



Vault of the Raven Lord

After sabotaging the Raven Lord's Aerie Thrusk Tharmuil prepares to send an expedition to attempt to eliminate Attatarxes once and for all.

Part Three of the Save Versus Hunger 2018 adventure series

A Four-Hour Adventure for 11th-16th Level Characters



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Adventure Primer

Adventure Background

In the distant past, the **Warlord Attatarxes**, who was obsessed with the bird-folk such as aarakocra and kenku, used foul magics to gain eternal life.

Though his initial ritual was stopped, he was able to complete a secondary ritual, sacrificing the lives of thousands of his followers to transform himself into a powerful being, a **mummy lord**. Some of his followers managed to seal him in his catacombs deep within the **Galena Mountains**, sacrificing themselves in the process.

Now, he has awakened once more, styling himself **The Raven Lord**, and has gathered a small army of Uthgardt, kenku and aarakocra who worship him as a god. After aiding in the defense of a small village, **Hetford Orchard** adventurers managed to launch a daring strike on the Aerie holding the key to the Raven Lord's immortality- the canopic jars containing his organs.

Now, the factions are prepared to send one final assault on the **Vault of the Raven Lord**, in the hopes that he can be silenced once and for all. The Raven Lord is a dangerous foe, not merely due to his power, but because of his intelligence and drive. He has been defeated by a party of adventurers once and has designed his tomb to counter their most common strategies at every turn.

Location and NPC Summary

The following NPCs and locations feature prominently in this adventure.

Attatarxes (at-tah-TARK-seas). The Raven Lord. He was once a warlord of great power who sought immortality but was imprisoned by a group of his followers. He has escaped imprisonment, and he seeks to carve out a kingdom of his own.

Adventure Overview

The adventure begins with a briefing by **Thrusk Tharmuil** on the task at hand. Once this is done, the party is ready to assault the tomb itself. They find the Raven Lord more than ready for them, and his tomb prepared to fight them at every turn, completely subject to his will.

The adventure is broken down into 5 parts:

Part 1. Preparations the characters meet with Thrusk Tharmuil one more time, to discuss the planned raid on the tomb.

Part 2. Vault Dwellers the characters take their wyverns and reach the tomb. Once they enter they discover the extent of the Raven Lord's defenses and perhaps earn aid from a mysterious source.

Part 3. Halls of Death the characters navigate the halls of the tomb, finding themselves under assault from all sides by powerful undead, and the first of the Raven Lord's defenses

Part 4 False Tomb the characters enter a tomb and are presented with the Raven Lord's attempt at a decoy, a Flesh Golem disguised as a mummy, in the hopes that they will burn some of their abilities.

Part 5 Enter the Raven the characters finally find the tomb of Attatarxes and find him ready for them. They must overcome his final defenses and his personal bodyguards to hopefully defeat him once and for all.

Adventure Hooks

- Characters who took part in the previous adventures are contacted by Thrusk Tharmuil in the hopes that they can carry out the final stage of the process they began
- The factions send letters to the characters requesting their aid in taking the final steps in stopping the threat to Glistar
- Emerald Enclave. In addition, the Emerald Enclave seeks to seal the tomb forever, locking the undead within. Such characters are met by their point of contact and given three runes that can be placed at strategic points within the tomb to weaken the walls and collapse it
- Harpers. The Harpers wish to make sure that the secrets of the magical ritual Attatarxes used to transform himself are lost to the world forever. To this end, they ask that members locate any magical tomes they can and burn them.

Part 1. Preparations

Estimated Duration: 20 minutes

The player characters travel to Glistar and meet with Thrusk Tharmuil to discuss the plans for the coming raid upon the Vault of the Raven Lord.

You are led by servants into a large meeting room. A central table is laid out with various dishes and goblets of wine. At the head of the table is seated an aged man, Thrusk Tharmuil, regent of Glistar. On the table before him are several yellowed pages of parchment and a small wooden box, inlaid with silver filigree.

"Greetings, old friends," he says warmly, gesturing for you to take seats around the table and begin the meal.

As you do so he continues to speak, standing stiffly to address you all.

