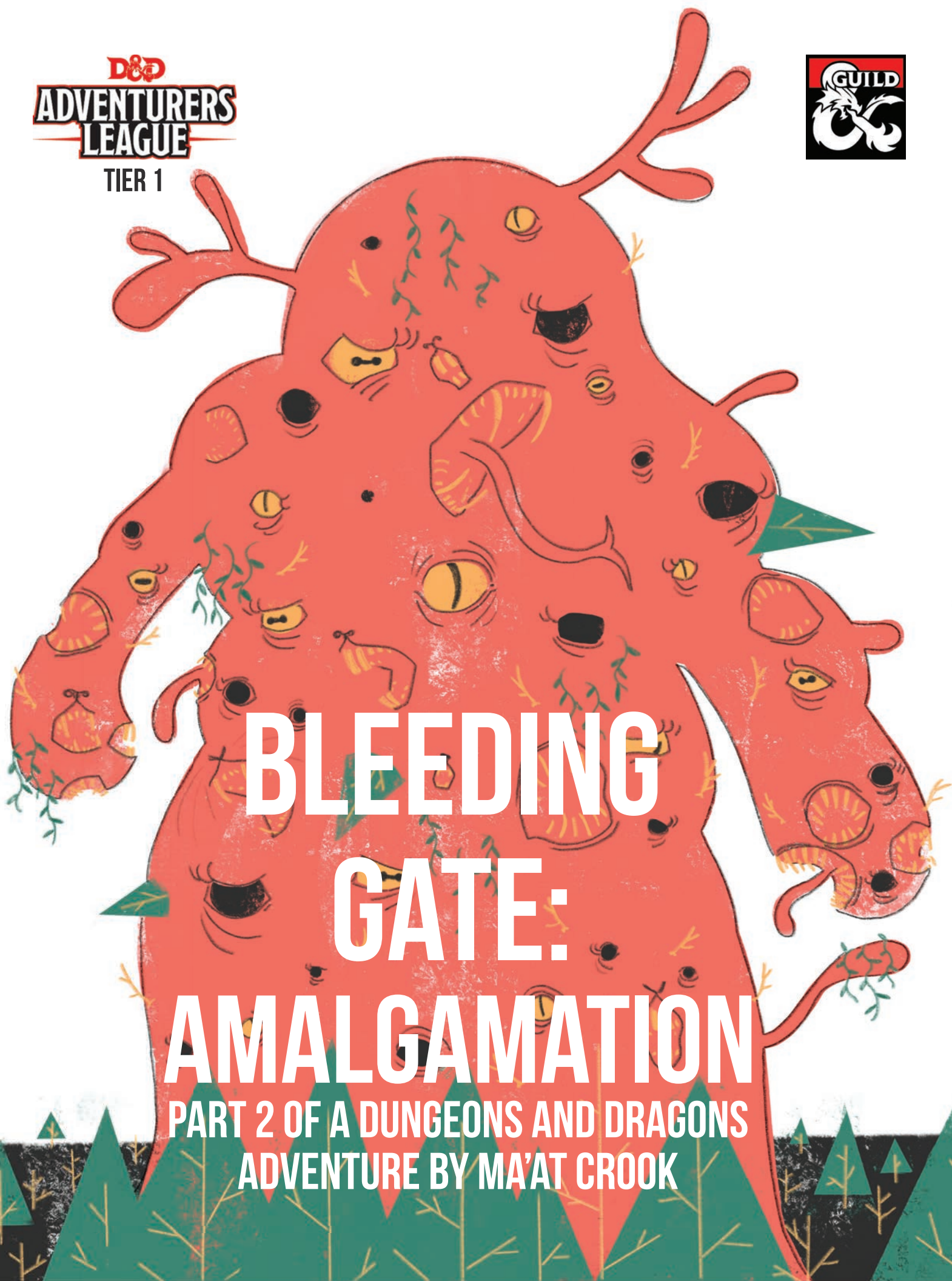


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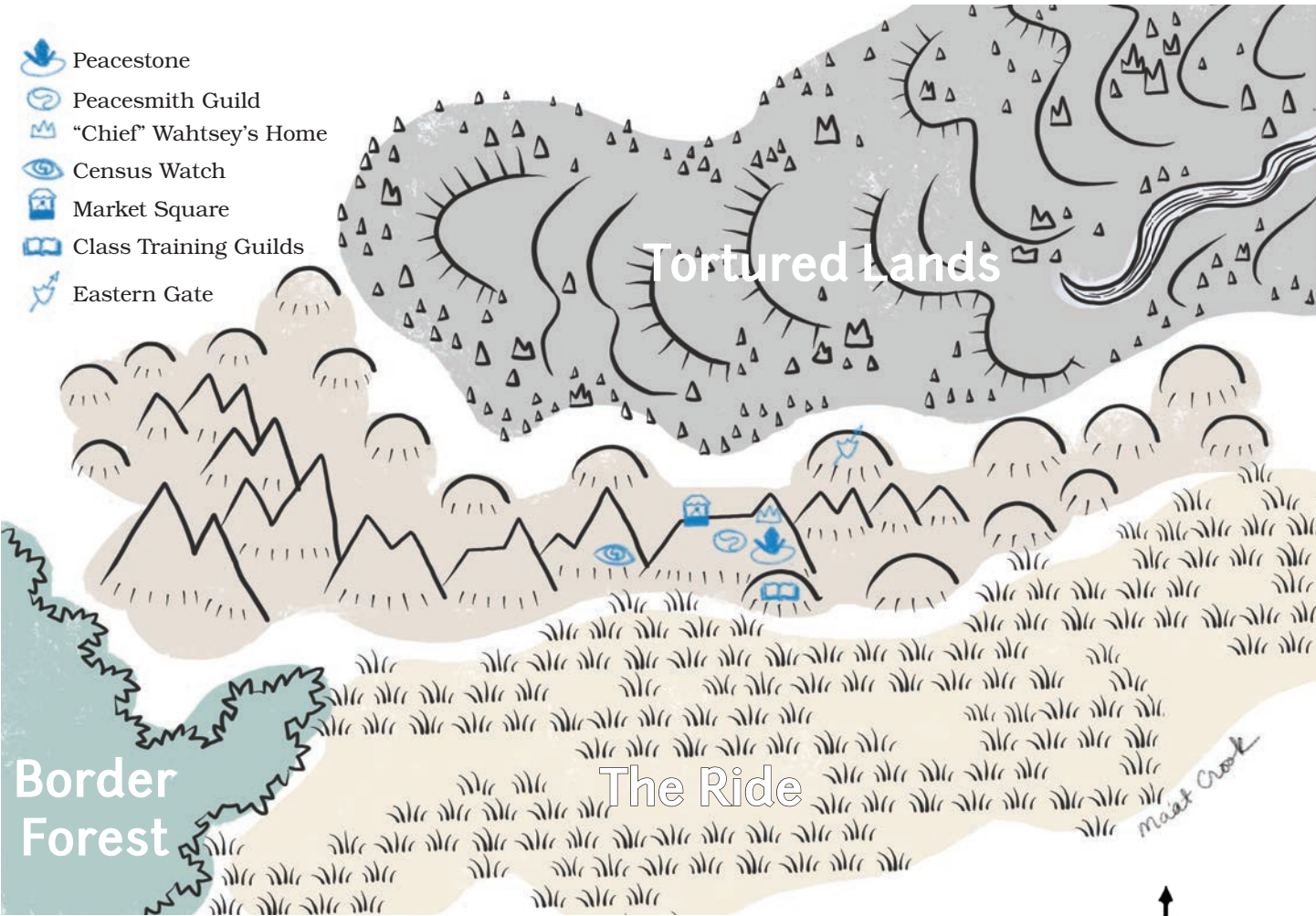
TIER 1



BLEEDING GATE: AMALGAMATION

PART 2 OF A DUNGEONS AND DRAGONS
ADVENTURE BY MA'AT CROOK

Emudomier





AMALGAMATION

A BLEEDING GATE ADVENTURE

PART 2 OF 3

Module Introduction: When the party is hired to assist a covert organization, investigating the disappearances of Peacesmith, they are sent deep into the bowels of the town. It's dirty work and the party certainly smells the stench of conspiracy (among other things). But after charging into a colossal mess in the Border Forest, they come face-to-face with the culprit.

