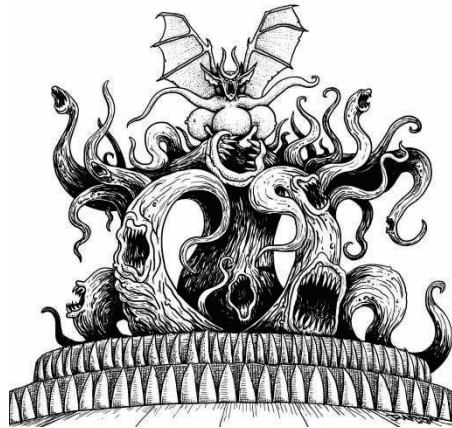


THE VAULT OF THE DEVOURER

PART ONE OF THE RUINED TOWER OF THE TEMPEST MAGE



Amid the gales and snowy Earthspur Mountains, the tumbling ruins of the ancient Tempest Mage's tower brood over the village of Windy Valley. When a kidnapper flees into the ruins, it's up to a group of adventurers to apprehend the rogue and save his victim from the vault below.

A four-hour adventure for 1st-4th level characters

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Introduction

Welcome to *DDALCIC-01 The Vault of the Devourer*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and Con Created Content Program.

This adventure is designed for 1st through 4th-level characters, and is optimized for five 3rd-level characters.

Characters outside this level range cannot participate in this adventure.

The adventure takes place in the Earthspur Mountains southeast of Mulmaster, within the Forgotten Realms campaign setting.

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, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. 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 might want to make it a little harder. Therefore, five

categories of party strength have been created for you to use as a guide. Use these as a guide, and 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 3rd-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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

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.

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.

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

Character 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.

Background

Nearly a half a millennia ago when Mulmaster was a growing fortress at the end of the North Road overlooking the River Lis, a follower of the Sorcerer-King Nesker retired into the Earthspur Mountains to build a tower and further his studies. His name lost time, he is now known only as the Tempest Mage after the extreme weather surrounding the peak that he made his home. His servants constructed a small village below, which would come to be known as Windy Valley and remains today.

The Tempest Mage studied a wide variety of magic from conjuration to constructs, but would eventually succumb to age and passed from memory. While Windy Valley remains due to the presence of a small mine, the Tower and

surrounding buildings are no longer regularly inhabited. Occasional bandits or goblin tribes might lair there, but the story of the Tempest Mage also attracts young adventurers from Mulmaster who seek to test their mettle in the extensive out buildings, crypts and tunnels of the complex. Most believe the dungeon to be relatively played out, having been looted for five hundred years, but there remain a few levels that are yet undiscovered.

Two days ago, a dark Traveler arrived in Windy Valley where he quickly ensconced himself with a few cohorts in the village's small inn. The group had maps of the Tempest Mage's mountain and took time to consult with Intun, a retired soldier and one time adventurer. The town expected the arrival of a group of traveling players and in the excitement of anticipation the apparent adventuring company did not attract as much attention as it might otherwise have.

Unfortunately, the town would have been better served to remain vigilant. In the dead of night, the dark Traveler abducted Jalie, the town's young baker, and climbed the mountain with unknown intentions.

Re-envisioning

A version of this adventure, called *The Ruined Tower of the Storm King*, originally ran as a Classic-style adventure at Milwaukee and Chicago conventions during the summer and fall of the D&D Next open playtest. We are happy to re-envision and update this adventure to D&D 5e in order to bring it to you.

Overview

The adventure begins with Jalie's younger brother Nal'qui rushing to Intun to report the abduction of his sister. Intun, infirm from age and drink, looks to the characters to save her.

Part One: Following the directions given by Intun, the characters climb the mountainside and make for one of the outbuildings. There the party encounters a goblin tribe that has recently crossed blades with the Traveler and his band. It is also clear that the Traveler and his people have broken through into a previously unknown lower level.

Part Two: Chasing the kidnappers, the characters enter into the Vault of the Devourer

where they find strange conjuration magic and things left bound since the Tempest Mage's time. There are several traps and puzzles to be defeated in order to catch their foes.

Part Three: The characters come face to face with the Traveler and his band as they attempt to sacrifice Jalie in a ritual to summon and free a cosmic horror.

A DM Note on Resting

The adventure assumes that the characters have time for one short rest. If the players are afraid to rest, the DM might suggest that is likely that the Traveler's party likely faced many of the same threats and it is likely they might have rested as well. If the players try to rest a second time or attempt a long rest the DM should remind them that time is limited and who knows what horrible fate awaits Jalie if the characters do not rescue her.

Adventure Hook

The characters begin the adventure having accepted Intun's call to rescue Jalie. If you are playing this adventure at home or another location where time is not a factor, you should feel free to role-play Nal'qui barging into the inn looking for Intun and raving about his sister's abduction. If you decide to expand the adventure this way, you will need to adjust the opening read aloud text for Part 1 accordingly.

Consider one of the following as to why the characters are in Windy Valley to begin with:

In Search of the Past: Being adventurers themselves, the characters have come to Windy Valley with the intent of plundering the Tempest Mage's Tower and surrounding ruins.

Fans of the Show: Bards or characters with a theatrical bent may have come to Windy Valley knowing that the Bartos Brothers Circus and Traveling Players should be passing through. At the beginning of the adventure they are three days overdue but given the poor weather, it's possible they are delayed.

Goblin Hunters: There are rumors of goblins attacking travelers in the mountains and Mulmaster has put out a bounty on their heads of 5 cp per. The characters have come looking to claim the bounty and whatever other treasure the goblins have amassed.

Role-playing Intun Alderson

"Someday the bill comes due and we all pay for our mistakes. When the time comes, you just hope you can settle the tab."

Over twenty-five years ago Intun Alderson fought for Mulmaster against a number of foes and was good at his job; not because he was a great warrior or had any grand mind for strategy, though he were passable at both, but because he knew that his men had to work as a team in order to survive. He became their sergeant and kept them alive. It is his great, and secret, shame that he eventually abandoned them. One night, while in his cups with several other natives of Windy Valley who had joined up with him, he got to talking. It would be easy to slip away from the soldiery. What did he owe some Mulman noble and the crusade against the goblinfolk? There was no great glory or pay in war! No, but with the weapons, armor and training he now had, the dusty dungeons below the Tower would lay their treasure bare before him. And so, to his shame, he let his friends talk him into abandoning his commission and leaving his men on the eve of a battle. He deserted.

In the haze of drink and big stories he and his fellows made their way to the mountain ruin and broke into the old tombs. None of the others survived. He remembers the goblins, but the creatures worshiped other things; horrible things, with tentacles and fanged maws. The dreams still haunt him. He fled again leaving his friends to die, taking a magic sword and what coins he could carry on the way, and going back to the village of his birth; forever in the shadow of his guilt.

