

PIECES OF YOU



An ancient tome, a dangerous ritual, and the ultimate question, what makes us human? How far are you willing to go to save the life of a child? What lines are you willing to cross and how much are you willing to give? This adventure completes the story begun in *CCC-CIC-04 Best Friends Forever* and *CCC-CIC-05 Donum Vitae*. An Adventurers League Approved adventure provided through the Con Created Content Program, sponsored by Cold Iron Conventions and Draxtar Games.

A 4-hour adventure for 5th-10th level characters

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Introduction

Welcome to *CCC-CIC-07 Pieces of You*, 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 5th through 10th-level characters, and is optimized for five 8th-level characters.

Characters outside this level range cannot participate in this adventure.

The adventure takes place in the city of Mulmaster in 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 continue 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 Appendix One.
- 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 8th-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

"The most powerful weapon on earth is the human soul on fire."

—Ferdinand Foch

Avigeya Von Finklestein was turned into a vampire ten months ago. Luckily, a group of adventurers were able to vanquish the foul vampire responsible, Magdalena, and free Abby's fathers from her control. Since that day the Von Finklestein family has dedicated themselves to finding a cure for their little girls "condition."

A possible solution was found and the adventurers were once again called on to assist. They located the Donum Vitae, a collection of knowledge compiled during the time of Sorcerer-King Nesker. Once in their hands they entrusted the Donum Vitae to the necromancer, Taa Naelor, for translation, hoping that he would find some way to cure little Abby.

Taa has sent word to the Von Finklesteins that he has succeeded. He has discovered a ritual that will purge the vampirism from the family's young heiress. Seeing the light at the end of the tunnel, the family has asked the adventurers for assistance once more.

The key to reverting Abby is removing the taint of undeath from her soul by infusing it with parts of the souls of others. To this end, the family has sought out potential donors but need the adventurers to interview and negotiate the purchase of said soul pieces. Once enough soul pieces are secured to patch Abby's, Taa will perform the ritual with the help of the adventurers. After all that has happened this should be easy.

The Major Players

Von Finklestein Family

Abby's parents, Milben and Perless, have dedicated a significant amount of resources finding a cure for their little girl's affliction. Fortunately, they have been successful. Not only did they find the Donum Vitae, the adventurers that they contracted were savvy enough to make a deal with Taa Naelor to decipher the disks.

Now that Taa has completed the translation, they seek the items necessary to repair Abby's soul. To this end, they are once again relying on adventurers to covertly gather the components for the restoration ritual.

In order to expedite the process, they have collected a list of possible "donors."

Taa Naelor

A devoted follower of Azuth, Taa, has been dutifully studying the mysteries of the Donum Vitae for over 300 years. With his life work now complete and his nemesis the fallen planetar Khamseen defeated, the necromancer is unsure of what to do next.

While his clones have extended his life to this point, everyone he has ever known is gone. If the adventurers are hesitant to secure donors, he will offer up his soul to save Abby.

His understanding of the Donum Vitae completed, he is grateful to the Von Finklesteins and the adventurers and truly devoted to helping cure Abby.

Magdalena

Long ago a newly turned Magdalena killed her own daughter in her blood thirst. Since that day she has wandered, angry and alone until just a few months ago when the fates interceded.

On that day wounded and desperate, she came across the Von Finklestein estate. Her plan was to feed to regain strength but on that day she encountered a girl not only bearing the same name as her own lost child but also a striking resemblance.

This girl pulled at the last threads of humanity buried deep within her and Magdalena vowed that she would never lose her Abby again. They would be together forever.

She turned Abby and charmed the adults, including her fathers, and ordered them to ease Abby into her new life. Unfortunately, a meddling uncle hired adventurers to investigate.

Defeated by the adventurers, Magdalena retreated to her sanctuary to recover. She has recruited a network of spies to keep tabs on her Abby and is biding her time to reunite.

When word of the Von Finklestein's plan reaches her, she must accelerate her plans to recover Abby before the adventurers "ruin" her work. Magdalena refuses to lose another daughter, she will stop at nothing to be reunited with her little angel.

The Ritual

In order to purge the undeath from the girl, her soul must be repaired. This repair is a delicate process, the deficiencies imparted by her turning must be removed and replaced by their virtuous counterparts (see table in **Part Two**). The ritual also requires an item of power and control: a control gem from a slaad; a planar creature from one of the planes of chaos. The final part is the disks of the Donum Vitae themselves.

Once the items are gathered and the ritual is started, it cannot be stopped without risk

of utterly destroying all materials and souls involved. Since the disks are unique, Abby only has one shot at a normal life.

The roleplaying implications of the ritual are further detailed in **Part Three: Options**. The game mechanics of the ritual are further detailed in **Part Five: The Child is Our Future**.

Overview

This adventure takes place in six parts:

Part One. The characters are recruited by the Von Finklesteins in Mulmaster, with the goal of gathering the needed components to save their daughter.

Part Two. The party must interview and negotiate with possible donors in and around Mulmaster.

Part Three. The party is contacted by Taa to offer another possible solution. Using his soul to repair Abby.

Part Four. The party travels to the pyramid on Sorcerer's Isle near Phlan in order to recover a control gem from a slaad.

Part Five. The party must ensure that the ritual is not interrupted by Magdalena and her minions.

Part Six. The ritual completed the adventurers discover the results of their actions.

Adventure Hook

The adventure begins with the adventurers at the Von Finklestein family estate just outside of Mulmaster. Their reason for being there may vary:

Friends of the Family. Any character that has played CCC-CIC-04 *Best Friends Forever* or CCC-CIC-05 *Donum Vitae* and earned the **Gratitude of the Von Finklestein Family** reward, received another summons for the family. It is assumed that they have answered it and are awaiting the briefing.

Unknown to the Family. Any character that has not played *CCC-CIC-04 Best Friends Forever* or *CCC-CIC-05 Donum Vitae* has been referred to the family by a high-ranking member of their faction.

Do you Want To Know more?

This adventure is the seventh adventure in Windy Valley and the third to chronicle the Von Finklestein family. The events here follow those of CCC-CIC-04 Best Friends Forever and CCC-CIC-05 Donum Vitae, also by Rob Silva, which premiered at Cold Iron Conventions earlier in 2017. You can learn about this and other Cold Iron Conventions shows in Milwaukee & Chicago by going to <http://www.coldironconventions.com/>.

All of these adventurers can be purchased at <http://www.dmsguild.com/>.

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



Avigeya “Abbey” Von Finklestein & “Mrs. Wubsy”

Part One: The Hook

Estimated Duration: 15 minutes

Story Beats: The characters find out why they have been hired and given a list of possible donors.

Milben and Perless Von Finklestein have once again summoned the adventurers to their manor seeking help.

Please read or paraphrase the following.

You find yourself in a well-appointed sitting room. Two large bay windows, one facing the south, the other granting a view of the manicured garden to the east offer an impressive view. A pair of regal couches, arranged on a bright rug, sits in the center of the room. A grand piano occupies the southern bay window. Two men watch you with obvious hope on their faces.

As staff provides drinks and hor d'oeuvres, the taller man begins. "Welcome, I am Zor Milben Von Finklestein and this is my husband, Perless. We have asked you here in hopes you will aid us in saving our little girl: Avigeya. As some of you know, a vampire cursed our Abby with unlfe..." As Milben fights back tears, Perless reaches out and squeezes his hand. "Some of you previously helped to recover the Donum Vitae in hopes that it would hold a way to remove this horrible affliction. I am overjoyed to tell you that it does indeed."