2-hour adventure for 1st-4th level characters

BY MA'AT CROOK

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Adventure Code: CCC-BLD 1-2

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BLEEDING GATE

PAGE 1

INTRODUCTION

Welcome to Bleeding Gate, an official D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system.

This adventure is designed for three to seven 1st-level to 4th-level characters. Its play is limited to characters of 1st level to 4th level and has been optimized for five, 3rd level characters.

The Bleeding Gate adventure is divided into three parts, *Bleeding Gate: Pandemonium*, *Bleeding Gate: Amalgamation*, and *Bleeding Gate: Lineage*. Each part takes approximately one to two hours to complete. The sessions are documented in sequential order and can be run consecutively as a longer play experience. If you plan on running all three sessions in one sitting you will need about three to six hours to complete the adventure.

When time is limited, for example at conventions and other public events, it's important to be brief, direct, on time, and willing to take shortcuts, while still allowing the game to be fun. As DM you are in a position to remind players of the time if they get side tracked. You can assure them your word is honest if they are spending needless time trying to read between the lines, looking for deception, hidden plots, and side missions that do not exist.

If time is not an issue, allow the characters to spend the time they wish interacting with the non-player characters and following any lead they wish. Their creativity could lead the story into fun and unexpected directions.

The D&D Adventurers League

The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. It uses the fifth edition Dungeons & Dragons rules, and is set in the Forgotten Realms®. Some of the monsters used in these modules can be found in the *Monster Manual* and *Volo's Guide to Monsters*. Players can create characters using the *D&D Basic Rules* or the *Player's Handbook*, or use a pregenerated character, and participate in any adventure allowed as 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 continue their story.

D&D Adventurers League play is broken into storyline seasons, each with their own specific rules. Some seasons do not allow characters to leave a storyline to play within another, until that character completes the story.

For more information, visit:

www.dndadventurersleague.org

The D&D Adventurers League Player's Guide is a comprehensive guide to all official rules for players, Dungeon Masters, and organizers. It contains special rules for playing Dungeons & Dragons in the official campaign.

How to Use This Guide

The guidelines here have been approved for D&D Adventurers League play, for this adventure. This guide is divided into four sections:

- The **Introduction** is what you're reading now, giving information for preparing to play.
- **Adventure and Faction Hooks** (pg 4) give the player characters an introduction and starting point for the story.
- The **Campaign Session** (pg 6) lays out a series of events and interactions.
- The **DM's Appendix** (pg 14) gives you access to monster stat blocks, maps, and players' handouts.

Preparing the Adventure

As a Dungeon Master you can do the following to prepare before the day of the adventure.

- Have your DCI number handy.
- Have a copy of the current *D&D Basic Rules* or your *Player's Handbook*, and *Dungeon Master's Guide*.
- Read through the adventure, taking notes, making copies of the handouts, and planning how you will present the adventure.
- Review the NPC information within the adventure descriptions.
- Gather together any resources you'd like to use in running this adventure--such as note-cards, a DM screen, miniatures, and maps.
- If you know the players beforehand, you can tailor this adventure to increase fun and save time.

Before Playing

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Perception (Wisdom)
- Armor Class
- Anything notable (such as backgrounds, traits, flaws, etc.)

Players who have characters outside more than one level lower or higher than the level range **cannot participate in the adventure with those characters**. If a player has played or, as a Dungeon Master, has run this adventure in the past they may

still play again, as long as they use a character who is new to this adventure.

Ensure each player has completed Adventures League log-sheet(s) for their character with the following information.

- Adventure name
- Session number
- Date
- DM name and DCI number.
- Starting values for experience
- Starting value for gold
- Starting amount of downtime
- Starting renown
- Number of permanent magic items currently held
- They fill in the other values and write notes at the conclusion of the session.

Adventures League log-sheets can be obtained from organizers and some DMs bring blank copies. Each player is responsible for maintaining an accurate log-sheet.

Ensure each player's character sheet is in order, with certificates or DM signatures for any magic items and ability scores using standard arrays.

Adjusting the Adventure

Make adjustments for party size, level, and experience by removing or adding creatures. You can also assist the party by using NPCs to help them in combat. To figure out if adjustments may be needed...

- Total the levels of all player's characters
- Divide the above total by the number of characters
- Round up for a fraction of .5 or larger; round down for a fraction smaller than .5

This will calculate the average party level (APL). Use the APL number and the following table to figure out the party's strength.

Party Strength

Party Size	APL Comparison	Party Strength
3-4	< 4 APL	Very weak
3-4	= 4 APL	Weak
3-4	> 4 APL	Average, no adjustment
5	< 5 APL	Weak
5	= 5 APL	Average, no adjustment
5	> 5 APL	Strong
6-7	< 6 APL	Average, no adjustment
6-7	= 6 APL	Strong
6-7	> 6 APL	Very strong

Running the Adventure

As the Dungeon Master your role is to guide the story,

to bring the text to life, and to ensure the players have fun. **You make decisions that enhance the fun of the adventure.** So keep in mind the following:

- This guide is a suggestion and doesn't need to be followed word for word.
- Ask yourself questions about the engagement of the players. Are they too frustrated or bored? Do you need a new approach to add variety and creativity? What would the players like to try? Are you engaging all players equally?
- Make adjustments and decisions about how the group interacts with the world both in and out of combat. Try for the sweet spot, not too easy nor too difficult, not too predictable nor too obscure.
- Be aware of time and pacing. Redirect players back to the game if they get sidetracked. Keep the game moving at a pace that keeps them from finishing the session too early or late.
- The dialogue boxes offer suggestions. Be as creative, detailed, or brief as you need.
- Give hints and clear direction; it allows players to make informed choices about how to proceed with puzzles, combat, and interactions without second guessing or feeling lost.

Downtime and Lifestyle

At the beginning or end of each play session, players must declare if they are spending downtime days. The player records the downtime spent on the adventure log-sheet. Reference the *D&D Basic Rules* or the *D&D Adventures League Player's Guide* for information on what downtime can be used for, like:

- Catching up
- Crafting (multiple characters cannot craft a single item)
- Practicing a profession
- Recuperating
- Using spell-casting services
- Training
- Faction-specific activities

Other downtime options might be available during adventures or can be unlocked through play.

Spending downtime days also requires paying lifestyle costs, per day. A character spending ten downtime days, pays for ten days of maintaining their lifestyle. Some downtime can lower or increase lifestyle expenses.

Spell-casting Services

Any town or larger community can provide some spell-casting services, unless the adventure says otherwise. Other spell-casting services may be specific to an adventure. Normally characters need to be in the settlement to obtain services and normally are limited to no more than three spells a day.

However, in this adventure one of the NPCs offers

her spellcasting services. **Theema Aga'Rith** can cast three spells per long rest from the **Spell-casting Services** table, listed below.

Spell-casting Services

Spell Name	Cost
Cure Wounds (1st level spell slot)	10 gp
Identify	20 gp
Lesser Restoration	40 gp
Prayer of Healing (2nd level spell slot)	40 gp
Remove Curse	90 gp
Speak with Dead	90 gp
Divination	210 gp
Raise Dead	1250 gp

Character Disease, Death, and Recovery

A character who ends a session affected by poison, disease, death, or similar affect will start the next session with the same affect. Players may use downtime days to temporarily cancel out disadvantages caused by the effect or recover from one effect that prevents a character from gaining hit points. Reference the *D&D Basic Rules* or the *Player's Handbook* for more information on recuperating.