Now his "legend" as a war hero and adventurer has made him the guard of little Windy Valley when the darkly cowed Traveler and a group of rough men made off with Nal-qui's sister Jalie the town looks to him to find a way to rescue her. Worse yet, the men have made for the pass at the Tempest Mage's Tower. Who knows what horrible thing they plan to do to that sweet girl? He is desperate to find a way to save her but he is too old and too much of a drunk to do it himself. The characters might just be his salvation. It seems the bill has come due after all.

Do You Want to Know More?

This adventure is Part One of the Ruins of the Tempest Mage's Tower series, which premiered with *DDALCIC-01 The Vault of the Devourer* at Milwaukee Summer Revel, July 1-3 2016. The series concluded with *DDALCIC-02 The Clockwork Laboratory* by Jeremy Vosberg and *DDALCIC-03 The Desolate Undercroft* by Gary Affeldt, both of which premier Dan's Con of the Vale, October 21-23. You can learn about these other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>.

The art in this series has been drawn by artists Joe Abboreno and Ben Siekert and has been sponsored by the generous support of Draxtar Games. You can learn more about Draxstar by visiting <http://draxtargames.com/>.

PART 1: THE RUINS OF THE TEMPEST MAGE'S TOWER

The adventure begins in thick of the action with the characters arriving at the ruins of the Tempest Mage's Tower assuming that the characters have already agreed to attempt to rescue Jalie. If you have ample play time and your group would rather investigate the abduction and make the decision whether to follow or not themselves, you may adjust accordingly.

The Chase

The wind howls in your ears and the driving snow makes it even harder to see the trail in the already dark night. You ponder recent events as you trudge up the mountain towards the Ruins of the Tempest Mage's Tower. A dark Traveler came to the nearby village of Windy Valley and after accepting their food and shelter, he abducted the young baker Jalie. Her younger brother ran to the village's only guardsman, a retired adventurer known as Intun Alderson. Broken down by age and excessive drink, Intun turned to you.

So now you fight against time and the weather to catch the dark Traveler before he can harm the girl and do who knows what in the Ruins of the Tempest Mage's Tower!

What the Characters Know

Give the players a moment to ask questions and confirm the details of their mission. You may wish to role-play this as a flashback with a breathless Nal'qui and intoxicated Intun in Windy Valley's inn.

- The characters were visiting the small village of Windy Valley during the month of Nightal. Windy Valley is in the Earthspur Mountains southeast of Mulmaster and loosely owes its allegiance to that city state. It is known for a small silver mine and the nearby ancient ruins of a wizard known as the Tempest Mage.

- Windy Valley is a natural pass and the Bartos Brothers Circus and Traveling Players was expected to pass through on its way to winter in Mulmaster. They are three days overdue.
- In addition to the party, the village was also being visited a cloaked Traveler who never gave his name and asked the locals many questions about the ruins. Just last night several men and women arrived in the village and met with the man.
- Late in the evening, Nal'qui came into the inn in a state. The younger brother of Jalie the town's baker, who is in turn barely more than a girl herself, was screaming for Intun Alderson, the village's only guardsman. He claimed the Traveler had broken into their home on the edge of town and abducted the girl.
- Intun was in no condition to mount a rescue, but as a retired adventurer he recognized the character's sort and begged them to go after her. Intun knows the dark Traveler had asked a number of questions about the ruins and seemed to have maps, some of which showed underground levels he was unaware of. It is likely they are headed there.
- Intun has been in some of the underground levels in his youth and seemed nervous talking about them. The one useful piece of information he has to give is that he saw goblins there; goblins and worse things...

The Ruins of the Tempest Mage's Tower

Read or paraphrase the following as the characters arrive:

In the diffuse glow of Selûne's light through the storm, you see the collapsed ruins of the Tempest Mage's Tower. While tumbledown blocks of stone from the main structure litter the mountainside, several of the outbuildings seem to remain intact.

Searching the area finds that there are obvious tracks in the snow, rapidly being erased by the storm. They clearly move straight to a small stone building, not but ten foot square. The door lies in the snow, ripped from the hinges. Stairs can be seen descending.

DC 15 Intelligence (Investigation): The prints move directly to the building without any hesitation or searching of the area. It's clear they knew where they were going. They were not subtle, but rather moved with haste. There were many of them.

DC 15 Wisdom (Survival): The tracks suggest that there were roughly a dozen Medium-sized humanoids. They cannot be more than an hour ahead of the party and given the weather probably less. One set of smaller tracks appear to be dragged or forced. In addition, the area has older tracks in the lee of the building where they are protected from the wind and have become frozen. These are Small-sized (goblins) and are a few days old.

General Features

The following General Features apply to the first level of the dungeon unless otherwise noted:

Illumination: There is no light at all but what the characters bring with them. All of the descriptions assume the characters have a light source. If this is not the case the DM will have to adjust the descriptions.

Smell: Despite the cold, the first level smells of rot and animal and humanoid waste. Wisdom (Perception) checks based on smell are made with disadvantage.

Area 1. Entrance Hall

Coming down a wide set of stairs, you find yourself in an entrance hall. It is clear there has been a battle here. Bodies of various sizes are prone around the room among a scattering of arrows and blood stains. A shallow pool, stained with the lifesblood of a corpse and a few patches of floating algae, takes up the center of the room. You can see a hallway to the west and a hole broken through a mural in the northern wall.

The Traveler's party came through the entrance hall quickly and began knocking a hole through the northern wall in search of the stairs in area 4. This attracted the attention of the goblins who were understandably upset to find intruders in their home. A brief skirmish ensued with the Traveler's party retreating into the lower level. A few goblins tried to follow but were not able to figure out the trap. Instead they decided to lay an ambush for when the Traveler and his party return. **One goblin** and **one goblin boss** are lying among the dead, watching for their return.

Bodies: There are half a dozen bodies on the ground and in the pool. Two are humans, a man and a woman, and four are goblins. A successful DC 10 Wisdom (Medicine) check notes that they were killed by blades, magic, arrows, and bludgeons. Any character that has a passive Perception of 15 or higher notices that one of the bodies just moved (the goblin).

Mural: The mural depicts orange and green flames with large eyeball behind the fire. The iris is a fanged mouth. This does not represent any religious symbol, but rather Vorax the Devourer who has not been seen for hundreds of years and is forgotten to all by the dustiest of Candlekeep tomes. There is a hole smashed through the wall leading to area 4.

Pool: The water is only six inches deep and the slimy algae harmless. The algae radiates magic and appears to be growing despite the lack of sunlight and the cold temperatures. There is no hazard here, though many may expect one.