"We have been contacted by Taa Naelor, who has finished the translation, with news that a ritual that can remove this taint is detailed. We need you to gather the bits and pieces need to perform said ritual."

Q & A

Allow the characters to ask questions as to fill in the details of the adventure. Milben and Perless will answer any questions the characters may have as honestly as completely as possible.

Q: Who is Taa Naelor?

A: Taa Naelor is a follower of Azuth with whom Adventurers struck a deal to decipher the Donum Vitae (CCC-CIC-05 *Donum Vitae*). He resides in an ancient temple called the Halls of Dust in the Anauroch desert.

Q: What is the Donum Vitae?

A: The Donum Vitae is a collection of 10 platinum disks detailing spells and rituals dealing with life and death, dating back to the Age of Thunder. A time before the races that we know walked Toril. The disks are thought to have been compiled during the reign of the Sorcerer-King Nesker.

Q: What and when is the ritual?

A: Taa is still working out the final details but he is confident that it should work. He will contact the party when he is done. They know that in order to purge the undeath from the girl, her soul must be repaired. This repair is a delicate process; the deficiencies imparted by her turning must be removed and replaced by their virtuous counterparts. The ritual also requires an item of power and control, a control gem from a slaad and the disks of the Donum Vitae themselves.

Once the items are gathered the ritual is started it cannot be stopped without risk of utterly destroying all materials including the souls of everyone involved.

Q: How exactly do you rebuild a soul?

A: We aren't entirely sure, Taa is the expert. We're sure he can explain the process in detail. From what he has told us we need to replace 7 aspects that have tainted her soul. (see table in **Part Two**).

Q: Who are the "donors"?

A: We have tapped our contacts to identify individuals who we think would be willing to part with a small portion of their soul in exchange for something more tangible.

Q: What happens to people when you remove a part of the soul?

A: Not really sure. Taa would probably be better suited to answer specific question about the process. We don't believe it will harm them significantly.

Q: Aren't you concerned with the unknowns around the ritual?

A: They are a bit concerning but seeing that we are running out of time. The risk is worth it to save our daughter.

Q: Running out of time?

A: Abby is having more difficulty resisting the vampiric urges. We are worried that she will soon not be able to resist. So far, she has never fed on a humanoid. If she does so, the ritual will no longer work.

Q: How are we supposed to talk people into giving up their souls?

A: We trust in your resourcefulness and ability to negotiate a fair deal for all involved.

Once all the character's questions have been answered Perless will place a small chest and the list of prospects on the table (**Player Handout 1**).

Opening the chest to reveal the gems inside he adds "Very good, feel free to keep whatever you do not spend in your negotiations."

Treasure:

The small chest contains 6,000gp worth of mixed gems.

Inside Information

Players that played CCC-CIC-04 Best Friends Forever or CCC-CIC-05 Donum Vitae know that the family secretly worships Mystra, the goddess of magic, and have a hidden library/temple in their family crypt. The worship of Mystra is illegal in Mulmaster and would have severe consequences for the Von Finklesteins if they were exposed.

When the characters are ready to investigate the potential donors, go to **Part Two**. If the characters successfully gather all the donors needed or get cold feet after speaking with some of the NPCs, go to **Part Three** where Taa can offer an alternative.

Part Two: Good Help is Hard to Find

Estimated Duration: 90 minutes

Story Beats: The characters meet with the persons on the Von Finklestein short list and negotiate to secure a piece of their soul.

In order to save Abby, the seven imperfections in her soul must be replaced with their opposing meritorious aspects.

Deficiencies and Corresponding Virtue

Virtues	Deficiencies
Humility	Pride
Kindness	Envy
Temperance	Gluttony
Chastity	Lust
Patience	Wrath
Charity	Greed
Diligence	Sloth

It is up to the party to interview prospective donors to determine what virtue they are most aligned too. Once they have decided that an NPC will make an acceptable donor they must get them to agree.

Securing the NPC's amenability requires the party provide what they want. Some of the NPC's desired may be outside of the party's reach. In such cases, the adventurers must come up with a way to satisfy the prospective donor or seek other options.

Convincing NPCs

The following rules apply to convincing potential donors:

- Assume that all listed NPCs have no bonus or penalty to any opposed skill check or save. Information on fulfilling the desires of NPCs is detailed in **Appendix Two**.
- During their conversation the characters must succeed on a DC12 Charisma (Investigation) skill check to discover the desire of the NPC. Whether they succeed or

fail, a successful DC 15 Charisma (Persuasion) check is needed to convince the NPC to participate in the ritual. If the characters use the information listed in the Honeyed Words entry, grant them advantage on the Charisma (Persuasion) check.

An Interlude

During their recruiting tour, the party is ambushed by a group of Zhentarim enforcers who heard of a group of outsiders attempting to take advantage of the lower class and have decided to put an end to it.

At any point during **Part Two**, a group of Zhent operatives consisting of **three Cult Fanatics** and **two Gladiators** ambush the party.

The ambushers are upset that a well-off group, funded by nobles who profit from the suffering in the ghettos are so blatantly trying to taking advantage of the desperate. They will not listen to any arguments but are more than willing to let the party leave for the low, low cost of all of their carried wealth.

Development

Should the Zhents defeat the characters, they take their monetary wealth and dump them unconscious in front of the temple of Bane.

Treasure:

Each of the Cult Fanatics carries a *potion of greater healing*.

Zhentarim Characters

The ambushers recognize Zhentarim characters if they succeed on a Wisdom (Perception) check (DC 20 -5 per rank of the character) If so, they invite the character to join the "right" side of the conflict. Even if the character refuses the ambushers give them (and only them) a chance to walk away. They will not attack any Zhentarim characters members unless they are attacked first. At that point all bets are off.

If a character, who is a member of the Zhentarim, precipitates in this combat they do not receive any renown at the conclusion of the adventure.

A character who is rank 3 or higher in the Zhentarim may attempt to defuse the situation by pulling rank. This requires a successful DC 20 Charisma (Persuasion or Intimidate) check.

Part Three: Options

Estimated Duration: 15 minutes

Story Beats: Taa fills in the details about the ritual and offers another option to the party if they have having any moral issues.

As this encounter begins, Taa Naelor contacts the adventurers using a *crystal ball of telepathy*. Due to his centuries of experimentation and study he is able to contact all of the adventurers at once. Assume Taa uses the crystal ball repeatedly until a character fails their save and contact is made.

Once Taa makes contact read or paraphrase the following.

“Hello friends, I have gleamed more details concerning the ritual and wish to speak. Since this is a delicate matter please meet me at our employers’ home when you have completed your current task.”

Whenever the characters arrive at the Von Finklestein manor Taa is already there, passing the time by playing a melancholy tune on the grand piano.

“In addition to the souls another item is needed, a control gem from the head of a slaad. The more powerful the creature the better. Luckily, a group of slaadi was a year ago in the Pyramid on the Sorcerer Isle near Phlan. My inquiries have revealed that there is in fact still a slaadi presence there so recovering the control gem should be simply a matter of traveling there, incapacitating the slaad, surgically removing the gem and then returning.

I can teleport you to Sorcerer’s Isle and provide a means for you quick return.”

Taa produces a clay seal and hands it to the nearest character while nodding reassuringly at the Milben and Perless.

It is reasonable that some of the characters may have reservations about taking pieces of soul from people who may not fully understand the ramifications. Taa will answer all questions honestly and to the best of his ability.

Q: We feel kind of bad buying people’s souls, is there any alternatives?

A: Yes, you can volunteer a part of your soul.

Q: I really don’t like the idea of giving up my soul. Anything else we can do?