Acolyte Background

An Acolyte background allows the character, once per day, to request spell-casting services (in the above table) from a temple dedicated to their deity. If they pay anything, it's usually no more than the cost of material components.

Death

The death of a character can be resolved in several ways.

- Another character can use a **Raise Dead** or **Revivify** spell. Raise Dead comes with negative affects that can be overcome by completing long rests or using downtime days to reduce penalties.
- The party uses the dead character's or their own funds to pay for *Raise Dead*, if all vital organs are present and mostly whole. *Raise Dead* costs 1,250 gp. If the deceased character is between level 1-4 and is a member of a faction, their body can be taken to a faction patron where they will pay for a *Raise Dead* spellcasting at the cost of all xp and rewards from the session.
- **Create a new character** at 1st level, with none of the deceased character's items, rewards, or experience.



Theema Aga'Rith

ADVENTURE AND FACTION HOOKS

Adventure Hooks

This is part two of a three part adventure. The player characters can begin this adventure where they left off in *Bleeding Gate: Pandemonium*, in Chief Wahtsey's residence. They awake well rested in their quarters after a long night of fighting zombies, rescuing their charge, Ahera, and reporting their findings to Ersu Heidagurne. The party was promised more explanation about Peacesmith disappearances and witnessing the Paragon at the scene of Peacesmith killings.

While this is part two of three, new players may jump into this module without playing part 1. For any players new to the *Bleeding Gate* adventure, read them the **New Player Hook**.

Emerald Enclave Faction Hook

Late last night, while heading to their quarters, a winged snake approached the Emerald Enclave member(s) of the party. Wrapped in the snake's coils was a scroll. Word has reached the faction that disorder is emanating from somewhere inside Peacestone Cavern, disrupting the natural order inside and outside the Emudomier area. For example, hunters report an absence of beasts, large and small, in the Border Forest. The faction asks the party to investigate and do what they can to bring balance back to the area. After delivering the message the flying snake returned to the messenger.

Harper Faction Hook

The Harpers are aware of the Peacesmith disappearances and deaths. A note has been left in the pocket of each Harper agent in the party; they

are found this morning. The Harpers ask the party to investigate reports of strange noises in the sewers. Meet at A+ Locksmith for further instructions.

Manic Mantic Hook

Player's Handout page 19.

Pick a player character, preferably one who isn't an Emerald Enclave or Harper faction member. This character is having a terrible, disjointed, non-linear dream; the imagery and words from the dream are listed in the box below. To save time roll 1d12 to randomly read one of the listed dream descriptions and number 12.

When the player character wakes they find a scrap of paper; their own hand had scribbled drawings in their sleep. Read or paraphrase:

1. A close up of a golden eye begs for their father and pleads for you to save them.
2. A small leak in a dam. A crack, webbing through glass.
3. You're paralyzed, being drawn into the floor. You're unable to move or call for help.
4. A close up of a tiny, rabid mole, digging a tunnel through your eye socket.
5. In desperation a voice pleads, "Free me from this throne." And gleefully adds, "I reign supreme! To rule is my satisfaction, my birthright."
6. Tunnels under tunnels; capillaries beneath arteries.
7. A forest with no eyes.
8. A basilisk, holding a mountain on her back.
9. The sturdy hands of a dwarf creating a sculpture from scraps of torn flesh. The dwarf sings a lullaby.
10. A young yeti, who is not a yeti but really a girl, roars in the face of terrible monsters.
11. Your feet are wet and cold. The smell of ammonia and waste makes you gag. But you know you are supposed to be here.
12. A jumble of unmade keys rest on a counter beside a file and lockpicking kit.

New Player Hook

This adventure begins in the underground town of Emudomier (eMoo-duh-meer), nestled in a mountain range between The Ride and Tortured Lands of the Moonsea area. The player character observes the town's celebrations and is approached by a githzerai.

Roleplaying Peacesmith Ersu Heidagurne (Ersoo Hide-a-ger-n) (pronoun "he") Picture on page 4.

Voice: Naturally whispery with a spark of caution before speaking.

Peacesmith Ersu's green hue, pointed ears, and short nose are common characteristics for githzerai. Along with his freckles and stripes, his skin is tattooed. He is proud of his husband; his love shines through every word when he speaks about him. Ersu is a Harper, and a member of

the covert organization, the Census Watch.

Read or paraphrase:

You arrived in Emudomier a few days ago, after following your curiosity and a parade of humans, goblins, dwarves, bugbears, and every race rarely, if ever, seen celebrating together.

Deep within the town you wandered into a vast cavern. There a dwarf, called The Paragon, stood by a large quartz crystal, speaking of Peacesmith, master negotiators and defenders who "broaden peace." A noble child touched the Peacestone crystal and astonishingly it glowed a pale blue light. The crowd gasped with joy; she is a new Peacesmith. Among the glee you also saw worry on the faces of Emudomier's citizens.

Over the past few days you continued to notice signs of concern and even grief in the town's permanent residents. No citizen walks alone and you hear them speak of adventurers who found missing Peacesmith, turned undead. Rumors travel throughout the tunnels about someone called "Saultrophine" and witnesses seeing the Paragon at the missing Peacesmith's last known whereabouts.

Yesterday, while you watched, you were also being watched. A githzerai (gith-Zehr-eye), carrying a blue umbrella approached,

"You see it, the sorrow in the midst of celebrations. I believe you can help these people. Tomorrow morning, join Baroness Draug's security detail at A+ Locksmith. You'll receive more details there."



Ersu Heidagurne,
Assistant to and husband
of the Paragon

The following information does not need to be revealed immediately but can be learned from speaking with NPCs in Emudomier throughout this adventure. Paraphrase:

Emudomier History

- Emudomier (eMoo-duh-meer) is located in the Moonsea area. The town has been hidden for centuries underground, within the mountain range lying between the Ride and Tortured Lands.
- The town was founded by an isolated community of Mountain Dwarves, hiding from the violence of their past. However recently they came out of their isolation and now welcome people of all races, ethnicities, religions, classes, and backgrounds.
- People in Emudomier are treated kindly. Enslaving, taking advantage of, manipulating, forcing, tricking, creating dependency, threatening, or coercing someone into doing anything are behaviors that are never ignored or minimized. The people who treat someone this way will face consequences on a family, friend, community, and, in some cases, legal level
- Every citizen has at least one missing friend or loved-one. Rumors spread about the abductions, killings, and who "Saultrophine" is. Eye-witness' have seen the Paragon near the spot where missing Peacesmith were last seen. However other townsfolk were with the Paragon at the moment of the disappearances; it couldn't have been him.

Peacesmith History

- Emudomier's champions and master negotiators are called Peacesmith. Their formation began with the discovery of a large quartz crystal they call the Peacestone.
- The Peacestone is carved with strange symbols, translated in time. The symbols speak of those who will "spread peace like a light in darkness." The crystal also has a collection of words scattered along its surface, "honesty," "respect," "negotiation," "kindness," and a word that translates to "taking only what is given willingly and enthusiastically, with full understanding."
- The Peacestone glows if the person touching it has extraordinary potential to broaden peace. If chosen, they may accept the calling of Peacesmith and the benefits that come with that training.

CAMPAIGN SESSION

Part 1: Jumble of Keys

A+ Locksmith

If no Harper or new players are in the party, **Ersu leaves a simple note** for the party to meet him at A+ Locksmith, this morning. Read or paraphrase their arrival at the shop:

You travel to the westernmost corner of the town, following a tunnel that dead-ends at the unimposing door of "A+ Locksmith."

Entering, it's dark and no clerks or customers are inside. It seems there is only the one entrance you came in. The room is cluttered with the kind of instruments and equipment you would expect to find in a locksmith shop, door knobs, keys, **locks**, a set of **lockpicking tools**, and a **monocle magnifier**. Straight ahead of you, mounted on the counter top, is a small model of a door, used to demonstrate the strength of high-end locks and bolts.