Adjusting this Encounter

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

- **Very Weak Party:** Remove the **goblin boss**.
- **Weak Party:** Replace the **goblin boss** with a **goblin**.
- **Strong Party:** Add a **goblin**.
- **Very Strong Party:** Add **four goblins**.

Development

If the goblins get the chance, they scream out a loud warning and the goblins in area 2 begin preparing for an attack. The characters are able to hear a lot of noise (running, weapons

banging on armor, something heavy being moved across the stone, etc...) coming from the hallway to the west, along with animal screeches. The goblins in this area begin a fighting retreat towards area 2.

If the goblins are slain silently, then it is possible to take the goblins in area 2 by surprise.

Treasure

If searched, the goblin boss has a pouch with the words "Bartos Brothers Circus and Traveling Players" and a big top tent stitched upon the side. It contains 15 gp and a *potion of healing*.

Area 2. Goblin Warren

This area is home to the Drooltongues, a small goblin tribe made up of **Dank the Bugbear**, **two goblins**, **five baboons**, and **one ape**, in addition to the goblins area 1 and those slain by the Traveler and his party.

If the goblins are alerted:

Around a corner, the hallway slopes up towards a room where two large crates studded with arrows and javelins have been pushed to block access. A number of rotting tongues are pierced upon the end of the projectiles. A barrel, bouncing and screeching of its own accord is balanced atop them. Just as you come into view, goblins light the barrel aflame and push it down the ramp.

If the goblins are not alerted, or the characters climb the ramp and enter into the room:

The stench of the unwashed mixed with waste is much stronger here. This looks as if it might once have been a barracks, but now is a nest of junk and scattered furs. A hallway exits to the north.

Once the goblins in area 2 are alerted, they toss the baboons into an oil soaked barrel and ready to push it onto foes after lighting it on fire. Dank then rallies the ape and rushes forward behind the barrel while the goblins use their shortbows from cover. Dank, the ape, and the baboons do not surrender or retreat

but the goblins will give up if Dank is dead and it is clear they are overmatched.

Dank is obsessed with the circus and much of area 3 has been decorated with banners and props from the show. Some of the posters have been defiled with crude slogans or defaced with goblin "art."

Crates: The two crates are filled with rocks and can be used to take half cover (+2 to AC and Dex saving throws). The crates can be moved with a DC 10 Strength check. Anyone climbing them or trying to move past them from the south must succeed in a DC 10 Dexterity saving throw or suffer 1d4 points of piercing damage from the arrows and javelins covering them. Anyone taking damage must succeed in a DC 11 Constitution saving throw or contract Sewer Plague (DMG, p. 257) from the rotting tongues and filth smeared upon them

Flaming Barrel of Monkeys: The goblins open by pushing an oil soaked barrel which fills the hallway down the ramp. A character can attempt a DC 10 Dexterity saving throw to hop over the barrel or leap around the corner (depending on where they are when the barrel is launched). Those that fail the saving throw take 3 (1d6) bludgeoning damage plus 1 (1d3) fire damage and are knocked prone. The barrel breaks open upon impact releasing some very frightened and angry baboons, which are also on fire. Due to their oil soaked fur, they suffer 1 fire damage every round until dead but while alive their attacks also do an additional 1 fire damage. If the barrel does not collide with a character it smashes open on the rear wall. The baboons never attack the ape, but otherwise attack the nearest foe. Dank tries to avoid them.

Junk: With the exception of ten feet from the entrance, the floor is covered with slippery and shifting junk. The floor is difficult terrain. There are nest-like depressions throughout the room where the goblins sleep.



Adjusting this Encounter

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

- **Very Weak Party:** Remove a **goblin** and the **ape**. **All of baboons** die when the barrel collides with a character or the wall.
- **Weak Party:** Remove a **goblin** and **three baboons**.
- **Strong Party:** Replace a **baboon** with an **ape** and a **goblin boss**.
- **Very Strong Party:** Dank is a **bugbear chieftain** instead of a regular **bugbear**.

Development

If the characters capture any of the goblins, they can be intimidated into admitting that they have been raiding those traveling to the valley. The Drooltongues ate most of the circus folk and their animals but decided to keep the ape and monkeys, as they amused Dank. The

goblins also know the general numbers of the dark Traveler's band, but did not know there was a lower level behind the wall. They did try to follow the Traveler but there was some kind of trap that killed several goblins with fire. The characters are about an hour behind the other intruders.

If Dank is captured, he is uncooperative, however he secretly wants to give up the life of a raiding goblinoid and join a circus. He hopes to dance under the big top and characters that offer to aid him in seeking out his dream gain advantage on Charisma checks made to enlist his aid. He knows all the things the goblins know, and is also willing to join the characters in taking vengeance upon the Traveler if he believes there is a circus in his future. If your party is Weak or Very Weak, the DM is encouraged to consider having Dank volunteer to join the characters.

Treasure

The Drooltongues' treasure is buried in the junk but can be found with a successful DC 12 Wisdom (Perception) check. It contains 85 gp worth of coins.

Area 3. Old Library

The stench here is overpowering. The northeast corner of this ruined library has been used as a latrine and is piled high with waste. Along the western wall are two small circus wagons, one sporting an open cage and painted with a snarling ape.

Several of the shelves have been broken up and the wood and books have been used to create a cook fire against the north wall. Most of the library has clearly been lost. Those shelves that remain have strange flame shrouded rope-like carvings decorating them.

This room is used by the goblins as a latrine and kitchen, as well as a place to store things taken from the raids.

Illumination: Unlike the other rooms on this level, there is dim light in this room from the embers of cook fire.

Circus Wagons: The wagons are decorated with bright pictures and slogans to excite. Unfortunately signs of combat and recent misuse cover them. One of the wagons devoted to housing the ape and baboons while the other used to be a lion cage. What remains of the lion chars over the coals of the cook fire.

Several trunks are piled between the wagons. Each is filled with either foodstuffs to feed the circus folk during their trip through the mountains, or various colorful costumes. Several of the costumes are stained or have split seams as Dank has been playing dress-up with them as he considers a new life in show business.

Shelves: The remains of the library are in poor shape. Most of the books have been burned and those that remain are smeared with filth and rotten to a slimy paste. The titles on the covers are written in Abyssal, Common, Deep Speech, Draconic, and Infernal and suggest that the library was devoted conjuring and binding things from other planes. The shelves themselves are decorated to look like tentacles covered in flames.

Treasure

On one of the higher shelves is a scroll tube carved like a mass of grasping tentacles. The tube itself is a disturbing work of art and also a trinket that protects anything inside from moisture. It is worth 15 gp. If kept it does not count against the character's permanent magic item count. Inside is a *spell scroll of arms of Hadar*.