A: Theoretically, one whole soul should do. I can only imagine that the process would be very painful and that the donor soul would be wholly consumed, leaving the donor most likely dead or worse.

Q: Worse?

A: Many philosophers and theologians have hypothesized that the soul is what makes us mortal. Without a soul the body would be an empty husk.

Q: Are you sure that would happen?

A: I am not sure. It would be a wonderful experiment. (See the nearby sidebar **A Single Donor** for more information)

Q: What is a slaad?

A: Slaadi are foul evil creatures born from the chaos of limbo. They have a terrifying reproduction cycle in which they implant humanoid hosts with eggs or infect them with a transformative disease called the chaos phage.

Q: What is a control gem?

A: It is a fist size stone magically implanted into a slaadi brain.

Q: The Slaad has to be alive when we remove the gem?

A: Of course it does!

Q: How do we surgically remove the gem?

A: Someone who is skilled in the healing arts can remove the gem from an incapacitated slaad.

A Single Donor

Taa is not sure what will happen but he is grateful enough to the Von Finklesteins and the characters that he will volunteer if the party is uncomfortable doing it themselves or using other possible donors. Taa feels this way because after 300 plus years he was finally able to complete his life's work and study the complete Donum Vitae. After all that time in isolation he is ready for the next chapter, besides he will be able to definitively document what happens if you give up your soul. Who would pass that chance up?

Taa will teleport the party to Sorcerer Isle when they are ready to leave. Proceed to part four.

Part Four: Rocks in Your Head

Estimated Duration: 30 minutes

Story Beats: The character must secure the slaad's control gem.

This encounter begins with the characters entering the pyramid on Sorcerer's Island.

General Features

Ceilings. All ceilings are 15 feet high.

Light. The room is dimly light

Sound. Muffled sobs can be heard coming from the northwest room.

Slaadi have once again taken residence in the top floor of the Pyramid of Sorcerer's Island (previously visited in *DDEX01-11 Dark Pyramid of the Sorcerer's Isle*). The lower two floors are inhabited by lizardfolk who run at the first sight of intruders. Hence, they are not part of this encounter. The DM is free to elaborate on the party's struggle find their way through the pyramid and reach the top.

The Slaadi Lair

Having recently arrived from Limbo, there are a **red slaad**, a **blue slaad** and a **death slaad** in the northwest room, with five living local humanoids that the red slaadi has impregnated along with twice that number of dead humanoids currently being gnawed on by **ten slaadi tadpoles**.

Adjusting the Encounter

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

- **Very Weak Party:** Reduce slaad AC and attacks by 2
- **Weak Party:** Reduce Slaad AC by 2
- **Strong Party:** Replace the red slaad with a second blue slaad
- **Very Strong Party:** Remove the red slaad and add a second death slaad

The slaadi are not expecting trouble and are only ready for a fight if the party doesn't approach by stealth. To determine if the party takes the slaadi by surprise have the characters attempt a DC 15 Dexterity (Stealth) group check.

If they fail, the death slaad *shapechanges* into the form a humanoid captive before the party enters. The red and blue slaadi flank the doors, attacking immediately. The tadpoles do not seek combat but attack whomever veers within range. When the fight is joined and the characters are busy with the others the death slaad with reverts to its natural form and attack with advantage due to surprise.

If the death slaad is shapechanged he will implore the characters save captives. Stating that he is a doctor well versed in the reversal of slaadi disease and impregnation.

Troubleshooting: Trust Issues

If the characters question the validity of the Death Slaad's story make a Charisma (Deception) check against the characters passive Insight unless they specifically take an action to speak to him. In that case allow an opposed roll.

Development: Dead Not Down

The goal is to incapacitate the slaadi in order to remove the control gem.

Knocking A Creature Out: Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Surgery: Someone who is proficient in Wisdom (Medicine) can remove a gem from an incapacitated slaad. Each try requires a healer's kit, 1 minute of uninterrupted work, and a successful DC 20 Wisdom (Medicine) check. A failed attempt kills the slaad but recovers the stone. Lack of a healer's kit causes the attempt to be made with disadvantage. Characters unwilling to remove

the *control gem* can simple return with an intact head and Taa can do the procedure.

(Not) Treasure

Under no circumstances may the characters keep any of the slaad control gems.



Part Five: The Child is Our Future

Estimated Duration: 90 minutes

Story Beats: the characters must complete the ritual while holding off the vampire's onslaught.

Special Rules

This encounter uses a point system to determine the success of the ritual as well as approximations for large numbers of weak monsters. This is described in further detail in **Appendix Three: Rituals and You**.

Casting the Ritual: Rituals are events that allow the creation of powerful magical effects through a combination of chanting, gesturing, and the use of magical focuses and ingredients. Rituals may take minutes, hours, or even days to perform, often requiring the use of a magical laboratory or temple and the expenditure of rare components.

Actions taken by the percipients of the ritual are worth a certain point value. In order to successfully complete the ritual a preset point total.

Monster Mob Rules: The party will face large packs of enemies during the ritual. In order to keep things moving, monster attack rolls will be replaced by flat damage that is treated as an environmental effect. If a character has monsters on her at the beginning of her turn she is **dealt damage equal to 30 – the characters AC** and any ritual tasks attempted require the **skill check listed**. If the check fails the task is not completed satisfactorily and character's action is wasted. Anyone under Taa's magical protection, including Taa, is immune to this damage.

The intent is to provide a tough choice for the characters. They can either remove the monsters to not take damage or they can perform a task to further the ritual. A character may also choose to use an action to automatically (no to hit or damage rolls required) kill a swarm on themselves or another character. This is one way to assist another character with a ritual task, by removing the swarms from that character.

General Features

Ceilings. All ceilings are 30 feet high.

Light. The room is brightly lit

Sound. Milben and Perless can be heard reassuring Abby that all will be ok. The donors, if present, are speaking softly to each other.

Once the characters have the donors and the control gem they may return the Von

Finklestein manor. Taa has kept busy readying the family's hidden temple for the ritual.

Read or paraphrase the following. Please omit the mention of donors if the party elected to go with another option.

Milben leads you in a squat square mausoleum a short walk from the manor house. His pace is quicker than normal and a worried look is on his face. With a nervous stutter he speaks to you as he walks

"Taa and Perless have been preparing all day. I cannot express how much you help has meant to us. We will never be able to repay you. Our Abby."

Unable to find the words, fighting back tears and just throws his arms around you. Composing himself, he continues "We should hurry." Without another word he leads you down the stairs into the family temple to the Lady of Spells.

The temple is more of a library, with four large bookcases extending some 30 feet to the ceiling of this enormous room. The shelves are lined with ancient tomes. An altar stands before a statue of a beautiful, willful young woman holding an open book at the far end of the chamber.

On either side of the chamber are what appear to be six private study rooms, doors open. Through the open doors you can see the rooms are furnished with a comfortable looking chair and a small desk. Standing on the roof of the study rooms are several statues representing all the goodly races.

A circle of arcane runes representing the star of Mystra, is drawn around the Altar in front of the statue. In front of the Altar is a kneeling Perless, smoothing Abby's hair while Taa speaks with the Donors.

Allow the characters to enter the room and proceed to either **The Ritual: Group** if the donors or characters are donating fragments of their soul, or **The Ritual: Taa as solo donor** if Taa is instead exchanging his soul for Abby's.

The Ritual: Group

Taa has prepared the temple for the ritual and approaches the adventurers. Read or paraphrase the following.