"As you are surely aware at this point, our beloved city has been threatened by a dark figure who calls himself the Raven Lord. Through careful strategy and a daring raid, we believe we are finally in a position to strike back at the stronghold of this would-be tyrant and end the threat once and for all."

He slides the parchment towards you, revealing a map of the Galena Mountains. A location marked in a simple "X" stands out from the rest.

"Our research leads us to believe with some certainty that this is where he has built his home, accessible via an abandoned mine. Initial scouting reports tell us that the route through the mountains is blocked by a very recent avalanche. The path will be a difficult one, but I may be able to assist you in overcoming that particular aspect of your journey."

At that, he turns the small box towards you and slides the top panel open along a hidden seam. Inside are a handful of brass medallions bearing the insignia of Glistar.

"These were used by ancient heroes to help defend the lands around the Galena mountains when danger arose. They are yours for this quest, though I expect them returned if you survive, their value is as much sentimental as it is monetary."

Thrusk also offers the players another advance of 1000 gp and a scroll of Aid to make whatever preparations they need.

He plans to have the characters once again make use of the amulets to gain wyverns as mounts and use them to reach the upper reaches of the Galena range where the Raven Lord's Tomb can be found.

Anyone inquiring about the Vault itself is met with very little additional information, as Thrusk does not know what it is they will face. He is confident that Attatarxes knows they are coming and is a cunning opponent. He cautions the characters that they should expect traps both magical and mundane, as well as guardians specifically chosen by the Raven Lord to protect his home.

Anyone asking about the organs is told that the recovered canopic jars and organs were burned under the guidance of several high priests, and that hopefully this has weakened the Raven Lord.

Otherwise he has little information other than what is presented in the Adventure Background section if players are unfamiliar with those details already.

Part 2. Vault Dwellers

Estimated Duration: 20 minutes

The characters can easily make their way to the tomb, making use of the wyverns to land safely nearby. Once the characters arrive at the collapsed mine, they can take a moment to compose themselves before pressing on.

The Entrance

The entrance to the mine is a simple tunnel reinforced with aging timbers. The tunnel is largely collapsed and requires the characters to proceed further on foot. The wyverns will await their masters outside, preventing any of the Raven Lord's minions from entering behind the characters. The path to the Vault is obvious, it is largely the only section in most areas that is even accessible to the characters.

Observant characters will notice that this path has been dug out recently- this is the tunnel the adventurers who unearthed the Vault created to push forward. After a few minutes they finally reach the entrance to the Vault itself.

Design Notes

The Vault features many environmental difficulties to challenge the characters. It is vital that, as a DM, you familiarize yourself with the features of the Vault in this section to provide the best challenge for the players. Several of the features will likely frustrate players accustomed to certain "rules" of adventuring. Tell them to keep in mind that the Raven Lord has been defeated by adventurers before, and their frustration is the reason for his design choices- especially keeping them from using stealth or rests- even with magical aid. Encourage them to express that frustration in character and use it to motivate them to press forward and defeat the villain. It makes the final battle more personal and mean more to the players and will result in genuine celebrations at his defeat.

The tunnel you have been following changes abruptly. The wall of the mine shaft has collapsed inwards, revealing an intricately detailed and worked corridor. The ceiling of the new path are nearly seventy feet high, with a vaulted design obviously hewn by skilled craftsmen. Every fifteen to twenty feet along the walls are stone statues resting in niches set into the stonework. The floor of the passage is also carved with deep grooves in strange arcane patterns, which give off an eerie green glow.

By and far the most unsettling feature of this new path are the walls. Plastered to the walls are the shriveled, mummified bodies of countless kenku, frozen in place for centuries. A gasp of shock from one of your number produces a horrifying result, the kenku nearest to you twitch, a pinpoint of yellow light appearing in their empty eyes. They unleash a gasp, a perfect imitation of your compatriot, which echoes to the next kenku in the line, on and on around the curves in the tunnel in both directions, each kenku animating and repeating the sound once before settling back into a motionless state.

Features of the Vault

The very construction of the vault is designed to deter intruders. As such, the following rules apply.