Area 4. Grand Stair

A wide stairway sweeps into the depths. The walls and stairs are carved with tentacles that end in eyes or fanged mouths. Blood stains the walls and at the edge of your light there appear to be bodies at the bottom of the stairs.

As is clear from the evidence, there are twenty stairs and some are trapped. Each safe stair a character steps on lights up with a gentle red glow and creates a low hum as if power was gathering. When stepping on a trapped stair several goutts of flame forcefully shoot out of

the stair and surrounding walls doing 3 (1d6) fire damage. A character that succeeds in a DC 10 Dexterity saving throw suffers half damage. Due to the magical nature of the trap, it resets instantly. A successful DC 10 Wisdom (Perception) confirms the steps are trapped. The ability to disarm the trap is beyond characters of this level, but the DM should reward creative attempts to bypass the trap.

The stairs are oddly tall and long and pitched at an odd angle, making it difficult to skip over a stair. A successful DC 6 Dexterity (Acrobatics) check is required to jump over a step and balance on the next. If the check is failed, the character falls prone and rolls onto the next stair. Increase the difficulty of the check by 2 for every additional stair the character tries to jump.

The Pattern: The stair after every odd number is trapped. So there is 1 safe stair, then 1 trapped stair, then 3 safe stairs, then 1 trapped stair, etc... See Table 1 for a complete extrapolation of the pattern. If the characters have been trying to work out how the trap works but are having trouble, the DM may consider offering a DC 10 Intelligence (Investigation) check. If the character succeeds, suggest there appears to be a pattern to the number of safe stairs.

Bodies: At the bottoms of the stair are two badly burned and bloodied goblin bodies that tried to chase the Traveler's band down the stairs. Unfortunately not knowing about the trap, they died from the fire and were blasted down the stairs, further setting off more traps until their broken remains settled at the bottom.

Table 1: The Pattern of the Grand Stair

Number of Stair	Safe or Trap?	Number of Stair	Safe or Trap?
1	Safe	11	Safe
2	Trap	12	Trap
3	Safe	13	Safe
4	Safe	14	Safe
5	Safe	15	Safe
6	Trap	16	Safe
7	Safe	17	Safe
8	Safe	18	Safe
9	Safe	19	Safe
10	Safe	20	Trap

Adjusting this Encounter

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

- **Very Weak Party:** Decrease the trap's saving throw to DC 8 and the damage to 2 (1d4) fire damage.
- **Weak Party:** Decrease the trap's saving throw to DC 9.
- **Strong Party:** Increase the trap's saving throw to DC 11 and the damage to 4 (1d6 + 1) fire damage.
- **Very Strong Party:** Increase the trap's saving throw to DC 12 and the damage to 7 (2d6) fire damage.

Development

Once the characters get to the bottom of the stairs, they have found the Vault of the Devourer. Proceed to Part 2.

PART 2: THE VAULT BELOW

The Vault of the Devourer was used by the Tempest Mage in his research into conjuration and pacts before an aborted attempt to summon Ixthiuitol the Grasping Flame. The level has been sealed for hundreds of years until the dark Traveler and his minions broke through onto it. While his minions knew of the level and the trapped Grand Stair, they knew little else of this level and soon became scattered and several of his minions died. That has not slowed his progress however and he continues to push forward even as the characters give chase.

General Features

The following General Features apply to the second level of the dungeon unless otherwise noted:

Illumination: Motes of red, green or purple light float on the air in areas 5, 6, 7, 8, 11 and 12, providing dim illumination. Areas 9 and 10 are dark.

Smell: The stench of the upper level does not permeate this level. Instead it is cold and dusty.

Doors: With exception to area 8, none of the doors on this level are locked.

Tracking: A successful DC 15 Wisdom (Survival) check notes that Medium-sized humanoids have disturbed the dust and been in each room except area 8 (the door to which they could not open). A successful DC 10 Intelligence (Investigation) notes the dust in all the rooms but area 8 has been recently disturbed (but this skill does not allow the reading of any tracks)

Area 5. Pool of Consumption

Like pool on the level above, this one is covered with slimy green algae despite the lack of sunlight. The eastern side of the growth has been recently disturbed. Hallways lead off to the north and east. Motes of dim magical light float about the room.

The algae floating on the water is actually **green slime** (see sidebar). A successful DC 15

Intelligence (Nature) check notes that the slime is not the same as the algae on the floor above. Any character shining a light over the pool notes that it is much deeper than the one above: 10 feet to the bottom. A successful DC 10 Intelligence (Investigation) while examining the dust and pool notes that someone knelt before the pool, stirred up the algae and splashing some water onto the floor and then dripped water as they went into area 6.

Green Slime

This acidic slime devours flesh, organic material, and metal on contact. It has no ability to move. A creature aware of the green slime can avoid being struck by it with a successful DC 10 Dexterity saving throw, but fails automatically if unaware or touching it purposefully. A creature that comes into contact with green slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, green slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of green slime.

Treasure

On the bottom of the pool is a pile of silver and copper coins worth 60 gp and a statuette of squat, tentacle creature with one eye and fang filled mouth. Made of jade, it is worth 25 gp.

Area 6. Armory

This room looks like it may once have been a guard room or armory. Several empty racks and a few chairs are placed evenly throughout the room. A dusty quiver hangs from a rack toward the back of the room.

The armory has two things of interest: the quiver and two slime covered bodies.

Bodies: The slime covered remains of two of the Traveler's minions are in the southeast corner behind one of the racks. They are covered by spreading green slime which is slowly consuming them after one foolishly stuck his hand in the slime and a second tried to help him remove it. If not touched, there is no threat to the characters.

Quiver: The quiver contains six magical arrows that are inscribed in Abyssal with the name of Vorax the Devourer. When touched, the arrow glows and if used against Vorax, they bypass his resistance to nonmagical weapons. The arrows turn to dust if removed from the dungeon.

Area 7. Altar of the Devourer

A massive altar dominates the center of the room. It depicts a small winged demonic creature with a large paunch sitting atop a mass of reaching tentacles covered in toothy maws.

There are large double doors on the northern wall and hallways heading off to the northeast and northwest.

Vorax the Devourer, a particularly powerful **quasit**, sits bound to this room where he remains *invisible* at all times. Unfortunately, the previous intruders did not deign to entertain him, but he has high hopes for the characters.

If any character touches or spends time inspecting the altar they hear a tiny voice whisper *"Ask what you would know. You will be tested and Vorax the Devourer will grant your heart's desire."* Vorax moves after speaking to limit the chances of being detected and does not answer additional questions or drop his *invisibility*. If the characters asks a question or asks to be granted knowledge, Vorax summons a **displacer beast** which immediately attacks the speaker to the exclusion of all others. Vorax does not involve himself in the combat unless targeted with an attack. If attacked, he tries to *scare* those who assault him and then flies out of reach so he can turn *invisible* again.