A **secret door** is in the room, opened by successfully picking the small demo door on the counter-top. Read or paraphrase the following text box to anyone with a **Passive Perception of 15 or higher**, if they...

- **Successfully pick** the lock
- **Fail to pick** the lock, or
- **Try to leave** without trying to pick the lock

You hear the tell-tale click of a mechanism being released behind the counter.

Immediately have them roll the appropriate saving throw, if they...

- **Successfully pick the lock** - Anyone behind the counter can roll a **DC 15 Dexterity saving throw**. On a save they avoid falling down a set of stairs exposed when the secret door opens in the floor. Read or paraphrase the box under **The Census Watch** section.
- **Fail to pick** the lock or **Try to leave** without trying to pick the lock - Everyone inside the shop must make a **DC 20 Wisdom saving throw** or be paralyzed. Read or paraphrase:

The shop is locked and plunged into darkness. Runes cover the walls, floor, and ceiling; they glow in a thrum but strangely do not illuminate the room. You hear voices coming from under the floor.

(Census Watch agent)

"It's hard to believe they've lived this long if they can't avoid a simple trap or pick a lock. Are you sure we need their help?"

(Ersu Heidagurne)

"I have plenty of help from seasoned rogues and we've found little to nothing. It may be useful to have the help of people with other skill sets."

The floor behind the counter opens; light fills the room.

When the floor opens, **anyone paralyzed behind the counter falls** down a set of stairs into a cavern filled with whispering, snickering laughter. **Ersu** will apologize for the test of their skills and command the removal of the spell, *Hold Monster*.

The Census Watch

The stairs lead down into a barbell-shaped cavern, filled with cabinets, desks, and people. This is the Census Watch headquarters, tasked with observing the 47,417 Peacesmith scattered throughout all of Toril. With the party's arrival the agents gawk, sneer, or give them a side-eye. Then they go about their business, filing documents and discussing findings while **Ersu Heidagurne** speaks with the party.

Roleplaying Peacesmith Ersu Heidagurne (Ersoo Hide-a-gern) (pronoun "he") Picture on page 5.

Voice: Naturally whispery with a spark of caution before speaking.

Peacesmith Ersu's green hue, pointed ears, and short nose are common characteristics for githzerai. Along with his freckles and stripes, his skin is tattooed. He is proud of his husband; his love shines through every word when he speaks about him. Ersu is a Harper, and leader of the covert organization, the Census Watch.

"Welcome to the Census Watch; we investigate and document Peacesmith disappearances and deaths. Most can be explained by the dangers we face as mediators and defenders, becoming the victims of battle, political games, and the like. The year we broke our isolation, three vanished with no reasonable explanation. It wasn't that alarming at the time understanding not all mysteries are solved, however the numbers grow more alarming every year. This year alone, throughout Toril 103 Peacesmith have disappeared with no explanation; thanks to you, some of those Peacesmith were found in the Tortured Lands.

The Peacesmith disappearances have had an effect on the residents - fear, hypervigilance, and rumors. Discussion has risen about relocating and returning to solitude. However the majority don't want to leave the Peacestone or their home. And many hope their loved-ones will return."

The party may want to **discuss theories or any information discovered** from playing *Bleeding Gate: Pandemonium*. They will notice postings on the cavern walls from the Census Watch's investigations, a **list of kingdoms** ruled out as suspects, **suspicious sightings of the Paragon** and his verified alibis, **potential theories** of "illusionary magic," "disguises," or a "doppelganger" impersonating the Paragon, the identity of **Saultrophine** is debated as "a small covert organization" or "misdirection," fresh notes of the **7 Peacesmith found**, turned zombies (*Bleeding Gate: Pandemonium*), possible **motives** to "discredit the

Paragon," "stop the broadening of peace," "spread chaos," etc., and a note questioning if there is a connection between Saultrophine and the recent **inability to open portals**.

Ersu won't want to spend too much time discussing the investigation so far. He is eager for their help. Read or paraphrase:

"We all have loved-ones who are missing, some found undead. Our investigations have not been as fruitful as we wish so we're plagued with self doubt and feelings of hopelessness. I worry we may be too close to see things clearly.

Which is why I'd like your help. I'd like you to meet with Raan, question her, and investigate the suspicious noises she's heard in the sewers."

He directs the party toward a wall of drawers against an uneven cavern wall. He moves a cabinet, exposing an oddly-shaped, wooden door, an **entrance to the sewers**.

Part 2: The Yeti Who's Really a Girl Sewers

Traveling miles of tunnels over slick stone and wading through filth, no signs of life can be seen, not even greasy sewer rats. **Dim light** filters through shafts and vents connecting the tunnels to the residences above.

Roleplaying Takwen Cindur Mossbeard (Tak-wen Sinder) (pronoun "she")

Voice: Assertive and confident but when upset, nervous, or her confidence is shaken, her voice squeaks.

Takwen is a 12 year old human; she is a wereyeti. She has dark brown skin and eyes; her hair is white. She has an old scar on her right eye socket and under her cheek bone, the obvious marks of a bite. When she sees an injustice, she will speak up and continue to speak loudly until she feels she is truly being heard. She is willing to take risks for what is right and fair.

Stats: In Takwen's yeti form she has an AC: **12**, HP: **75**, **+3 to her saving throws**, and **+3 to hit** with **Claw melee attacks** for **3 slashing damage** and **1 cold damage**.

Read or paraphrase:

Ahead the splashing of running feet can be heard. A roar bounces off the sewer walls. The shouts of a young voice echo ahead of you,

"All the animals are gone! I can't smell or hear them! The fake-Paragon's done something to them, him and his Lord Salty Fiend! He said he needs a 'horned child bear!' Raan, he means Kirshi; they're going to hurt Kirshi!"

On a successful **DC 12 Intelligence (Nature) check** a player character will recognize the roar as coming from a yeti.

Encounter: Gibbering Mouther
Map on page 18.

It is difficult to hear exactly how close the child is but as the party moves closer read or paraphrase:

Splashes get louder; rounding a corner you enter a circular cavern and see a horrid, moving mass of flesh fighting with a spiny, blue basilisk. The basilisk uses one powerful paw to strike the fleshy creature. The wounded creature's skin jiggles and crawls; it chants unrelentingly,
"Lord Saultrophine, Master of Chaos."
A human girl, with dark skin and white hair, slips from behind the distracted basilisk and climbs along their back to slip through a crevice in the wall above the creatures. The chanting, mass of flesh reaches for her in vain. When the girl escapes, the flesh creature turns from the basilisk, surging toward you.

Have the players **immediately roll initiative**. Allow them to form their own assumptions around the threat each creature poses.

Raan, the basilisk and Emudomier's Waste Management Supervisor, battles the mouther to protect the girl, Takwen. If the party fights Raan, she will dodge and retreat from combat. Otherwise **Raan will only fight the gibbering mouther** for two rounds and block it from escaping through the crevice.

Encounter Adjustments

Suggested encounter adjustments are not cumulative. If short on time, run this combat at a lower APL. The importance of this encounter is to speak with Raan.

Party Strength	Suggested Monsters (on page 15-6)
Very Weak	1 Ochre Jelly & Raan remains in combat to help.
Weak	1 Gibbering Mouthers & Raan remains in combat to help.
Strong	1 Gibbering Mouthers & Raan retreats from combat before the 1st round starts.
Very Strong	2 Gibbering Mouthers & Raan retreats from combat before the 1st round starts.

Roleplaying Raan (Ron) (pronoun "she")
Voice: Her voice is deep, gravely, patient, and kind. She's great at impersonations.
Raan is an eight-legged basilisk; her blue skin is pinned with purple horns from the top of her head, to the tip of her tail. Her glowing blue eyes are cheerful despite being dimmed by her tinted, protective goggles. She's driven to prove herself as an honorable, responsible, and hard worker.