Taa excitedly approaches you and states “Ah, good, good, all is ready. I will lead the ritual, reading from the Donum Vitae while your assist.” Taa meets everyone’s gaze, “We will one have one shot to save the girl. Whatever happens the ritual must be completed or all our souls will be lost to the void. Those who are donating must remain within their runes. Others are free to help in whichever way they choose.”

He kneels in front of Abby, “You will need to be brave and strong. Your fathers will be with you the entire time.”

Abby gives an affirmative nod and moves towards you. “My daddies told me all that you have done for our family. A girl couldn’t ask for better friends.” She reaches into a small backpack, drawing rolled parchment. “I made this so you will always remember that having good friends makes your family bigger and better.” She hands each character a drawing of them and gives them a hug before turning to Taa “I am ready.”

The donors are required to stand on a rune representing their donated virtue at a point of the symbol of Mystra. If any of the characters are donating a piece of their soul, they are directed to their place.

The Ritual- Taa as the solo donor

Taa has prepared the temple for the ritual and approaches the adventurers. Read or paraphrase the following.

Taa excitedly approaches you and states “Ah, good, good, all is ready. I will lead the ritual, reading from the Donum Vitae while your assist.” Taa meets everyone’s gaze, “We will one have one shot to save the girl. Whatever happens the ritual must be completed or all our souls will be lost to the void.

Whoever is leading the ritual must remain on their rune. Others are free to help in whichever way they choose.”

He kneels in front of Abby, “You will need to be brave and strong. Your fathers will be with you the entire time.”

Abby gives an affirmative nod and moves towards you. “My daddies told me all that you have done for our family. A girl couldn’t ask for better friends.” She reaches into a small backpack, drawing rolled parchment. “I made this so you will always remember that having good friends makes your family bigger and better.” She hands each character a drawing of them and gives them a hug before turning to Taa “I am ready.”

If Taa is the sole donor a character who is proficient is either Intelligence (Religion) or Intelligence (Arcana) must lead the ritual. Any round that they do not use their action to lead the ritual incurs a penalty of -10 points (see below for more on points).

Q & A

Taa will share the following information with the adventurers and answer any questions they may have before beginning.

Q: What can we do to help during the ritual?

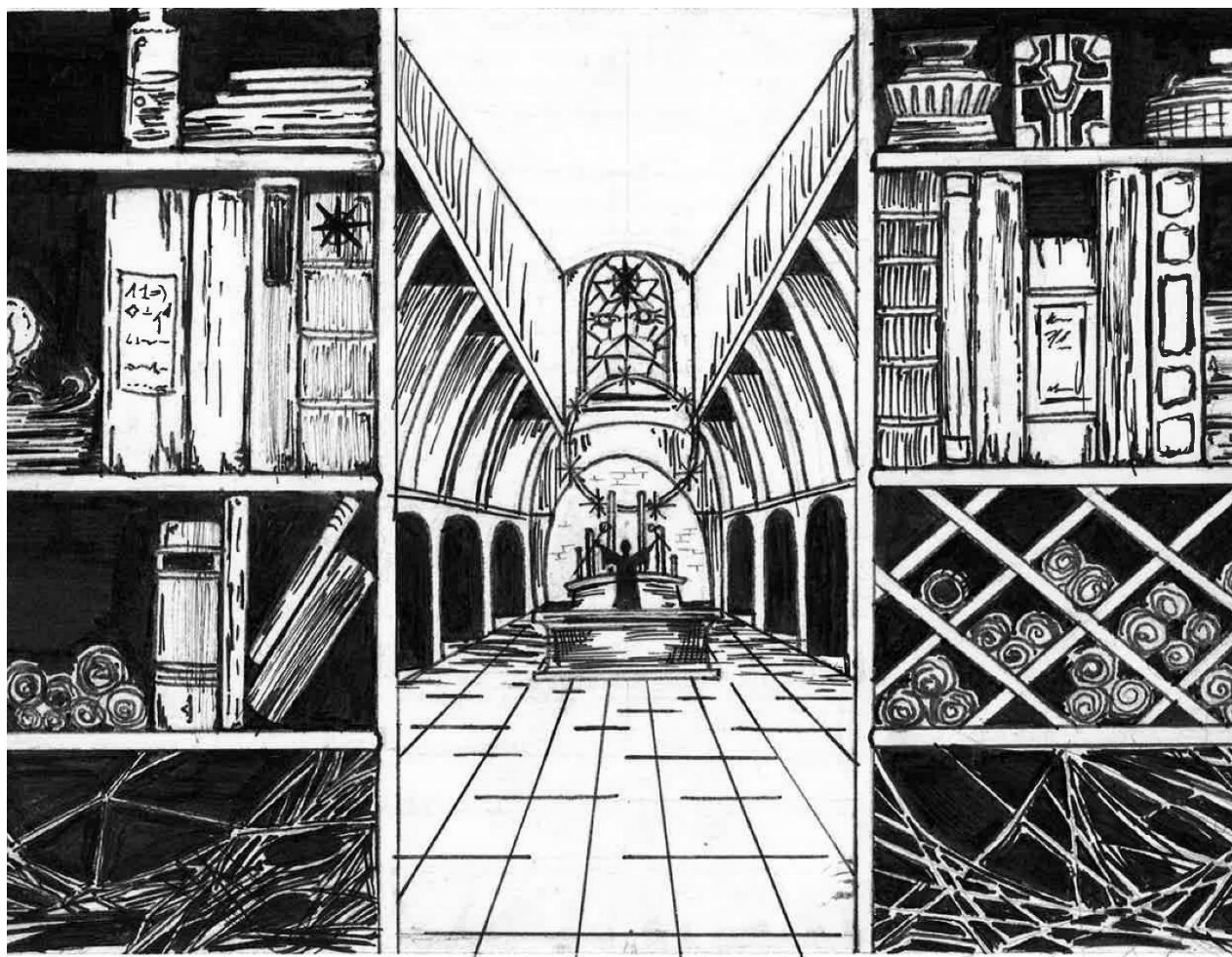
A: There are many tasks which will help complete the ritual, but the most important will be making sure no one moves off their runes and that we are not interrupted. (See **Appendix Three: Rituals and You** for more information on tasks to be completed.)

Q: What will happen if the ritual fails?

A: I cannot be sure but I surmise that all souls present would be lost forever.

Q: When will the donors be needed?

A: They must stand in their rune for the entirety.



Q: What will happen to Abby?

A: Her soul will be made whole and the evil within will be removed. She will once again be the little girl she was.

Q: Can we leave the runes?

A: If you are leading the ritual or donating a fragment of your soul, no. If the rune isn't occupied the ritual may fail.

Taa will also extend a magical protection to some of the precipitants. His magic can cover all three Von Finklesteins, all of the NPC donors, but no character are not protected.

When the adventurers are ready Taa will move the donors onto the runes encircling the altar, lay Abby upon it, and begin reading from the Donum Vitae.

Enter Magdalena

On the second round of the ritual, Magdalena, a **vampire**, will enter the hidden temple and attempt to stop the ritual. She enters in *gaseous form* to remain hidden from casual observation.

Any player specifically states that their character is specifically on the lookout for trouble may attempt a DC 20 Wisdom (Perception) check to spot the cloud sneaking into the room.

On her initiative turn Magdalena will assume her vampire form and summon hundreds of **creeping claws**, **rats** and **bats** from her augmented *portable hole*. The creatures will swarm over everyone in an attempt to disrupt the ritual. The augment of

portable hole is a plot device and is only useable by Magdalena. The swarms of **creeping claws**, **bats**, and **rats** will continue to stream out of the *portable hole* as long as ritual continues. The creatures never harm Abby.