- The kenku in the walls echo any noise made within the vault, even whispers. Characters can attempt to move forward with a Dexterity (Stealth) DC25 to avoid their footfalls echoing, but any noise such as speaking, drawing a weapon, or combat are instantly repeated- this effectively gives Attatarxes a form of echolocation, so that at any point he is aware of the location of the party within his vault. Also note that opening any of the doors results in a loud grinding noise that is unmistakable and impossible to muffle.
- Any attempts at resting within the vault are met with a cacophony of noise from the kenku, which draws the attention of 1d6 wraiths. After the first such attempt to rest, make it clear to them that this will be impossible.
- Clever characters may attempt to use magic such as *Leomund's Tiny Hut* to overcome the prior feature, but Attatarxes counters their attempt. In the case of such spells he collapses a section of the tomb on top of the location and his servants begin dragging and piling rubble around the location. It should become obvious to characters resting in such a way that unless they drop the magic and press forward they will be faced with a lethal mountain of stone once the spell expires.
- The grooves in the floor are another counter-measure. They are 6" deep, with sloped sides. This makes the ground in the entire Vault count as difficult terrain. Any character can attempt to ignore this and move at full speed. This requires a DC15 Dexterity (Acrobatics) check, with failure indicating the character has stepped into one of the grooves. They must make a Dexterity save DC20 or fall prone. Regardless of the results of the save they take 2d6 poison damage and must make a Constitution Save DC18 or be poisoned for one minute.
- In addition, pockets of the tomb are flooded with a noxious green gas that is highly flammable. The first time a character enters such an area with a lit torch or any other small source of flame there is a minor explosion which deals 2d10 fire damage Dexterity DC18 save for half damage. Any spell cast in an area that includes an effect that ignites flammable material has the same effect as above to everyone in the area. Larger spells such as fireball have their blowback damage increased to 4d10. This effect occurs once per round, as the concentration of the gas must refill before it can explode again. The gas is easily spotted once the characters know what it is.

Friends and Foes

There is a chance for the characters to receive aid within the tomb. If more than half of the characters have the story award **Raven Lord's Liver**, then the spirits of the aarakocra who rebelled against Attatarxes rise up to greet them as they enter the tomb.

As you step carefully into the vault, still shaken by what you saw of the kenku, you see another form appear before you. The spectral shape of an aarakocra appears, first one, then another, until one is standing before each of you. Their expression is heartbreakingly sad, and tears appear to be running down their faces. As you watch, each wipes their face and collects a handful of tears, extending their hands towards you. From that hand a small blue orb of light floats forward and passes into your chest. You feel a wave of hope brush over you, as the aarakocra nod to you silently and fade from sight, a single message appearing in your mind.

"Call us if you have need of us"

Once inhabited by a spirit, the characters know instinctively that these are the spirits of aarakocra who realized what they had done in supporting the Raven Lord and sought to stop him, managing to seal the tomb before their spirits were ripped from their bodies to fuel his ritual transformation. In destroying his true liver, the characters weakened his hold on their spirits, and they now seek to aid in their master's destruction.

Each character is given the ability to call upon the aid of an aarakocra spirit twice during their exploration of the vault. They can be summoned prior to any skill check, saving throw or attack with a thought by the character. They give the character who summons them advantage on that roll or can impose disadvantage on an attack against said character once before being called upon again.

Part 3. Halls of Death

Estimated Duration: 60 minutes

As the characters explore the Vault in search of Attatarxes they run into the following encounters as marked on the map of the area.

The Kenku

The Raven Lord gains the following abilities to affect combats within the Vault unless the half of the party has the story award Raven Lord's Lungs

- During any combat within the vault on initiative count 20, Attatarxes can cast one of the following spells through the kenku in the walls- Command, Vicious Mockery (level 10) or Blindness/Deafness. Save DC 17
- He can use the encounters Guardian of Faith or Shock and Awe as listed below in lieu of the Wraith Ambush encounter.

Rotating Door

The doors in the tomb are massive stone pillars which must be rotated to open the passage beyond. Doing so requires a combined strength of 30 pushing at once and makes a loud grinding sound that can only be overcome using magical silence. This alerts the kenku, who send the sound along the corridors in both directions. The doors pivot on their back point, swinging into the chosen passage.

Emerald Enclave

Any characters who were given the mission from the Emerald Enclave should leave one of the runes on each door they come across, as well as on the entrance to the tomb. Doing so completes their objective once they exit the vault and detonate them.