If the characters defeat the displacer beast, Vorax grants their wish. This happens only once (characters do not each get a turn) and what they receive depends on the request:

- **Knowledge related to the adventure:** Vorax answers as truthfully as he can based upon what he has seen, but if forced to predict the future or give information on

something he couldn't know, he lies. He saw the Traveler's party and can describe them and he knows all about the dungeon and Tempest Mage as detailed in the Background and throughout the adventure.

- **Knowledge of a Skill:** Vorax grants the character proficiency in the skill. Sadly it ends once the character leaves the dungeon and does not return, even if they do.
- **Knowledge of a Feat:** Vorax grants the character the ability to use the feat. That knowledge ends once the character leaves the dungeon and does not return, even if they do.
- **Knowledge of a Spell:** If it is a spell of 3rd-level or lower, Vorax grants the ability to cast the spell, once at the lowest level possible. This ability ends once the character leaves the dungeon and does not return, even if they do.
- **Unclear:** If the character's request doesn't fit an above category, Vorax is unsure how to proceed and instead the character is *blessed* as long as they are in the dungeon. This effect ends once the character leaves the dungeon and does not return, even if they do.

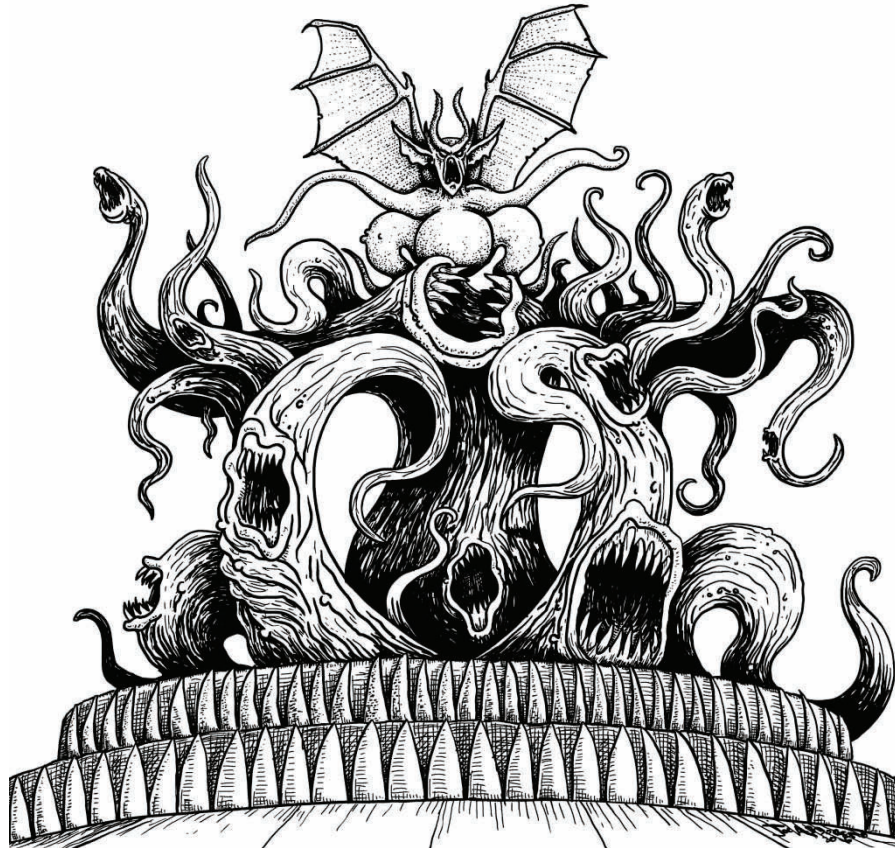
Adjusting this Encounter

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

- **Very Weak Party:** Decrease the **displacer beast's** hit points by 35, its melee weapon attack to hit by 2 and its bludgeoning damage by 4.
- **Weak Party:** Decrease the **displacer beast's** hit points by 20, its melee weapon attack to hit by 1 and its bludgeoning damage by 2.
- **Strong Party:** Increase the **displacer beast's** hit points by 15, and its bludgeoning damage by 2.
- **Very Strong Party:** Increase the **displacer beast's** hit points by 30, its melee weapon attack to hit by 1 and its bludgeoning and piercing damages by 2.

Development

If the characters capture Vorax, he begs for mercy. He has been trapped in this room for several hundred years so if possible he tries to trick the characters to taking him from the room by vowing to serve them. While he can't leave the room, if he is forcibly removed, he is freed! If this happens, the shrine tarnishes.



Area 8. The Clockwork Vault

When the characters approach, they see a locked vault door.

The hallway ends in a brass door, covered in knobs, handles, clockwork gears, blades, and threatening looking tubes. It appears to be a vault door of some sort; one that is clearly trapped.

The clockworks on the vault door are clearly in motion, turning on, disabling and resetting various traps. Disabling one trap just results in a second being activated or the door enabling the same trap. Evening damaging the door just delays the inevitable as it regenerates 20 points of damage every round.

However, the lock can be defeated with a successful DC 15 Intelligence (Arcana) or

Dexterity (Thieves' Tools) check. Unlocking the door disables all the traps.

Table 2: Clockwork Trap

1d6	Trap	Save or Attack	Range	Damage/Effect
1	Acid Spray	Dex DC 10 halves	15' cone	1d6 acid
2	Scything Blade	+2 Melee Attack	One target	1d8 slashing
3	Deafening Din	Con DC 10 halves & Negates Deafness	20'rad. from door	1d6 thunder & deafened 1d6 rds
4	Fear	DC 10 Wis Negates	One target	1d6 rds
5	Creeping Cold	Con DC 10 Negates	One target	1d6 rds paralyzed & 1d3 cold/rd
6	Pillar of Fire	Dex DC 10 halves	20'rad. from door	2d6 fire

Each failed attempt increases the DC by 2, to a maximum of DC 20, as the door fights the intrusion. The DC resets after 1 minute passes. Each attempt failed attempt to open the door triggers a random trap.

If the characters manage to open the door:

Beyond the entrance is a small room filled with a bright light. Coins lie in piles amongst tomes, art objects, a sword, and various bottles. A strange dull grey door is set into the opposite wall.

The room holds no more dangers and the characters are welcome to claim the treasure.