Magdalena will attempt to charm the ritual participants, preferring NPC donors, and only engage in melee as a last resort or to kill a donor that has moved to her. If a donor is not returned to their rune by the beginning of their next turn the swarm eats them alive, killing them instantly.

Read or paraphrase the following when Magdalena starts her attack

"All will be well my darling daughter, I am here to take you home." Her eyes are a mixture of hatred and concern "Stop this and I will find it in my heart to forgive this offense. I promise I will let you live."

Magdalena is telling the truth, she willing to let everyone live if she is allowed to take Abby and go.

However, that is not an option Milben, Perless or Taa are willing to accept. The three will not willing give up the girl regardless of the party's decision. If the party sides with the vampire, the three NPCs resist but ultimately fail. If you feel, like the combat should be run, Milben and Perless are **nobles** and Taa is an **archmage**.

Disrupting the Ritual

Magdalena's goal is to disrupt the ritual. The presence of the swarms of crawling claws, rats and bats impose disadvantage on any ritual task and/or complication checks the characters attempt. The **war caster** or **ritual casting** feat provide advantage on these checks.

At the beginning of every round the DM should roll a d20, on a roll of 17-20 a complication occurs. If you feel that the party needs more challenge, the DM can choose to have the complications occur or add your

own. (See **Appendix Three: Rituals and You**.)

The number of points needed to complete the ritual successfully is equal to 12 x the number of player characters.

Taa will extend an arcane force field over himself, the Von Finklestiens and any NPC donors in the ritual, protecting them from the swarm damage as long as they do not leave the ritual runes.

Any character may use their action to attempt a task, deal with a complication, or clear the swarms off of themselves or another character. Performing tasks or dealing with complications require a successful ability or skill check. If the character has taken damage this turn, the roll is made with disadvantage. On a failed check the task does not add ritual points and any resources used turn are wasted.

Adjusting the Encounter

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

- **Very Weak Party:** Ritual points required = 8 x number of characters. The swarms deal 25-character AC in damage.
- **Weak Party:** Ritual points required = 10 x number of characters. The swarms deal 25-character AC in damage.
- **Strong Party:** Ritual points required = 15 x number of characters. Taa does not have enough power to extend his protective field to one of the NPCs and they will need to be protected.
- **Very Strong Party:** Ritual points required = 20 x number of characters. The swarms deal 35-character AC in damage. Taa does not have enough power to extend his protective field to two of the NPCs and they will need to be protected.

DM Note

The author's intent if for this combat to feel epic with the party stalling the inevitable overrun of their position long enough to complete the ritual. The DM is encouraged to have Taa or other NPCs remind the adventurers that completion of the ritual is vital importance. Their very souls hang in the balance.

If any donors fall, Milben and Perless jump on the rune, sacrificing whichever virtue is needed. If more than three donor's die the characters will need to step up or the ritual fails.

PART SIX:

AFTERMATH

Estimated Duration: 15 minutes

Story Beats: The ritual complete, the degree of success is explored and the fate of Magdalena is decided.

Once the ritual is complete read the following:

With a final crescendo the platinum disks in Taa's hands turns to dust. A blast of blinding magical energy bursts outward blinding all for a split second. When sight returns all the creatures harrying you during the ritual are gone. Magdalena, the vampire, is on her knees sobbing. "I'm so sorry...I have lost you again..." She levels her gaze at the group, the malice in her eyes replaced by sadness and true loss. "Do it, drive a stake through me....I don't want...I cannot live without her...Please, I beg you, end my suffering..."

What happens depends on if all seven virtues were replaced or if Taa was the sole donor.

Success (All Virtues Replaced)

If all seven virtues were replaced by seven different donors Abby is fully restored to the human fun loving, kind child she was before she met Magdalena.

As the vampire begs for the eternal sleep, a fully human Abby pushes by you. The girl reassures you, "It's ok, she won't harm me." With that Abby walks over and lifts Magdalena's face to meet her gaze. "I forgive you. I know what it is like to feel alone and afraid. Thank you for being my friend." With that she turns to you "Please try to understand, I know she did some really bad things but everyone deserves a second chance, don't they? I know you will do what you think is best." Her fathers silently lead her out of the temple leaving you to your work.

The characters must decide Magdalena's fate.

I guess it's a win? (Taa is Sole Donor)

If Taa was the sole donor he is transformed into a lich with Abby acting as his phylactery. They are forever linked.

As the vampire begs for the eternal sleep, a completely human but somewhat altered, Abby pushes by you. The girl reassures you, "It's ok, she cannot harm me." With that Abby walks over and lifts Magdalena's face to meet her gaze. "I forgive you. I know what it is like to feel alone and afraid, but I am not alone anymore" She adds shooting a knowing glance at Taa.

Taa speaks, his voice more guttural than normal, "It seems there was an unexpected consequence to giving up my soul for Abby. It appears that we are now forever linked." His attempted laugh comes out more of a dry cough "Rest assured, I will see that no harm comes to her. Thank you for your help adventurers. Oh and please deal with this." Pointing at Magdalena

If Taa was the sole donor and the ritual was a successful, Taa is now a lich with Abby his phylactery. She has no pity for Magdalena.

Resolution

The characters must decide Magdalena's fate.

If the characters entertain the idea of attacking Taa he will remind them that the only way to destroy him is to kill Abby and promises to try and be a good lich whose new life mission is to protect Abby. If attacked he will teleport away with Abby.

Conclusion

Regardless of how the characters decide to deal with Magdalena, as long as Abby lives, her fathers are grateful. If any of the characters volunteered a part of their soul, doubly so (such characters gain the **Soul Donor** story award).

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (is 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
Archmage	8,400
Cult fanatic	450
Gladiator	1,800
Noble	25
Slaad, Blue	2,900
Slaad, Death	5,900
Slaad, Red	1,800
Slaad, Tadpole	25
Vampire	10,000

Non-Combat Awards

Task or Accomplishment	XP per Character
Secure donor (per donor)	100
Complete ritual	1000

The **minimum** total award for each character participating in this adventure is **4,500 experience points**.

The **maximum** total award for each character participating is **6,000 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide the 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
Box of gems	6000 (minus amount spent)

Portable Hole

Wondrous, rare

A description of this item can be found in the *Dungeon Master's Guide*. See **Player Handout 3** for more information.

Potion of Greater Healing

Potion, rare

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

DM Note: Not the characters may not keep any of the Slaadi control gems.

Story Awards

Soul Donor. You have given away a piece of your soul to save Abby Von Finklestein. This act of kindness has forever changed you. You gain a new trait based on the virtue you donated. See **Player Handout 4** for more information.

Acquired an Apprentice. You have agreed to apprentice either or both Del and Afsar Lunadream in exchange for their donating a part of their soul. Caring for young men is not only time consuming but also expensive. At

the end of every adventure you must spend one downtime day and 4 gp to fulfill your obligation as a mentor for each child.

Player Rewards

For completing this adventure, players earn downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

DM Reward

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide (ALDMG)*.

APPENDIX ONE: NPC/MONSTER STATISTICS

Archmage

Medium humanoid (drow), any alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

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

Senses darkvision 120 ft., passive Perception 12

Languages Undercommon, Elvish, Dwarvish, Thayan, Gnomish, Netherese

Challenge 12 (8,400 XP)

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

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

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
 1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*
 2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*
 3rd level (3 slots): *counterspell*, *fly*, *lightning bolt* or *Melf's minute meteors*
 4th level (3 slots): *banishment*, *fire shield*, *stoneskin**
 5th level (3 slots): *cone of cold*, *planar binding*, *wall of force*
 6th level (1 slots): *globe of invulnerability*, *true seeing*
 7th level (1 slots): *teleport* or *finger of death*
 8th level (1 slots): *mind blank** or *antimagic field*
 9th level (1 slots): *time stop* or *prismatic wall*
 *: The archmage casts these spells on itself before combat

Actions

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

Blue Slaad

Large aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (–2)	7 (–2)	9 (–1)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 7 (2,900 XP)

Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.
Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a *wish* spell can reverse the transformation.