A. Divide and Conquer

As you round the bend, a sound comes echoing back towards you from either direction along the kenku chain. A booming voice shouting a single arcane command, "EXITARMUS"

The area grows eerily silent for a moment before a deafening rumble comes from above. Looking up you spot a massive slab of stone falling to the floor in the middle of your group. You attempt to dive clear as it slams to the ground, cutting your group in half. As the dust settles you see the spectral forms of aarakocra warriors, their eyes glowing with hatred, pouring from the walls around you.

It is important to have an idea of marching order before this encounter. Attatarxes drops a slab of stone from the ceiling into the center of the party, attempting to split them from each other and pick off the smaller groups.

Whichever character or characters are at the mid-point of the marching order must declare whether they are diving forward or backwards, and make a Dexterity save DC18. Failure indicates they take 4d10 bludgeoning damage. If the check is failed by more than 5 then their leg is pinned by the rubble, they are knocked prone and a Strength DC15 check by themselves or an adjacent ally is required to free them.

At the same time, **6 wraiths** appear on each side of the pillar. The pillar completely blocks movement and line of sight and is 40' tall. A DC 17 Athletics check is required to scale it during the combat and takes a full round of action/ movement to do so. The wraiths and mummies in the vault were clearly aarakocra prior to being transformed and are, in fact, victims of the spell that granted Attatarxes his powers- former servants of the Raven Lord rewarded with undeath for their service.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, for your group. Changes are not cumulative.

- **Very Weak or Weak:** remove 2 wraiths from each group

Treasure

Pieces of the crumbled wall reveal a few bits of valuable ore embedded in the rock (what the mine was seeking). Collecting these will net ore that will sell for 800 gp in any city.

B. Wraith Ambush

As the party rounds a curve in the passage a group of **4 wraiths** materialize from the walls and **4** of the statues crumble, revealing **mummies** which all move to attack.

Harpers

If the characters are working on the mission for the harpers, instead of taking place in the halls, this takes place in a side room at the same location. Inside of said room is a stack of arcane treatises and scrolls which detail the creation of a mummy lord. Burning or destroying them completes their mission.

C. Guardian of Faith (see kenku sidebar)

Attatarxes uses the kenku to cast Guardian of Faith with a DC 17 in the corridor.

At the same time **4 wraiths** appear through the walls and **4 mummies** break free from the statues that contain them.

D. Shock and Awe (see kenku sidebar)

Attatarxes uses the kenku to cast Power Word Stun on a party member and **4 wraiths** and **4 mummies** move to attack.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, for your group. Changes are not cumulative.

- **Very Weak or Weak:** change 2 wraiths to **mummies**
- **Strong or Very Strong:** add 2 **mummies**

Part 4. False Tomb

Estimated Duration: 30 minutes

Attatarxes makes one final attempt to delay the characters and trick them into draining their resources before they do battle with him.

The stone door pivots open with a loud grinding sound, revealing a dimly lit crypt behind it. Standing at ready in the middle of the room is a towering figure, wrapped in tattered bandages, and bearing raven feather adornments. Some sort of construct stands between you and the figure, its armor emblazoned with arcane symbols and overlaid with engravings designed to look like it is feathered. The visor of its helm is extended and worked in gold overleaf to resemble a beak.

Seeing you, the figure calls out a challenge, as more servants appear from the walls and move to attack.

“Who dares disturb the rest of Attatarxes!”

This is actually a decoy, a **flesh golem** wrapped with bandages and with the head of a kenku servant, allowing a few mimicked phrases. Being of limited intelligence, it is incapable of higher planning and lurches into combat attacking furiously, repeating the above phrase and a few select others such as “The raven lord comes for you” and “Fall before the raven lord”. Any character with a **Passive Perception** of 25 or higher will instantly notice something is “off” about the golem. With a **Wisdom (Insight) DC 20** revealing the true nature of the foe. If the characters don’t realize it beforehand, once it is stuck down a cursory investigation reveals its true nature.