Raan
Waste Management
Supervisor



The Fake-Paragon's Camp

Inside the cavern a fire burns with remnants of food and haphazard bedding beside it. This is where the Fake-Paragon has been staying. The crevice **Takwen** disappeared through is about four feet off the ground. Raan is worried about Takwen, read or paraphrase:

"Ersu sent you! This is where the chanting was coming from. I heard Takwen shouting. I ran and found that creature attacking her. I don't know who <impersonating Takwen> 'the fake-Paragon, Lord Salty Fiend, or the horned child bear' are."
Raan frantically digs through the haphazard bedding and clutter near the campfire,
Maybe there's something in here that can--I don't know--help. I don't know what to do! I can't fit through the crevice, to go after her!"

During a search of the haphazard bedding, the party will find a **scroll of Revivify** and a piece of paper with **chaotic scribbles** (Player's Handout, page 19). It is similar to those the party may have found on the body of Peacesmith Toothpick from *Bleeding Gate: Pandemonium* and identical to the sketched dream from the Manic Mantic Hook in this document.

Raan says she will return to town to retrieve Takwen's mother and find Peacesmith to help. The crevice is the opening to a tunnel, leading to the Border Forest. Raan will direct anyone she finds to meet the party there. Read or paraphrase:

The child's angry shouts thunder through the Border Forest tunnel,
"She's not your 'child bear!' Leave her alone!"

Part 3: A Mole

Encounter: Colossal Gibbering Mouther

Anyone of medium size will need to crawl upwards, through the tunnel and then through the interior of a large hollow log. Exiting the log, the party enters a dome-like cavity with **no light source**. The cavity has a radius of roughly 25 feet and has a 25 feet ceiling at its highest point. A 5 feet wide puddle, made of a viscous fluid, is pooled in the center of the cavity. If the party turns to leave the way they came in, they will find **the way closed off** as the walls are the interior of a living, shifting organism. The party is inside a colossal gibbering mouther, made from every animal in the forest.

Takwen, Kirshi, and the killer (Arnfred Miruforge) are in the cavity.

About the Killer (Arnfred Miruforge) (pronoun "he")
Pictured on page 10.

Voice: Arnfred Miruforge sounds much like his brother with the exception that his words drip with resentment.

Logically he knows it wasn't his brother's choice to be taken from his family as an infant but, as The Paragon, Baris became a symbol of the system and strict rules that kept the two of them apart. He represents all that it means to be a Peacesmith—the power, attention, and respect Arnfred was denied when the Peacestone refused to glow at his touch. He never revealed himself to his brother.

Saultrophine, Master of Chaos commands Arnfred to disrupt, discredit, and decrease the number of Peacesmith, to search for the hidden Gate to the Far Realm, and to find the "horned child-bearer" who will open the gate.

Read or paraphrase:

A path opens into a wide cavity. The walls are a mess of intermeshed flesh, an amalgamation of clawed limbs, snapping snouts, rolling eyeballs, and bristled fur. Broken logs, whole trees, vines, and stones are mixed in the writhing, living walls.

Takwen's roars are clear and loud; she is collared and chained by her neck, being held by a dwarf in Peacesmith gear. He is either the Paragon or a perfect facsimile. Takwen calls for "Kirshi," reaching for a young yeti being devoured by the writhing wall.

Seeing your arrival, the Paragon, or his double, spits toward you; his insulting spittle falls into a puddle pooled in the center of the room. Turning his back to you, the wall opens before him, revealing the Border Forest beyond. Then the dwarf takes pause,

staring upward and introspectively states, "Ah. Lord Saultrophine sleeps." He pulls Takwen through, into the forest. The yeti, Kirshi, breaks free, bounding through the opening as the wall closes behind them.

The wall's many muzzles and beaks chitter, howl, bark, squeak, and growl at you in chorus, seeming to form speech in every language, "Lord Saultrophine, Master of Chaos."

Kirshi,
Wild Yeti,
best friend



Takwen Mossbeard,
Grocery Deliverer,
daughter of
Armaita Mossbeard

With a **passive Perception of 15** or on a **DC 15 Wisdom (Perception) check**, player characters will notice the air, directly above the spot the dwarf once stood, shimmering and rippling as if it is being super heated.

Encounter: Saultrophine's Gazers and Arnfred's Slithering Tracker

Out of the rippling air the forms of **2 gazers** solidify. Unseen by the party at this point, a **slithering tracker** hides in the puddle on the floor. Read or paraphrase:

Before you the forms of living, spherical creatures begin to materialize. Their features become more defined, a large mouth taking up the entire lower quarter of the face, one large golden eye in the center, and four tentacled eye-stalks appear on the crest of the sphere.

As their own vision clears the creatures turn to face you.

The gazers will **attack**. The slithering tracker will **ambush** the first player character that nears the puddle during combat. The fleshy walls snap and claw.

The Walls Attack

Moving around the room is awkward and horrifying. Snouts, claws, and hooves reach for them. If a player

character **ends their turn** adjacent to the wall of the cavity, they must make a **DC 13 Dexterity (Acrobatics) check** or take **3** piercing, bludgeoning, or slashing damage (determined randomly).

Encounter Adjustments

Suggested encounter adjustments are not cumulative

Party Strength	Suggested Monsters (on page 15-7)
Very Weak	1 Gazer and 1 Ochre Jelly
Weak	2 Gazers and 1 Ochre Jelly
Strong	3 Gazers and 1 Slithering Tracker
Very Strong	4 Gazers

Exiting the Cavity

Escaping the room requires making an exit in any of the following ways.

- **Deal Damage**-10 damage to a section tears a hole in the wall large enough for the party to quickly pass through.
- **Protection from Evil and Good** (Aberrations)-The walls will squeal, howl, and recoil away from any characters under this spell's effect, causing a rift large enough for the character to pass.
- **Suggestion**-This spell may convince the colossal gibbering moulder to open tunnels of their flesh large enough for the party or a single character to pass through.
- **Other creative solutions**-Be flexible and reward creative thinking by the players; there are many ways out of this obstacle.

This obstacle should not overly delay the party so urge them to act quickly by describing the sounds of Takwen and Kirshi's increasingly frantic combat.



Arnfred Miruforge

The Clearing

Border Forest Clearing Map page 18.

When the party escapes the colossal gibbering moulder, using any of the methods from the **Exiting the Cavity** section above, they emerge outside of the moulder into a forest clearing.

The colossal gibbering moulder is a mountain of flesh, towering above the forest canopy. The din of every individual animal vocalizing the sounds of "Lord Saultrophine, Master of Chaos" is overwhelming. The mass is so enormous movement is barely perceptible. As long as the characters keep at least 10 feet away from the colossal moulder, they

will not be in danger.

The colossal gibbering moulder is not the only creature in the clearing.



The Paragon,
The oldest Peacesmith

Roleplaying The Paragon (pronoun "he")

Voice: Personable, quick to laugh, and passionate. His speaking voice is breathy and focused, never yelling.

The Paragon is a dark skinned mountain dwarf. He was taken from his family at infancy to be raised as a Peacesmith, living a life dedicated to the study and contemplation of compassion, negotiation, honesty, respect, kindness, and consent. When the Paragon grew in intelligence and wisdom, he was seen as a role model and leader; he used his influence to discontinue the practice of taking young Peacesmith from their families. But by that time his family was dead and gone, leaving no descendants. This is his biggest regret in life.

Roleplaying Armaita Mossbeard (pronoun "she") Picture on page 12.

Voice: Throaty. When worried, scared, or angry she speaks clearly and concisely about her needs.