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.

Death Slaad

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages Slaad, telepathy 60 ft.

Challenge 10 (5,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*
2/day each: *fear, fireball, fly, tongues*
1/day each: *cloudkill, plane shift*

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

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Gladiator

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

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

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

Actions

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Reactions

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

Noble

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

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

Senses passive Perception 10

Languages any two languages

Challenge 1/8 (25 XP)

Actions

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

Reactions

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

Red Slaad

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	6 (–2)	6 (–2)	7 (–2)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease—a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

Slaad Tadpole

Tiny aberration, chaotic neutral

Armor Class 12

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	10 (+0)	3 (–4)	5 (–3)	3 (–4)

Skills Stealth +4

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 7

Languages understands Slaad but can't speak

Challenge 1/8 (25 XP)

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

Actions

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

Vampire

Medium undead (shapechanger), lawful evil

Armor Class 16 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

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

Saving Throws Dex +9, Wis +7, Cha +9

Skills Perception +7, Stealth +9

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

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

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

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

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

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

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

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

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in

sun light or running water. If the vampire takes radiant damage or damage from holy water; this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants,

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sun light, it has disadvantage on attack rolls and ability checks.

Actions

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

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

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

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

Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the

saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

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

Legendary Actions

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

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

Unarmed Strike. The vampire makes one unarmed strike.

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

APPENDIX TWO: DONOR LIST

Below is a list of NPCs that have been identified as possible donors for the ritual.

The information below is provided as a suggestion. The DM is encouraged to reward the character's cleverness and resourcefulness during negotiations.

Dwali Barrelchin

Location: Her home. A reclaimed hovel that she uses to hear and moderate disputes.

Description: 36 years old; female human and retired cloak. She has long, wavy, red hair and blue eyes, veiny, sunburned white skin, stands a touch over 5-ft 3-in tall and has an athletic build. She has an oval, very pretty face and is missing her right arm.

Dwali lost her arm during the Elemental attack a few years ago. Although she will not speak of it, it is commonly known that she lost her arm saving the lives of dozens of people. Her bravery was rewarded with a quick dismissal from the organization that she served from most of her life due to her injury.

Dwali now spends her days as an unofficial arbiter in the ghetto. All who live there respect the woman's sacrifice and her even handedness while resolving disputes between residents.

Wants: Dwali seeks 3,000 gp to start a fund that will assist the family of those slain in service of Mulmaster.

Meeting their wants: Give her 3,000gp

Honeyed words: Pointing out that the Von Finklestein family is one of the most giving and fair noble families.

Best suited for: Temperance, charity, patience.

Gavin Chaucer

Location: A barely functional smithy run by an unskilled gnome blacksmith named Dibbnat Tinkerstone.

Description: 17 years old male; human apprentice Blacksmith. He has short, straight, blonde hair shaved on the right side and blue eyes. He has smooth golden skin. He stands 6-ft 5-in tall and has a powerful build. He has a square, fanciable face. He is missing the lobe of his left ear.

Gavin hates that he has to work for Dibbnat who doesn't care about the quality of his wares or service to his customers. The young man dreams of working metal into works of art: a sword that is passed from father to son or a plow that will work the land for generations. To this end he hopes to save enough coin to be able learn from one of the legendary blacksmiths in Neverwinter but selling the shoddy items Dibbnat insists on making will not get him there.

Wants: To move Neverwinter and study under the masters there.

Meeting their wants: A promise by a rank 2 or higher member of the Order of the Gauntlet or Lords' Alliance to move him to Neverwinter.

Honeyed words: Flattery of his work and skill will make Gavin more receptive to what the characters are selling.

Best suited for: Diligence, humility, patience

Duraina Dommer

Location: Panhandling at the Windsnug Hearth.

Description: A 26 years old female human beggar. She has extremely long, curled, auburn hair that obscures her milky white eyes. She has rough, sunburned brown skin. She stands 5-ft 5-in tall and has a thin build. She has a sharp and forgettable face if not for

her sightless eyes. She always wears a dark cloak with a hood that covers her face.

Duraina started her life on the street as a con artist and pick pocket. A decade ago she fleeced the wrong mark and it cost her sight. Ever since then she has stuck to begging, which while not a safe occupation, is safer than risking stealing from the wrong person.

Wants: Her sight restored.

Meeting their wants: A *regeneration* spell. The cost of which is 3,000 gp.

Honeyed words: Stating how unfair and cruel it was for someone to take her sight makes Duraina more agreeable to the party.

Best suited for: Chastity, charity, humility

Gregory Morningfall

Location: At the ruined harbor.

Description: A 37 years old male human. He has short, braided, golden hair and black eyes, with smooth, pockmarked white skin. He stands 5-ft 10-in tall and has an athletic build. He has a diamond-shaped, ordinary face with a medium neckbeard. He has a large piercing on his left ear.

The Morningfall family has a long history of protecting the commonfolk of Mulmaster through service in the Hawks. Unfortunately, the family tradition has eluded Gregory so far. With the influx of Thayans and new Blades promotions from the ranks has all but dried up. Gregory still dutifully preforms, spending his days dredging the harbor.

Wants: Sponsorship into the hawks.

Meeting their wants: Any character with the story award "*To wear the cloak*" from DDEX02-02 *Embers of Elmwood*, DDEX02-03 *The Drowned Tower* or other adventures can call upon connects to make this happen.

Honeyed words: Mentioning the need for people with sound judgement who are incorruptible, such as himself, will go a long way with Gregory.

Best suited for: Kindness, charity, temperance

Evelyn Mistsplitter

Location: The Tower of Mysteries.

Description: A 32 years old female human cleric of Azuth. She has short, straight, auburn hair and brown eyes. She has silky chocolate skin. She stands 5-ft 8-in tall and has a lean build. She has an oblong, slightly attractive face. Her fingers are stained dark with ink.

Evelyn is obsessed with arcane lore and rumors of long lost spells. She actively seeks out bards telling tales of ancient location of great power and dusty tomes.

Wants: To discover something thought lost to time in order to make a name for that bards will sing about.

Meeting their wants: Offer to share the contents of Donum Vitae with her.

Honeyed words: Promising her a discovery, wither the Donum Vitae or some other rare manuscript will sway her to the side of the characters.

Best suited for: Chastity, charity, diligence

Isolda Mournhill

Location: At the ruined harbor.

Description: A 38 years old female half-orc sailor. She has very long, straight, golden hair, blue eyes and a sharp repugnant face.

Isolda was the first mate on the *Prized Pearl* for as long as anyone can remember. Her ship and her crew were lost during the attack by the Elemental Cults. Since then, Isolda has been looking for a new boat and crew. Unfortunately, her strong moral compass and inability to turn a blind eye towards piracy has made the job search very difficult.

Wants: A ship and a crew.

Meeting their wants: A character that owns a ship they may take Isolda on as a crew member. Or a character with the Sailor background may offer a meeting with their captain.

Honeyed Words: Any character with the Sailor background makes all checks with

advantage if they demonstrate their love of the open water.