In addition to the **flesh golem** sarcophagi in the room open to unleash **4 mummies** and **6 wraiths** appear through the walls. The construct is a **Helmed horror** (granted immunities of *fireball*, *spirit guardians* and *shatter*)

The door in the back of the room is protected by a Glyph of Warding cast at 5th level. An **Intelligence (Investigation) DC 17** is required to spot it. It is triggered when any character who isn’t either kenku, aarakocra or undead attempts to open the door. It does 7d8 acid damage, **Dexterity DC 17** save for half, to everyone within 20’ when it goes off.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, for your group. Changes are not cumulative.

- **Very Weak:** remove 2 wraiths
- **Weak:** remove 2 wraiths
- **Strong:** add 2 wraiths
- **Very Strong:** add 2 wraiths and the flesh golem has 112 hit points

Treasure

The false tomb is littered with enough gold and trinkets to throw off less determined tomb raiders.

- Loose coins valuing 1250 gp
- Six cracked Amethyst worth 100 gp each
- A platinum bracelet worth 2500 gp
- A spell scroll of Mordenkainen’s Faithful Hound

Part 5. Enter the Raven

Estimated Duration: 60 minutes

The characters manage to finally press forward into the tomb of Attatarxes and confront the Raven Lord himself.

The door turns slowly, revealing a massive chamber beyond. It is filled with elaborate tapestries and décor, fit for a king. Multiple sarcophagi rest against the walls, their lids ajar. In the center of the room a large throne has been built, encrusted with various gems, and carved with stylized ravens as the armrests. Seated here, with a crown of feathers, is Attatarxes, the Raven Lord. The mummy lord rises to his feet, face twisted in rage.

"I tire of this game! I will scour your flesh from your bones for this insolence!"

His rage grows palpable, filling the room. The kenku decorating the wall here begin to shriek otherworldly intonations and writhe in agony. As you struggle to regain your composure, the Raven Lord and his minions charge forward.

Before the party entered, alerted to their presence by the combat in the earlier room, Attatarxes drank a **Potion of Fire Resistance**. The abjurer has also cast wall of force in front of Attatarxes and behind the **Helmed Horrors** to shield them from missile fire and to force melee chars to make their way around. (the wall is centered in front of Attatarxes and extends equally in both directions but is laid out so as to not fully block passage around the sides) He prefers to stay back from the melee, using his **Rod of Absorption** to cancel spells cast at him, and launch his most devastating spells and legendary actions but will not hesitate to engage anyone who closes with him.

All characters who enter the room must pass a **Wisdom DC 18** save or gain a level of madness from the sight and sounds of the kenku cacophony.

Anyone who fails this save can attempt another save at the end of their second turn to try and break free of the madness and every other turn thereafter.

Crippled by Madness

If the party has serious issues with the madness, allow spells such as protection from evil, bless and such to grant another attempted save. In addition, and conditions such as being rendered unconscious are broken by damage or a friend taking an action to wake you.

In addition to Attatarxes the forces in this room include 6 **wraiths**, 2 **Helmed Horrors** who stay close to the raven lord, 1 Aarakocra **abjurer** and 4 **mummies**. The room is also filled with the flammable gas detailed in **Vault Dwellers**. The Helmed Horrors have *fireball*, *spirit guardians* and *shatter* as their chosen spell immunities.

Adjusting This Encounter

Here are some suggestions for adjusting this encounter, for your group. Changes are not cumulative.

- **Very Weak:** remove the helmed horrors and reduce the madness save DC to 16
- **Weak:** remove 1 helmed horror and reduce the madness save DC to 16
- **Strong:** Attatarxes has 143 hit points
- **Very Strong:** Attatarxes has 143 hit points, add 1 helmed horror

What happens upon his defeat depends on whether more than half of the party has the story award **Raven Lord's Heart**.

If they do, then read the following as he dies;

As you strike the final blow against the Raven Lord his body recoils and begins to collapse into a pile of dust and filth. His death shrieks echo for a moment before growing silent.

"NOOOO! This is impossible! I will overcome death! I will not... be... defeat...ed

Otherwise, read this as he is struck down;

As you strike the final blow, the Raven Lord recoils as his body begins to collapse into a pile of dust and filth. His laughter echoes loudly in the chamber before growing silent.

"Fools, you have only delayed my plans! I will rise again, and I will destroy you and your kin! This time none will stop... the... raven... lor...

Treasure

Around the room can be found the following treasure.