Armaita is a human of short stature, with dark brown skin, dark gray eyes, and brown hair. Armaita owns and runs the grocery and mercantile store. She hosts a weekly game night with her daughter and friends. In general Armaita enjoys sports and competition. She is a master archer and will easily drink everyone under the table; she will eagerly put either or both skills to the test if challenged.

Roleplaying Theema Aga'Rith (Th-ee-ma Ah-ga Rith) (pronoun "she") Picture on page 4.

Voice: Strong and confident, with serious moments that can quickly erupt with energy and joy.

Theema Aga'Rith is a title, meaning "Sovereign Gatekeeper and Healer." Internally she is powerful at a level that seems to tower above her 5'4" form. She is an outsider (magically reading as celestial **and** fiend, but not undead) with blocked powers, making her equivalent to a tiefling. Theema Aga'Rith and her best friend, Eka, shared a relationship with Tomakas, father of Theema Aga'Rith's unborn child. When Tom and Eka became more aggressive toward mortals, she left. Tom weakened her healing powers and blocked her ability to open portals until she "learns her lesson and returns home."

Theema Aga'Rith's Knowledge of Saultrophine

Eka and Tom had a son named Saultrophine who

vanished centuries ago. He was a sweet boy who made friends easily, particularly with children he saw being neglected. Theema Aga'Rith's does not know if he is connected to the events in Emudomier; her heart aches hoping she will someday find the child she helped raise.

Stats: AC: **18**, HP: **189**, and **+5 to her saving throws**.

Read or paraphrase:

You exit the colossal mass of flesh onto the dirt ground of a clearing, littered with the bodies of zombies, torn to shreds. Lying among them is the lifeless body of Kirshi, the young yeti.

Before you are two, identical dwarves, both appear to be the Paragon, one vibrating with anger, the other trying to remain calm. The livid Paragon stands on the edge of the forest. He holds a dagger in one hand and the chained Takwen in another.

The collar around Takwen's neck strangles her; she is in the middle of a lycanthropic transformation, sprouting white hair, similar to that covering her best friend. She gags and sputters saliva as she grows too large for the size of the metal collar around her neck.

A short, human woman, with many features shared by her daughter, shouts frantically for Takwen to control the change and for the angry Paragon to let her daughter go.

The calm Paragon slowly steps toward his double. He seems befuddled but beseeches the best he can,
"Arnfred, I want to help you. Let the child go."

A heavily pregnant tiefling stands in the center of it all, visibly unsure how to help. The Fake-Paragon who was called Arnfred, ignores everyone else around him. He stares angrily at the tiefling,
"You lie! You can free him! You are the horned child bearer Lord Saultrophine foretold! You will open the portal!"

With a **passive Perception of 18** or **DC 18 Wisdom (Perception) check** a player character notices a black snake, hanging on a branch above Arnfred.

When Theema Aga'Rith opens her taloned hands, saying she doesn't have the power to open a portal. **He throws his dagger** in her direction. His throw is knocked off course as the black snake immediately drops down from a tree above him.

Roleplaying Tomakas (Tom-a-kus) (pronoun "he")
Voice: Shrill, like air forced through a narrow pipe.

He is Death, Anger, Wrath, Destruction, Poison, and the Venom of the gods. He is Chaos. He tries to manipulate and control Theema Aga'Rith. He needs her alive but hopes he can cause enough fear and exhaustion that she will choose to return to him. Maybe saving her will regain her trust and bring her back to him.

Stats: Poisonous Snake, page 16

Read or paraphrase:

A black snake abruptly drops down from a branch above Arnfred, knocking his throw off course. The snake opens their white maw, hissing in his face,
"You dare to threaten the life of my love! Mother of my children! You are beneath her! She is a queen!"

Encounter: The Fake-Paragon and Zombie Kirshi

The snake is being controlled by Tomakas; he bites Arnfred on the face, poisoning him. Arnfred will use *Raise Undead* to make **Kirshi a zombie** and bring **1 Peacesmith Zombie** out of the forest to help him attack the party.

Encounter Adjustments

Suggested encounter adjustments are not cumulative.

Party Strength	Suggested Monsters (on page 16-7)
Very Weak	Arnfred and Zombie Kirshi. Arnfred begins with half his hit points & no spell slots above 1st level.
Weak	Arnfred and Zombie Kirshi. Arnfred begins with half his hit points.
Strong	Arnfred, Zombie Kirshi, and 2 Peacesmith Zombie
Very Strong	Arnfred, Zombie Kirshi, and 4 Peacesmith Zombies

Mother, the Real Paragon, & the Child Bearer

Takwen's mother, **Armaita Mossbeard, the Paragon**, and **Theema Aga'Rith** may assist the party as they attack or negotiate with Arnfred, in the following ways.

The Paragon

- Can **remove one condition** affecting one player character.
- Or he can assist in negotiations by giving player characters **advantage on Wisdom (Persuasion) checks**.

Armaita Mossbeard

- She can help inform Arnfred of the consequences of not letting her daughter go, giving one player **advantage on Charisma (Intimidation) checks**.
- Or she can use her strength to **drag any unconscious or dead** characters away from battle, including her own daughter.

Theema Aga'Rith

- Will provide brief, helpful explanations to the players, granting them **advantage with Intelligence (History) checks** (see "Theema Aga'Rith's Knowledge of Saultrophine" in her box on page 10).
- Or with a single touch of her hands she can **stabilize** any characters with zero hit points.

The Paragon and Arnfred

If Arnfred dies, the Paragon will openly grieve the death of his twin. And his questions about his brothers actions will never be answered. He will be grateful if the party can bring him back to life. If they act before too much time has passed, the party can ask Theema Aga'Rith to stabilize him then read or paraphrase Arnfred's comment to his brother:

"Baris, you can't possibly think you can make things right between us. You abandoned me. The Peacestone lied when it didn't glow for me. Our parents were so blinded by their separation from you, they couldn't truly see me. You can't make that right!

Lord Saultrophine gave me love and purpose. I may have failed him today but peace will not keep him prisoner forever; he will be free! Lord Saultrophine will rule! The Master of Chaos is great!"

If Arnfred lives he will be detained at the Peacesmith Guild where a community forum will be scheduled to discuss what to do with him.

Takwen

Takwen is inconsolable over the death and abuse of her friend, Kirshi. The party can use a spell like *Revivify* (scroll may have been found in Arnfred's sewer campsite) in order to bring her back.

The Colossal Gibbering Mouther

The colossal gibbering mouther remains, a clue that the threat to Emudomier may not be over. It is not an immediately threat to anyone who does not stand directly next to it. It's not going anywhere fast; this threat can wait.

Ending the Session

Theema Aga'Rith and Tomakas

Read or paraphrase Theema Aga'Rith and Tomakas' discussion at the end:

Theema Aga'Rith looks around unsuccessfully for the snake who spoke with Tomakas' voice,

"Tomakas, I know you're still here. You said nothing when Arnfred spoke the name of your missing son; you and Eka's first child! What if it is him?! None of your behaviors lately make sense. You've grown more cruel toward the mortals you used to help. You say you love me but block my powers and send attackers to hunt me. Then you protect me from a single dagger!"

A black snake emerges from the mouth of a nearby corpse, lifting their head to Theema Aga'Rith, responding briefly, "...Eka is angry." A faint tremor vibrates the ground beneath your feet.

Treasure. Arnfred is wearing *Winged Boots* (see description on page 13 of this document or page 145

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of the Dungeon Master's Guide). Other than that the party can only salvage *1 dagger* and *1 Peacesmith cyclas* in good condition from the zombies. Takwen's mother, Armaita Mossbeard, is grateful for the party's help. In thanks she provides the party with *3 days rations*, *3 full waterskins* and *1 full wineskin* from her grocery and mercantile store. Without exposition, she includes a pouch of **300gp**, feeling the goods are not reward enough for the life of her daughter.