Best suited for: Temperance, Charity, Humility

Lief Lunadream

Location: The Von Finklestein mines in Fort Iron.

Description: A 16 years old male human miner. He has long, curled, red hair and gray eyes. He has rugged, sunburned pink skin. He stands 6-ft tall and has a regular build. He has a sharp, angular face creased with worry lines deep beyond his years.

Lief is a hard worker, often volunteering to work the more dangerous veins for the additional hazard pay. He doesn't spend money on anything for himself, he heads right home when not working to see to his younger brothers, Del and Afsar, ages 8 and 10 respectively.

Wants: To secure an education for his two younger siblings.

Meeting their wants: A character with the Noble background can take them as his retainers.

Honeyed words: If any of the characters are willing to accept his siblings as squires and/or apprentices will greatly lift Lief's burden. (See Story Award)

Best suited for: Charity, Diligence, kindness

Alotel Nellynnthar

Location: The Black Blade and Bloody Boar Inn.

Description: A 243 years old female high elf prostitute. She has short, wavy, black hair shaved on both side and brown eyes. She has rugged, sunburned pink skin. She stands 4-ft 3-in tall and has a shapely build. She has an oval, very stunning face. She wears heavy make-up to disguise a bruise on her cheek.

Alotel isn't embarrassed of her profession, she feels as if she is doing a service for the community. There is a certain nobility in

making others happy and allowing them an avenue for stress relief. She will take offense if anyone suggests otherwise.

Wants: Her clients to treat workers in her industry with the respect and dignity they deserve.

Meeting their wants: A DC 15 Charisma (Intimidate) check will make her clients reconsider their treatment of her. Members of the Zhentarim or Cloaks have advantage on the check. If a combat starts use stat block for **Gladiators**.

Honeyed words: promising to bring awareness to the nobility of her profession will make Alotel more amenable.

Best suited for: kindness, humility, patience

Rowan Hilless

Location: The Wave and Wink Tavern.

Description: A 43 years old human barkeep at the Wave and Wink. He has long, curled red hair, brown eyes, mutton chops and a poorly healed, long scar on his left cheek he earned in a brawl some years ago.

Rowan is quick to smile and always has time to listen to his patrons. He is fond of practical witticisms and clichés. Rowan loves to gamble and shot dice. Recently he has been having a terrible luck and has come to believe that he is possessed by an evil spirit. This of course, is untrue.

Wants: The evil spirit exorcised and his luck restored.

Meeting their wants: If the character put on an exorcism and loses at some games of chance he will be convinced.

Honeyed words: Any character with the Charlatan or Criminal background has advantage of skill checks.

Best suited for: Kindness, patience, diligence.

APPENDIX THREE: RITUALS AND YOU (DM)

Any character may use their action to attempting a task or deal with a complication. To do so they must succeed on an ability or skill check. If they have taken damage this turn the roll is made with disadvantage. On a failed check the task does not add ritual points or counteract the complication but the resources and turn are wasted. Any character with the **Ritual Caster** or **War Caster** feat has advantage on the checks.

All skill and ability checks are DC 12 unless otherwise stated. Feel free to adjust the difficulty up or down to provide the characters with a hard but achievable challenge.

Starting Points

The control gem recovered in **Part Four** provides the following bonuses points at the beginning of the ritual. Only the highest value is awarded if the characters brought back multiple gems.

Slaad Control Gem	Bonus Points
Death	10
Blue	5
red	3
None	-10

Progress

The number of points needed to complete the ritual successfully is equal to 12 x the number of player characters.

When the characters accumulate 25% of the total points needed the runes flare and release a 50-ft blast of magical energy. All creatures in the area must succeed on a DC 8 Strength saving throw or be pushed 10-feet away and knocked Prone. The swarms automatically fail, buying the characters a one round respite. The blast also heals all the characters 7 hp.

At 50% another blast of magic energy is released healing all creatures in the area 10 hp. All swarms currently on characters are killed allowing them another one round respite.

At 75% the magic release heals the characters 10 hp. At this point Magdalena senses the ritual is near completion and enters melee combat if she hasn't already.

When completed a final blast of energy is released killing all swarm monsters and weakening Magdalena. She drops to her knees knowing that she has once again lost her daughter and begs the characters to end her suffering.

Describing the Swarms

The monster swarms try to disrupt the ritual. To this end, they will crawl on the characters: clawing at their eyes, attempting to muffle speak and generally being a nuisance. The DM is encouraged to be descriptive of the mobs attempts to harass the characters. If covered by monster swarms at the beginning of their turn a character takes 30- AC points of damage.

Ritual Tasks

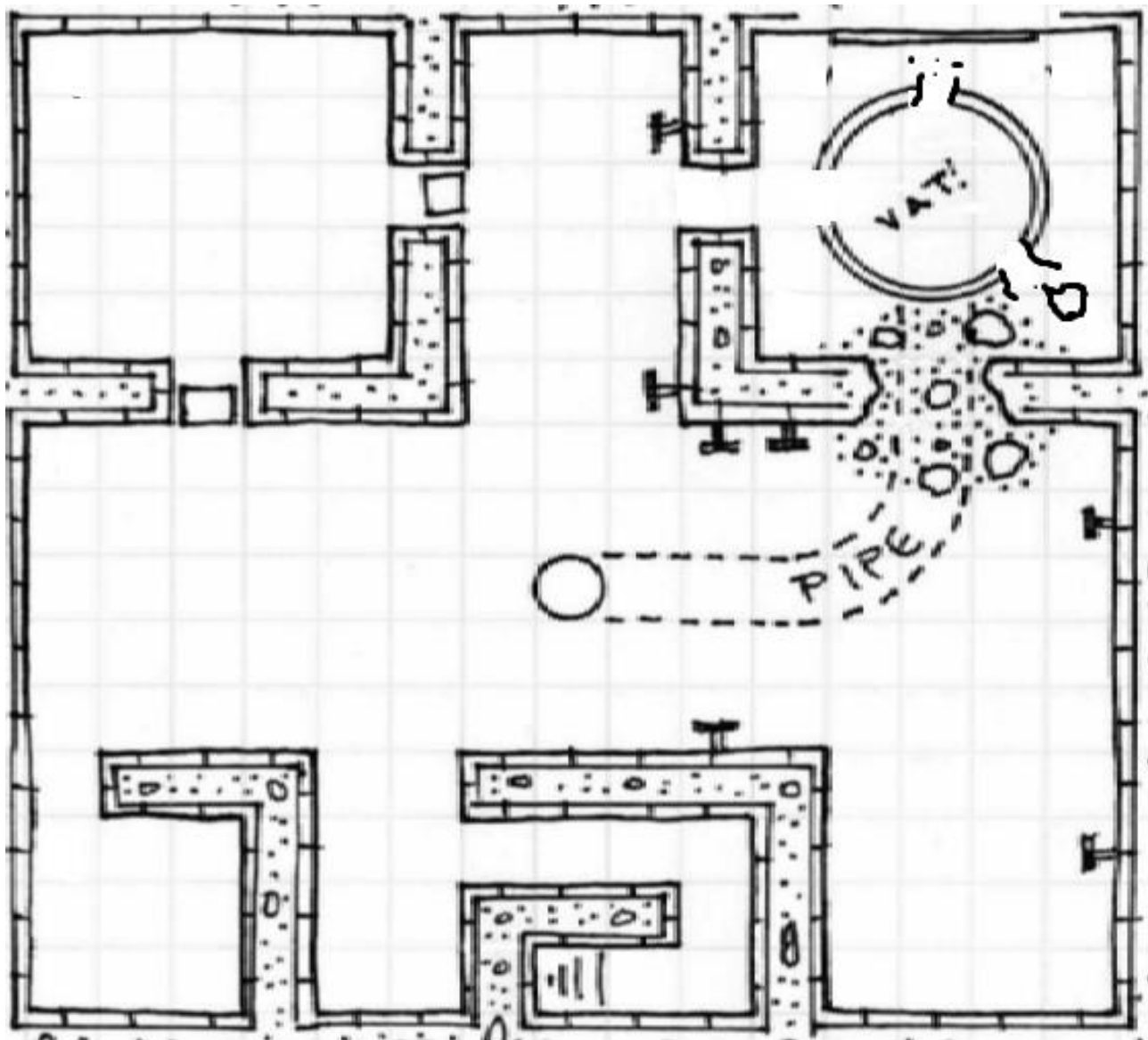
Task	Ability, skill check	Point per round
Praying	Wisdom (Religion)*	2
Reading from Taa's ritual notes	Intelligence (Arcana)	2
Parading effigies and/or statues	Strength (Athletics)	2
Lighting candles, sprinkling holy water, burning incense	Dexterity (Acrobatics)	2
Essence sacrifice (bloodletting)	Constitution saving throw DC 10 + hp sacrificed	= 1/2 HP loss (cannot be regain until after long rest)
Spell power sacrifice (1 st -level or higher spells)	Concentration check DC of spell level of slot x2	Spell Level