- Assorted coins worth 1800gp
- A fine gold chain with an emerald cut in the shape of a raven worth 2500gp as a set
- A flask containing an Oil of Sharpness
- A Potion of Greater Healing
- The Rod of Absorption wielded by Attatarxes, which starts the fight with 4 spell levels absorbed

Part 6. Conclusion

Once the characters defeat Attatarxes and his minions they are free to return to Glistar and recuperate from their ordeal. If they were able to destroy him, then Thrusk is thrilled with their accomplishment and a parade is thrown in their honor. They earn the story award **Fallen Raven**

If Ptahrek was captured and taken to Glistar to meet justice, they return to the news that there was some sort of battle in the prison, with Ptahrek and some powerful creature breaking out of and fleeing the city headed east.

If Ptahrek was slain or escaped, but the heart not destroyed the characters hear rumors of isolated sightings of a strange individual passing east travelling only by the cover of darkness, for destinations unknown.

In either case if Attatarxes was reborn they earn the story award **Curse from the Shadows** as the Raven Lord flees the region to reestablish himself, but never gives up the hatred for the characters.

Adventure Rewards

At the end of the session, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include player rewards—magic item unlocks, story awards, or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive **4** advancement checkpoints and **4** treasure checkpoints.

Player Rewards

The characters earn the following player rewards for **completing the adventure**:

Magic Item Unlock

Characters completing the adventure unlock:

Rod of Absorption This item can be found in **Appendix 6**.

Story Awards

Characters playing the adventure may earn:

Curse from the Shadows. You helped rid Glister of the threat of the Raven Lord once and for all. As a result, you are hailed as a hero to the people of Glister. More information can be found in **Appendix 5**.

Raven Lord's Liver. You saved Glister, for now, but the shadow of your failure to kill the Raven Lord once and for all hangs over your spirit. More information can be found in **Appendix 5**.

DM Reward

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure's **player rewards**.

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

Appendix 1: Creature Statistics

Abjurer

Medium humanoid (any race), any alignment

Armor Class 12 (15 With Mage Armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

Spellcasting. The abjurer is a 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The abjurer has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *dancing*

lights, *mending*, *message*, *ray of frost*

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

2nd level (3 slots): *arcane lock**, *invisibility*

3rd level (3 slots): *counterspell**, *dispel magic**, *fireball*

4th level (3 slots): *banishment**, *stoneskin**

5th level (2 slots): *cone of cold*, *wall of force*

6th level (1 slot): *flesh to stone*, *globe of invulnerability**

7th level (1 slot): *symbol**, *teleport*

*Abjuration spell of 1st level or higher

Arcane Ward. The abjurer has a magical ward that has 30 hit points. Whenever the abjurer takes damage, the ward takes the damage instead. If the ward is reduced to 0 hit points, the abjurer takes any remaining damage. When the abjurer casts an abjuration spell of 1st level or higher, the ward regains a number of hit points equal to twice the level of the spell.

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

Berserker

Medium humanoid (any race), any chaotic alignment

Armor Class 13 (hide armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (–1)	11 (+0)	9 (–1)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Reckless. At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Flesh Golem

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

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

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

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

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

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

Actions

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Helmed Horror

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Damage Immunities Force, Necrotic, Poison

Condition Immunities

Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Stunned

Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 14

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

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

Actions

Multiattack. The helmed horror makes two longsword attacks.

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

Mummy

Medium undead, lawful evil

Armor Class 11 (Natural Armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages The languages it knew in life

Challenge 3 (700 XP)

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Mummy Lord (Attatarxes)

Medium undead, lawful evil

Armor Class 17 (Natural Armor)

Hit Points 97 (13d8 + 39)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	11 (+0)	18 (+4)	16 (+3)

Saving Throws Con +8, Int +5, Wis +9, Cha +8

Skills History +5, Religion +5

Damage Vulnerabilities fire

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages The languages it knew in life

Challenge 15 (13,000 XP)

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

Rejuvenation. A destroyed mummy lord gains a new body in 24 hours if its heart is intact, regaining all its hit points and becoming active again. The new body appears within 5 feet of the mummy lord's heart.