The adventure continues and concludes in part 3, **Bleeding Gate: Lineage.**



Armaita Mossbeard,
Grocery and Mercantile Owner
Mother of Takwen

Experience and Rewards

If this is played as an Adventurers League game, encourage players to note their experience, rewards, and any notes on their adventure log sheets, giving your name and DCI number.

Experience

Encounter XP

Minimum total XP per character	800
Maximum total XP per character	1200

# of Creatures Defeated	Creature Name	XP per Creature	Total Party XP
	Gibbering Mouthers	450	
	Gazer	100	
	Slithering Tracker	700	
	Ochre Jelly	450	
	Raan	300	
	Arnfred Miruforge	450	
	Zombie Kirshi	200	
	Poisonous Snake	25	
	Peacesmith Zombie	50	

Accomplishment XP

Picked the A+ Locksmith's secret door lock successfully	50	
Found the chaotic scribblings at Arnfred's sewer camp	50	
Did not attack Raan	50	
Captured Arnfred alive	50	
Reported the colossal gibbering moulder to the Emerald Enclave	50	
Resurrected Kirshi	50	
Grand Total		

Divide the Grand Total by the number of players, following the minimum and maximum instructions above.

Treasure

# of Items	Item Name	Description Location	Value
From A+ Locksmith (If they successfully steal them from the Census Watch rogues)			
1	Set of lock picks	PHB, pg 154	5gp
Up to 5	Locks	PHB, pg 150	10gp each
1	Monocle magnifier		100gp

From Arnfred Miruforge's Death or Detainment

1	Winged Boots	DMG, pg 145	
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# of Items	Item Name	Description Location	Value
1	Dagger	PHB, pg 149	2gp
1	Peacesmith Cyclas (white and pale blue sleeveless tunic with Peacesmith symbol)		5gp

From Armaita Mossbeard, for helping her daughter

3	Rations (1 per day)	PHB, pg 150	5gp ea
3	Full Waterskin	PHB, pg 150	2sp ea
1	Full Wineskin (Fine)	PHB, pg 158	10gp
1	Pouch of 300 gold pieces		300gp
Grand Total			

Winged Boots

Wondrous, uncommon (requires attunement)

Attained from Arnfred Miruforge at his defeat.

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capacity for every 12 hours they aren't in use.

Divide the Grand Total by the number of players, distributing the amounts evenly. If players choose to keep an item they would pay the amount of its value. If more than one player wishes to keep an item, they or the DM can roll to see who wins the item.

Downtime

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

Renown

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

Faction Hook Bonus Renown

All Harper and Emerald Enclave faction members earn **one bonus renown point** for completing their hooks.

DM Rewards per Session

Experience Points	100
Gold	50
Downtime Days	5

DM APPENDIX

Monster and NPC Stats

Gibbering Moulder (made of sewer and forest creatures)

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages only says "Lord Saultrophine, Master of Chaos" in all languages

Challenge Rating 2 (450xp)

Aberrant Ground. The ground in a 10 foot radius around the moulder is dough-like difficult terrain. Each creature starting their turn in that area must succeed on a DC 10 Strength saving throw or have their speed reduced to 0 until the start of their next turn.

Gibbering. The moulder babbles "Lord Saultrophine, Master of Chaos" while it can see a creature and isn't incapacitated. Each creature that starts their turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure the creature can't take reaction until the start of their next turn and rolls 1d8 to determine what they do during their turn...

- 1 to 4: the creature does nothing.
- 5 or 6: they make no action or bonus action, and use all their movement to move in a random direction.
- 7 or 8: they make a melee attack against a randomly determined creature within their reach or they do nothing if they can't make such an attack.

Actions

Multiattack The gibbering moulder makes one bite attack and, if they can, uses *Blinding Spittle*.

Absorbed Animal Bite or Claw. *Melee Weapon Attack:* +2 to hit, reach 5ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is medium or smaller, they must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, they are absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a chemical glob at a point they can see within 15 feet of themselves. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

Gazer

Tiny aberration, neutral evil

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2

Skills Perception +4, Stealth +5

Condition Immunities prone.

Senses darkvision 60 ft., passive Perception 14.

Languages only says "Lord Saultrophine, Master of Chaos" in all languages.

Challenge Rating 1/2 (100xp)

Aggressive. As a bonus action, the gazer can move up to their speed toward a hostile creature they can see.

Mimicry. They can mimic sounds of speech they have heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 1 piercing damage.

Eye Actions

Eye Rays (2 rays per turn)

The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets they can see within 60 feet of themselves.

1d4 roll	Saving Throw	Effect
1	DC 12 Wis	Dazing Ray. The targeted creature is charmed until the start of the gazer's next turn. While the target is charmed in this way, their speed is halved, and they have disadvantage on attack rolls.
2	DC 12 Wis	Fear Ray. The targeted creature is frightened until the start of the gazer's next turn.
3	DC 12 Dex	Frost Ray. The targeted creature takes 10 (3d6) cold damage.
4	DC 12 Dex	Telekinetic Ray. A medium or smaller target creature is restrained & levitated up to 30 ft in any direction until the start of the gazer's next turn. If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray (ex: manipulating a simple tool, opening doors or containers).

Slithering Tracker

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (-0)	14 (+2)	11 (+0)

Skills Stealth +8

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages only says "Lord Saultrophine, Master of Chaos" in all languages

Challenge Rating 3 (700xp)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature they surprise.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature they are grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, they are indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. They can also move through a space as narrow as 1 inch wide without squeezing.

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

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and they can take the Hide action as a bonus action.

Actions

Slam. *Melee Weapon Attack:* +5 to hit, reach 5ft., one creature. *Hit:* 8 (1d10 + 3) bludgeoning damage. .

Life Leech. One large or smaller creature that the slithering tracker can see within 5 feet must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless they can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of their turns. The slithering tracker can grapple only one target at a time.

Ochre Jelly

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages only says "Lord Saultrophine, Master of Chaos" in all languages

Challenge Rating 2 (450xp)

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

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

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, they split into two new jellies if they have at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

Slithering Tracker



Raan, Waste Management Supervisor

Medium monstrosity, lawful good

pronoun “she”

Armor Class 15 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	10 (+0)	8 (-1)	7 (-2)

Senses: darkvision 60 ft., passive Perception 9

Languages: Common, Dwarvish, she is learning Yeti from Takwen.

Challenge Rating: 1.5 (300xp)

Petrifying Gaze. Raan worries about accidentally petrifying the people of her beloved community. She prevents this by wearing tinted goggles that are well strapped, buckled, and laced to her head. Accidental removal of her eye wear is near impossible as it takes her several minutes to unlace and unbuckle all the straps, before using her Petrifying Gaze. For this reason the effects of Petrifying Gaze are not documented here. If you have need of them, they can be found on page 24 of the *Monster Manual*.

Actions

Bite *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage.

Poisonous Snake

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses: blindsight, 10 ft., Passive Perception 10.

Languages: none, unless Tomakas speaks through them.

Challenge Rating 1/8 (25xp)

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

Arnfred Miruforge

Mountain dwarf, 11th level spellcaster, chaotic evil

pronoun “he”

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (11d8)

Speed 25 ft., fly 30 ft. (**winged boots**)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	11 (+0)	18 (+4)	9 (-1)

Saving Throws: Wis +6, Cha +1.

Skills: Deception +2, Persuasion +2, Arcana +2, Nature +2.

Condition Immunities: charmed.

Senses: darkvision 60 ft., passive Perception 14

Languages: All standard.

Challenge Rating: 4 (1,100xp)

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

Spellcasting. Arnfred is a 11th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *light*, *chill touch*, *eldritch blast*, *mending*, *thaumaturgy*

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

2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*

3rd level (3 slots): *animate dead*, *bestow curse*, *vampiric touch*

4th level (3 slots): *blight*, *confusion*

5th level (2 slots, expended to create undead)

6th level (1 slot): *harm*

Actions

Dagger *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 4 (1d4 + 2) piercing damage, *Ranged Weapon Attack:* 20/60 ft., one target, +3 to hit. Hit 4 (1d4 + 2) piercing damage.