*Nonstandard Ability/Skill Pairing

Complications

D20 roll	Event	Ability or skill to counteract	Ramifications
1-16	No complication	NA	NA
17	NPC panics and attempts to flee	Charisma (Persuasion) Strength (Athletics) Charisma (Intimidate)	If the NPC is not returned by the beginning of the next round the swarms kill them. Milben and Perless will step up to donate part of their soul if no character is willing.
18	Creeping claws build a dark totem	Dexterity (Acrobatics) Strength (Athletics) Attack that deals 15 damage	It takes 2 rounds for the totem to be completed. Every round that the totem is erected the ritual is penalized 3 points.
19	Rune is defaced	Dexterity (Sleight of Hand) Intelligence (Arcana) Intelligence (Religion)	Every round the rune is defaced the ritual is penalized 2 points.
20	Abby panics and attempts to flee	Charisma (Persuasion) Strength (Athletics)	The ritual stalls without Abby. Magdalena will attempt to escape with Abby if not restrained.

MAP OF THE PYRAMID ON SORCERER ISLE



MAP OF MULMASTER



PLAYER HANDOUT ONE: POTENTIAL DONORS

Dwali Barrelchin

Description: 36 years old female human and retired Cloak. She has long, wavy, red hair and blue eyes, veiny, sunburned white skin. She usually be found at her home office in the ghetto.

Gavin Chaucer

Description: 17 years old male Human apprentice Blacksmith. He has short, straight, blonde hair shaved on the right side and blue eyes. He has smooth golden skin. He can be found working at the forge of the Tinkerstone Smithy.

Duraina Dommer

Description: 26 years old female human beggar. She has extremely long, curled, auburn hair that obscures her face. She has rough, sunburned brown skin. She can be found Panhandling at the Windsnug Hearth.

Gregory Morningfall

Description: 37 years old male human. He has short, braided, golden hair and black eyes, with smooth, pockmarked white skin. He can be found near the harbor.

Evelyn Mistsplitter

Description: 32 years old female human cleric of Azuth. She has short, straight, auburn hair and brown eyes. She has silky chocolate skin. She can usually be found at local temple of Azuth, The Tower of Mysteries.

Lief Lunadream

Description: 16 years old male human miner. He has long, curled, red hair and gray eyes. He has rugged, sunburned pink skin. He can be found at the Von Finklestein mines in Fort iron.

Alotel Nellynnthar

Description: 243 years old female high elf prostitute. She has short, wavy, black hair shaved on both side and brown eyes. She has smooth porcelain skin. She can be found at The Black Blade and Bloody Boar Inn.

Isolda Mournhill

Description 38 years old half-orc female sailor. She has very long, straight, golden hair and blue eyes. She can be found at the ruined docks.

Rowan Hilless

Description: 43 years old male human barkeep at the Wave and Wink. He has long, curled red hair, brown eye, mutton chops and a poorly healed, long scar on his left cheek he earned in a brawl some years ago.

PLAYER HANDOUT TWO: RITUAL TASKS

Task	Ability, skill check
Praying	Wisdom (Religion)*
Reading from Taa's notes	Intelligence (Arcana)
Parading effigies and/or statues	Strength (Athletics)
Lighting candles, sprinkling holy water, burning incense	Dexterity (Acrobatics)
Essence sacrifice (bloodletting) a character may sacrifice up to his constitution. May not be performed more than once per character.	Constitution saving throw DC 10 + hp sacrificed
Spell power sacrifice (1 st -level or higher spells)	Concentration check DC of spell level of slot x2

*Nonstandard Ability/Skill Pairing

Task	Ability, skill check
Praying	Wisdom (Religion)*
Reading from Taa's notes	Intelligence (Arcana)
Parading effigies and/or statues	Strength (Athletics)
Lighting candles, sprinkling holy water, burning incense	Dexterity (Acrobatics)
Essence sacrifice (bloodletting) a character may sacrifice up to his constitution. May not be performed more than once per character.	Constitution saving throw DC 10 + hp sacrificed
Spell power sacrifice (1 st -level or higher spells)	Concentration check DC of spell level of slot x2

*Nonstandard Ability/Skill Pairing

PLAYER HANDOUT 3: TREASURE

Portable Hole

Wondrous, rare

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter. You can use an action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open *portable hole* can exit the hole by climbing out of it.

You can use an action to close a *portable hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the *portable hole's* extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *Heward's Handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Potion of Greater Healing (3)

Potion, rare

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

PLAYER HANDOUT 4: STORY AWARDS

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

Soul Donor. You have given away a piece of your soul to save Abby Von Finklestein. This act of kindness has forever changed you. You gain a new Flaw based on the virtue you donated:

Humility: You lost all modestly. Your pride is the most important thing and you will not suffer insult.

Kindness: Kindness is a tool of the weak and you are not weak. You lose the ability to feel sympathy or compassion for anything or anyone.

Temperance: Food, wine, drink, gambling and many other substances are your birthright. You lose all restraint; indulgence is your middle name.

Chastity: Pleasures of the flesh are the reason the gods have placed you on Toril. Who are you to deny anyone the gift the gods send them?

Patience: You deserve to get what you want when you want it. Delays, no matter how small, send you into a rage.

Charity: You work hard for all you have, why should you share with others? You are the personification of selfishness. Everything you have is yours, and you plan to keep it.

Diligence: If you wanted to work hard you'd be a farmer not an adventurer. You always take short cuts and seek the quickest path to your goals preferring others to do the work for you.

Acquired an Apprentice. You have agreed to apprentice either or both Del and Afsar Lunadream in exchange for their donating a part of their soul. Caring for young men is not only time consuming but also expensive. At the end of every adventure you must spend one downtime day and 4 gold pieces to fulfill your obligation as a mentor for each child.

PLAYER HANDOUT 5: ABBY'S DRAWING OF YOU





1375 Wind Energy Pass
Batavia, IL 60510
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We Play Games

Draxtar features five 4'x12' miniature tables with terrain, four 8' & three 6' gaming tables, a unique RPG table, huge hobby table for assembly and painting, and a board game library. We host regular board games, Magic events, miniature tourneys and RPG nights.



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