Spellcasting. The mummy lord is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The mummy lord has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *thaumaturgy*
1st level (4 slots): *command*, *guiding bolt*, *shield of faith*

2nd level (3 slots): *hold person*, *silence*, *spiritual weapon*

3rd level (3 slots): *animate dead*, *dispel magic*

4th level (3 slots): *divination*, *guardian of faith*

5th level (2 slots): *contagion*, *insect plague*

6th level (1 slot): *harm*

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage plus 21 (6d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point

maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Legendary Actions

The mummy lord 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 mummy lord regains spent legendary actions at the start of its turn.

Attack. The mummy lord makes one attack with its rotting fist or uses its Dreadful Glare.

Blinding Dust. Blinding dust and sand swirls magically around the mummy lord. Each creature within 5 feet of the mummy lord must succeed on a DC 16 Constitution saving throw or be blinded until the end of the creature's next turn.

Blasphemous Word (Costs 2 Actions). The mummy lord utters a blasphemous word. Each non-undead creature within 10 feet of the mummy lord that can hear the magical utterance must succeed on a DC 16 Constitution saving throw or be stunned until the end of the mummy lord's next turn.

Channel Negative Energy (Costs 2 Actions). The mummy lord magically unleashes negative energy. Creatures within 60 feet of the mummy lord, including ones behind barriers and around corners, can't regain hit points until the end of the mummy lord's next turn.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the mummy lord is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the mummy lord remain in its possession.

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

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

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

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

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

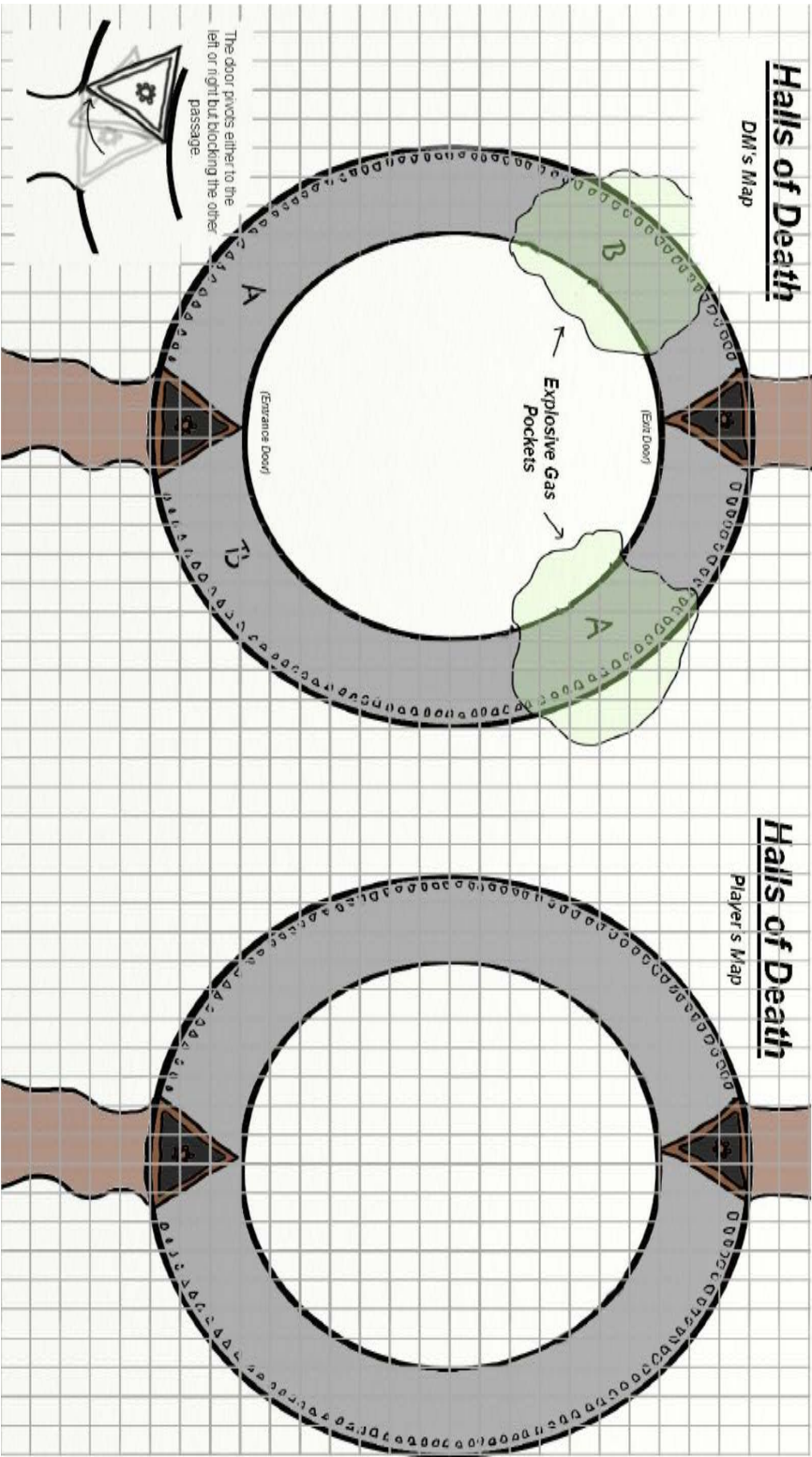
Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