Door: The door opposite the entrance has two hard to see grey symbols floating upon it, slowly moving clockwise. One symbol is a clockwork gear with a bottle inside it and the other is a skull wearing a crown. A successful DC 15 Intelligence (Religion) check recognizes the later as the holy symbol of the god Velsharoon, Archmage of Necromancy and Lord of the Forsaken Crypt. Velsharoon is believed to be dead. It appears the ability to open this door is related to some sort of magical timing and there is no way to open it at this time.

Look for Part 2 and Part 3 of this series *The Clockwork Laboratory* and *The Desolate Undercroft* which can be eventually be accessed via this door.

Treasure

In the vault are 175 in gold coins, a silvered longsword, its scabbard tooled with flaming tentacle, a portrait of the Tempest Mage worth 20 gp showing him as a serious looking but thin human male with a receding hairline, a small marble statue weighing fifteen pounds and depicting an amorphous blob of eyes and toothsome mouths worth 15 gp, a *potion of healing*, and the conjurer's spellbook.

Area 9. Dry Stores

This dark room is filled with free standing shelves covered in decaying goods. Cloth, rope, lanterns, bags of what might once have been flour, and other lost causes block your line of sight from seeing the back of the room.

Some of the Traveler's band (an **acolyte**, a **cultist**, and a **scout**) broke off to inspect the side rooms and are currently hiding here when the characters arrive. One each is in the third, fourth, and fifth aisle from the door. They know that no one else should be down here and assume that the characters are enemies. Realizing they are corned, they fight to the death with crazed look in their eyes.

Adjusting this Encounter

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

- **Very Weak Party:** Remove the **scout**.
- **Weak Party:** Replace the **scout** with a second **cultist**.
- **Strong Party:** Add a second **scout** and a second **cultist**.
- **Very Strong Party:** Add a **spy** and a second **scout** and a second **cultist**.

Development

If the party skips past area 9 and proceeds through to area 10 and 11, the Traveler's followers wait to see if the characters trigger the trap before following and attacking them from behind when the characters open the door to area 12.

If any of the cultists are captured, they rave about how their master will soon sacrifice the girl and summon Ixthiuitol the Grasping Flame who will crush and burn the world in his endless coils. They are insane and cannot be reasoned with.

Area 10. The Whispering Chasm

Opening the doors you are greeted by a strong wind carrying a thousand incomprehensible whispers. Unlike the previous chamber, there is no light here, but the few rays from the room behind you illuminate the edge of a natural cavern with a thin rock bridge riddled with small holes crossing over a dark chasm.

There is no light in the cavern and the dim light from area 7 extends only 10 feet into the room. A **giant rat** and **five rats** live in the network of holes inside the bridge, strangely mutated and sustained by the magic of the pillar in the center of the bridge. They attack anyone that tries to cross once they approach the pillar. If the characters leave the bridge, they retreat into the holes in the bridge so they cannot be seen.

Illumination: There is no light in this room unless brought by the characters.

Bridge: The bridge is pierced with a network of holes, creating the strange whispering sounds as the winds flows through it. It is narrow and crossing it in the strong, cold wind should a harrowing experience for any adventure. The DM should stress the danger of falling if the characters rush, or perhaps get damaged, but in the end there is no saving throw or skill check required. The goal is to frighten the characters.

Chasm: The chasm is 40 feet deep and its sides can be climbed with a successful DC 15 Strength (Athletics) check.

Pillar: In the center of the bridge is a large pillar made of odd purple stone. It is covered in a pattern of whirls, eyes, and fire. Written on the pillar over and over in Abyssal, Deep Speech, Draconic and Primordial is the phrase *"Praise be to Ixthiuitol the Grasping Flame. Embrace the crushing end within his endless coils."*

At the end of each round, the pillar targets one character within 10 feet of it, forcing that character to succeed in a DC 10 Wisdom saving throw or be stunned for one round, mumbling the phrase written upon the pillar

in their native language. The pillar looks as it grew out of the bridge, though it is made of a different stone. As such it cannot be knocked over without destroying the bridge.

Rats: The rats are strangely large, with prominently enlarged foreheads and a set of tentacles protruding from their sides between their front and rear legs. This has no specific effect other than to be disturbing.

Adjusting this Encounter

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

- **Very Weak Party:** Remove **three rats** and decrease the DC for the pillar to 8.
- **Weak Party:** Remove **one rat** and decrease the DC for the pillar to 9.
- **Strong Party:** Increase the DC for the pillar to 12 and it does 1 (1d3) psychic damage to characters that fail the saving throw.
- **Very Strong Party:** Increase the DC for the pillar to 13 and it does 2 (1d4) psychic damage to characters that fail the saving throw.

Area 11. Throne of the Grasping Flame

This floor of this room continues the flaming tentacle motif that you have witnessed elsewhere with a mosaic that looks as if tentacles sprout from a burning depiction of Toril. Six columns support the ceiling and a throne sits atop the desolate map at the north end of the room, itself a replica of tentacles and flames with giant unblinking eye embedded in the splat.

This room was a rarely used throne room that has been constructed to hide the sacrificial chamber behind the throne.

Column: Each column looks like a mass of grasping, flaming tentacles wrapped around screaming humans, their faces frozen in pain. Each column has a small button hidden in the mouth of one victims which can be found with a successful DC 10 Wisdom (Perception) check. Once one is found, all of the all of them are in the same place on each column and no further rolls are needed.

Mosaic: The mosaic is not dangerous, but close inspection and a successful DC 10 Intelligence (Investigation) check realizes that only one of the mosaic's tentacles wrap around a column: the middle column on the eastern side. The hint in the previous room might note this only one "embraced." Depressing the button hidden in this column, and only this button, unlocks the secret door and deactivates the trap. Depressing any button creates an audible click from the secret door. Pushing a button a second time causes it to return to its original raised position.

Secret Door: The secret door can be found with a successful DC 10 Wisdom (Perception) check by it is locked (DC 20 Dexterity (Thieves' Tools)) and magically trapped (detect DC 15 Wisdom (Perception)). The trap cannot be deactivated without a *dispel magic* or similar effect (which automatically succeeds). Unlocking the door does not deactivate the trap without depressing the correct button. If a character attempts to open the door with no button depressed, multiple buttons depressed, or the wrong button depressed, the trap is sprung. When set off, the trap fills the room with a nauseating scream that does 5 (1d10) psychic damage to anyone in the room. The scream can be heard in all rooms on this level of the dungeon. The trap resets after three rounds.

Development

If the characters break down the door by force or trigger the trap, the Traveler and his allies know the characters are coming and cannot be surprised.

Once the characters open the door, proceed to the final encounter in Part 3.

PART 3: CONFRONTATION

The characters have made it to the sacrificial chamber designed to allow Ixthiuitol the Grasping Flame entrance into this world. The Tempest Mage built the chamber before abandoning this line of research for the creation of constructs. The chamber stood unentered for centuries until the dark Traveler and his party recently breeched the room. Now they are moments away from summoning The Grasping Flame.