Zombie Kirshi

Large undead, lawful evil

Armor Class 13

Hit Points 22 (3d10 + 6)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison, cold

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages: only says "Lord Saultrophine, Master of Chaos" in all languages.

Challenge Rating 1 (200xp)

Actions

Multiattack Zombie Kirshi makes two claw attacks on her turn.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) bludgeoning damage and 6 (1d6 + 4) cold damage.

Peacesmith Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws: Wis +0.

Damage Immunities: poison.

Condition Immunities: poisoned.

Senses: darkvision 60 ft., Passive Perception 8.

Languages: only says "Lord Saultrophine, Master of Chaos" in all languages.

Challenge Rating 1/4 (50xp)

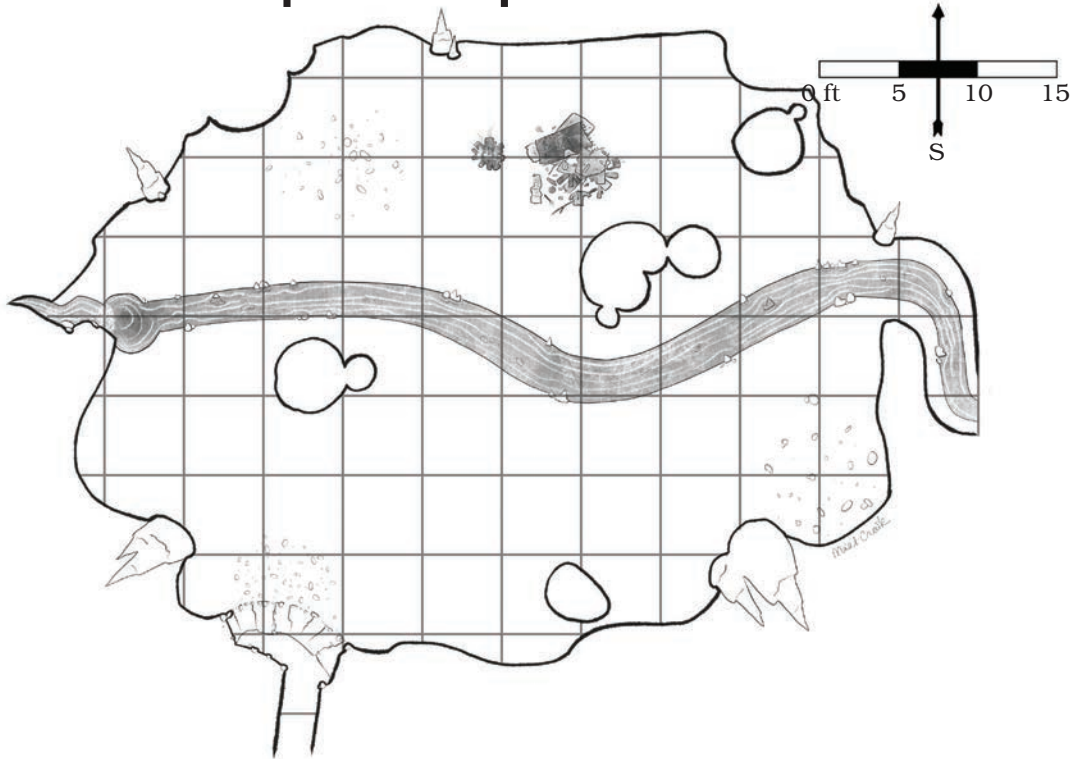
Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

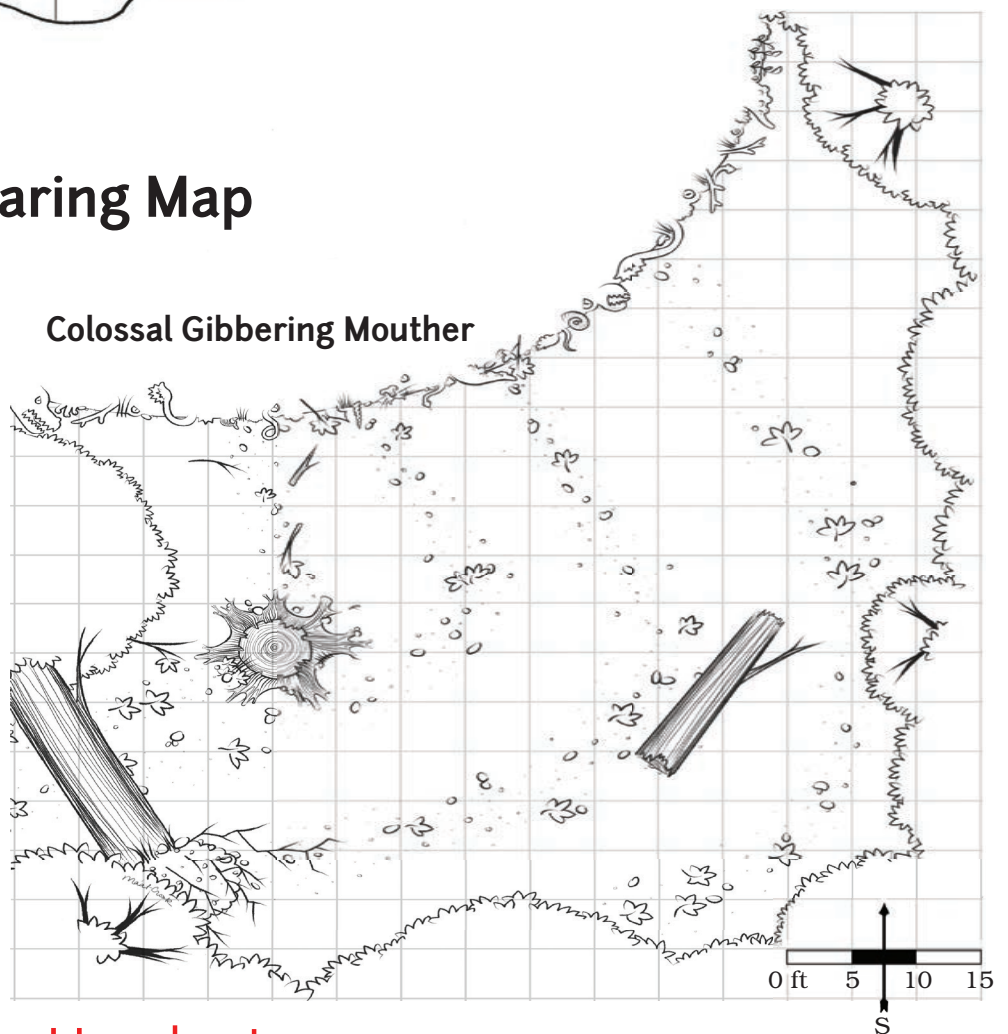
Slam. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Maps

Sewer Campsite Map



Border Forest Clearing Map



Chaotic Scribbblings Handout

To give the player character's the piece of paper found in the sewer, print the following page.



BLEEDING GATE

A DUNGEONS AND DRAGON ADVENTURE FOR CHARACTERS OF LEVELS 5 - 10

FOR USE WITH THE FIFTH EDITION PLAYER'S HANDBOOK,
MONSTER MANUAL, VOLO'S GUIDE, AND DUNGEON MASTER'S GUIDE



In a world overwhelmed by violence Emudomier's people strove to live in isolation, practicing compassion and peace. When they break their solitude, in order to broaden peace, they become targets of an enemy bent on tipping the balance within Toril toward chaos. Can your party, a pregnant tiefling, and those who have accepted the calling of "Peacesmith" stop the chaos of the Far Realm from bleeding through and overtaking the Forgotten Realms?

Mary-Cook