Confronting the Dark Traveler

Once the characters open the door to area 12, proceed with the following encounter:

Area 12. Sacrificial Chamber

A simple stone slab at the rear is the only part of the room not covered in glistening tentacles. Jalie is chained to the slab and your foe chants in supplication to an unseen horror.

The traveler, who in his madness no longer remembers his name, is a **cult fanatic** is here with a **thug**. Jalie is unconscious and is not resisting.

Chains: The chains are held together with a single lock that can be opened with a successful DC 15 Dexterity (Thieves' Tools) check, or broken with a successful DC 20 Strength check or by doing 15 points of damage. The chain is immune to poison and psychic damage and resistant to all other damage types except acid.

Ritual: When the characters enter they have ten rounds to kill the Traveler before he finishes his ceremony and kills Jalie. If the characters short rested, decrease the time they have to seven rounds. If Jalie is prematurely killed or the Traveler is killed or otherwise incapacitated, a weakened version of Ixthiuitol is summoned. If he is allowed to finish, or the characters took more than one short rest or a long rest, the fully empowered version is

summoned. The Traveler does not need to make Concentration checks or use any actions to chat and can still fight normally as long as he can talk. If he is silenced in some way (spell, grappling, etc...), he fails.

Slime and Tentacles: The ceiling, floor, and walls seem to be actual tentacles. They give like live flesh and are damaged as though they were real (though they seem to go on forever if a character tries to cut through). They are also covered in slime. The entire room is hot, moist, and difficult terrain.

Adjusting this Encounter

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

- **Very Weak Party:** The Traveler is an **acolyte**. Replace the **thug** with a **bugbear**.
- **Weak Party:** The Traveler is an **acolyte**. Add a **bugbear**.
- **Strong Party:** Add a **bugbear** and an additional **thug**.
- **Very Strong Party:** Add a **bandit captain**, a **bugbear** and an additional two **thugs**.

Development

If there is a bugbear with the Traveler, it is Dank's mate Tulip who chose to betray him when Dank became obsessed with the circus. If Dank is also with the characters, he attacks her to the exclusion of all others, screaming about her betrayal and how he will be a famous performer one day even if she doesn't believe in him.

Treasure

The Traveler is wearing a pair of *boots of the winterlands* and carries 25 gp in a pouch. They can be recovered from his corpse once Ixthiuitol is dealt with (see below).

The Coming of the Grasping Flame

When the Traveler is defeated, incapacitated, or completes the ritual, read or paraphrase the following boxed text:

With a scream, the Traveler doubles over and begins to bloat hideously. Tentacles push forth from all of his orifices until his body splits into four pieces that are forcefully thrown aside. In his place, only horror remains.

If the Traveler was alive, he dies. In his place remains a Large-sized mass of fiery tentacles ending in jagged teeth and a large central eye in the middle. Ixthiuitol, The Grasping Flame, immediately attacks all living creatures regardless of whether they claim to worship him or not. If any of the Traveler's minions remain, they kneel before their lord and allow him to consume them.

Other than his cosmetic description, Ixthiuitol uses the statistics for a **mind flayer** with the following modifications:

- Ixthiuitol is Large-sized. This does not change his damage or reach, just the space he takes up.
- Decrease his AC by 1.
- Decrease his hit points by 20.
- Decrease the DC on all of his saving throws by 2.
- Decrease his melee weapon attack to hit by 1.
- Decrease the damage of his *tentacle* to 9 (1d10 + 4), his *extract brain* to 33 (6d10) and his *mind blast* to 13 (2d8 + 4).
- His *mind blast* only recharges on a 6.

If the characters failed to stop the ritual, use the version of Ixthiuitol from the next highest tier. If the characters are Very Strong, Ixthiuitol has an additional 25 hit points.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter. These are not cumulative and supersede the modifications above.

- **Very Weak Party:** Decrease his AC by 3 and reduce his hit points by 40. Decrease his to hit by 3 and all of his damage by an additional 5 from the modifications in the text, minimum 1 damage. He does not have access to *dominate monster* or *mind blast*.
- **Weak Party:** Decrease his AC by 2 and reduce his hit points by 30. Decrease his to hit by 2 and all of his damage by an additional 5 from the modifications in the text, minimum 1

damage. His *mind blast* only recharges on a 6 and he cannot cast *dominate monster*.

- **Strong Party:** Reduce his hit points by 10. Decrease his to hit by 1 and his saving throws by 1. Increase all of his damage by 5 from the modifications in the text. His *mind blast* only recharges on a 6.
- **Very Strong Party:** Ixthiuitol is a Large **mind flayer** with no modifications.

Aftermath

If Jalie is rescued, she is bruised and frightened by very grateful to be reunited with her brother. Nal'qui and Jalie invite the characters to stop by their bakery for free bread anytime they are in Windy Vale!

Intun Alderson is worried that the discovery of new levels to the Tempest Mage's dungeon will attract more disreputable sorts in addition to potentially freeing whatever else may be down there. Over drinks, on him, he asks the characters if they are interested in uncovering the mystery of the time locked door and clearing out the remaining two levels.

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
Acolyte	50
Ape	100
Baboon	10
Bandit Captain	450
Bugbear	200
Bugbear Chieftain	700
Cultist	25
Cult Fanatic	450
Displacer Beast	700
Giant Rat	25
Goblin	50
Goblin Boss	200
Mind Flayer	2,900
Quasit	200
Rat	10
Scout	100
Spy	200
Thug	100

Non-Combat Awards

Task or Accomplishment	XP per Character
Find the time locked door	50
Rescue Jalie alive	150

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award (for a party of five 3rd-level characters) for each character

participating in this adventure is **1,200 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
Coins in the Pool	60 gp
Coins in the Vault	175 gp
Dark Traveler's Pouch	25 gp
Drooltongues Horde	85 gp
Goblin Boss' Pouch	15 gp
Jade Statuette	25 gp
Marble Statue	15 gp
Portrait of the Tempest Mage	20 gp
Silver Longsword	115 gp
Trinket Scroll Tube	15 gp

If they wish, a character may choose to keep any of the mundane or trinket gear above as part of their share of the gold.

Boots of the Winterlands

Wondrous Item, uncommon (requires attunement)

These black furred boots depict stark white gelugons wrapped around each foot. The wearer leaves behind icy foot prints that disappear after a few seconds. While you wear them, you gain the following benefits:

- You have resistance to cold damage.

- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as –50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as –100 degrees Fahrenheit.

Conjurer's Spellbook

This spellbook is covered in red leather which has been tooled to show writhing tentacles, covered in fire. It contains the following spells: 1st - *absorb elements*, *find familiar*, *grease*, *unseen servant*; 2nd - *dust devil*, *flaming sphere*, *misty step*.

Potion of Healing

Potion, common

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

Spell Scroll

Scroll, common

This scroll contains the 1st-level warlock spell *arms of Hadar*. A description of this item can be found in the *Dungeon Master's Guide*.

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.

Downtime

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

DM Rewards

You receive **300 XP**, **150 gp**, and **ten downtime days** for running this session.

Renown

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

Appendix: NPC/Monster Statistics

Acolyte

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). acolyte has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Ape

Medium beast, unaligned

Armor Class 12

Hit Points 19 (3d8 + 6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+2)	14 (+2)	14 (+2)	6 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Actions

Multiattack. The ape makes two fist attacks

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

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

Baboon

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 0 (10 XP)

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

Actions

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) piercing damage.

Bandit Captain

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

Actions

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

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

Reactions

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

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (–1)	11 (+0)	9 (–1)

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Bugbear Chief

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Intimidation +2, Stealth +6, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Cultist

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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

Actions

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

Cult Fanatic

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

- Cantrips (at will): *light, sacred flame, thaumaturgy*
- 1st level (4 slots): *command, inflict wounds, shield of faith*
- 2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.

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

Displacer Beast

Large monstrosity, lawful evil

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (−2)	12 (+1)	8 (−1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

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

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also

disrupted while the displacer beast is incapacitated or has a speed of 0.

Actions

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Giant Rat

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	11 (+0)	2 (−4)	10 (+0)	4 (−3)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	10 (+0)	10 (+0)	8 (−1)	8 (−1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Mind Flayer

Medium aberration, lawful evil

Armor Class 15 (breastplate)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +6, Cha +6

Skills Arcana +7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4

Senses darkvision 120 ft., passive Perception 10

Languages Deep Speech, Undercommon, telepathy 120 ft.

Challenge 7 (2,900 XP)

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

Innate Spellcasting (Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

- At will: *detect thoughts*, *levitate*
- 1/day: *dominate monster*, *plane shift (self only)*

Actions

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5-6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Quasit

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

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

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft. fly 40 ft.), a centipede (40 ft. climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Actions

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned 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.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

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

Rat

Tiny beast, unaligned

Armor Class 10

Hit Points 1 (1d4 - 1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 0 (10 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Spy

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) 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 spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Thug

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

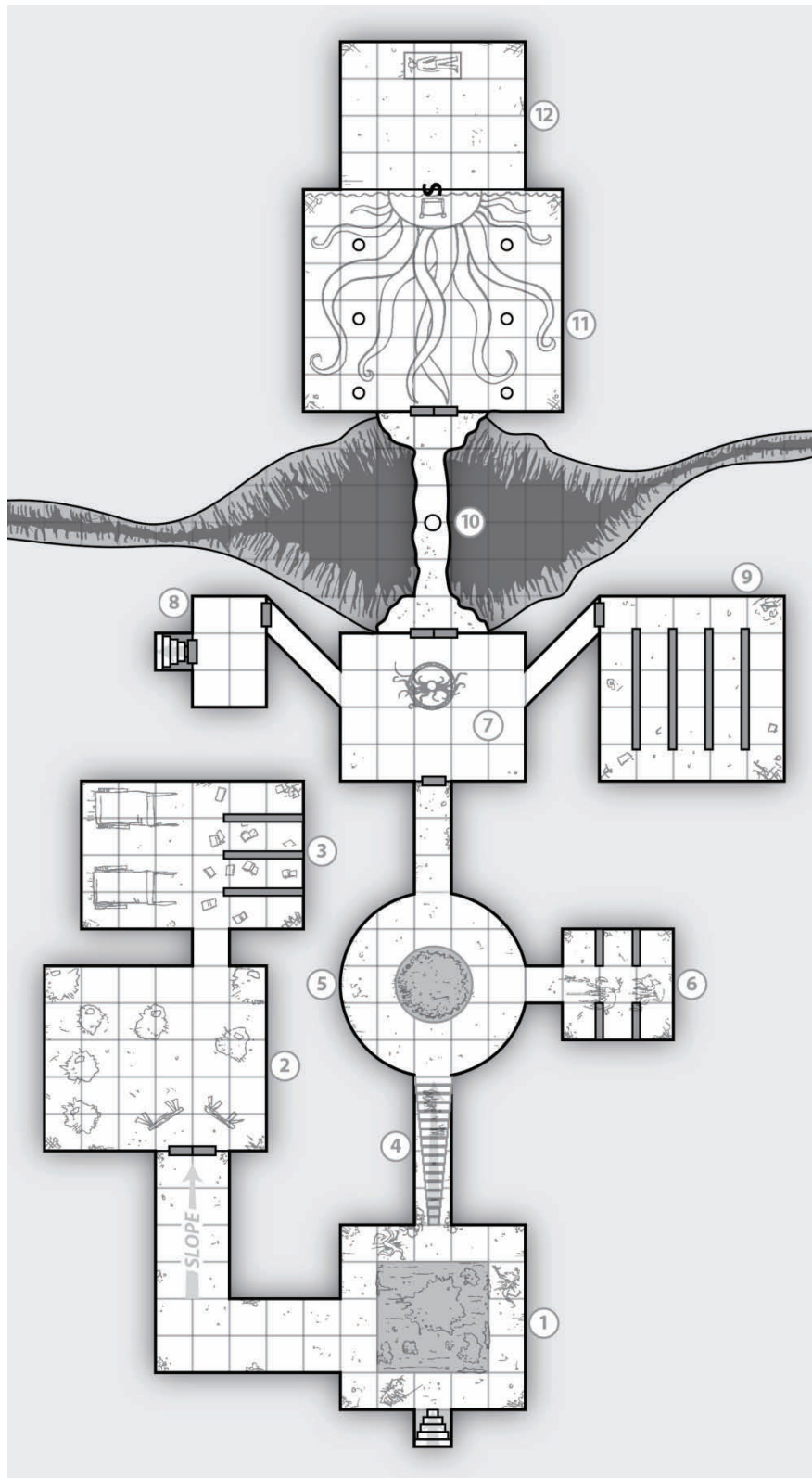
Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

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

Appendix: The Vault of the Devourer



Player Handout: Boots of the Winterlands

Boots of the Winterlands

Wondrous Item, uncommon (requires attunement)

These black furred boots depict stark white gelugons wrapped around each foot. The wearer leaves behind icy foot prints that disappear after a few seconds. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- You can tolerate temperatures as low as –50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as –100 degrees Fahrenheit.



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