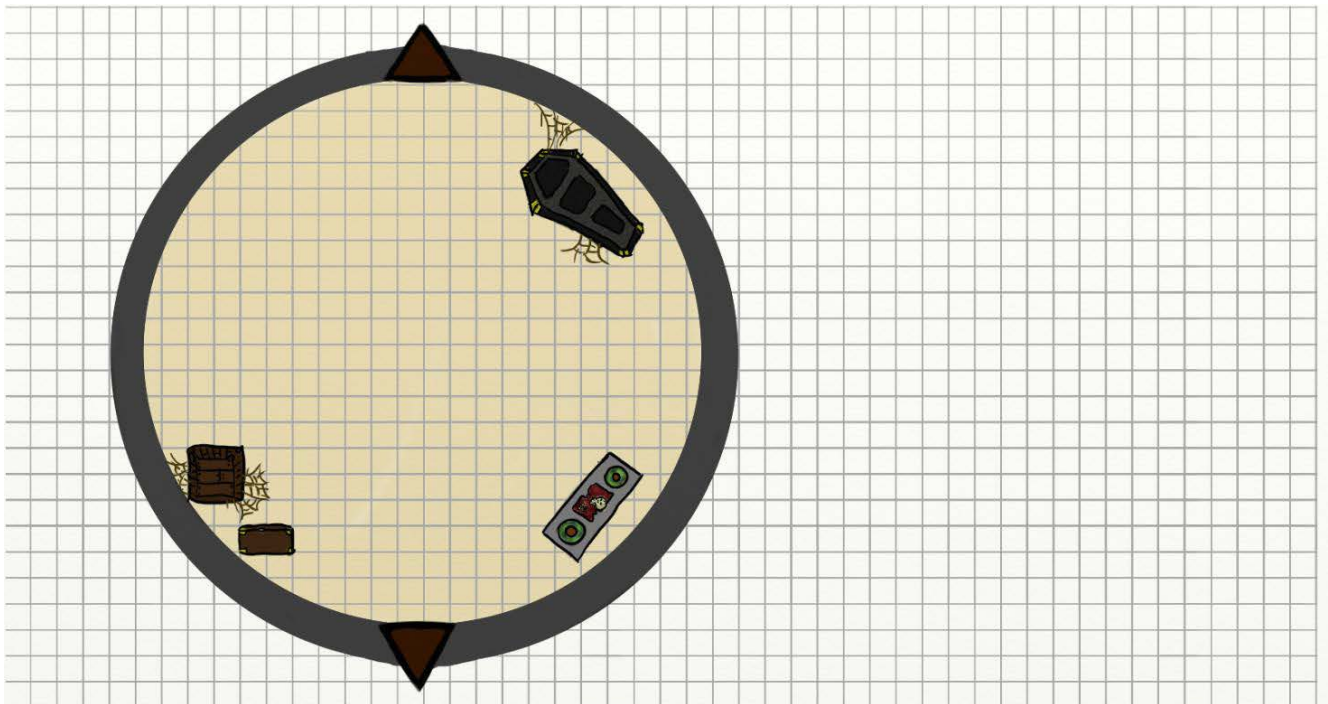
Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long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

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

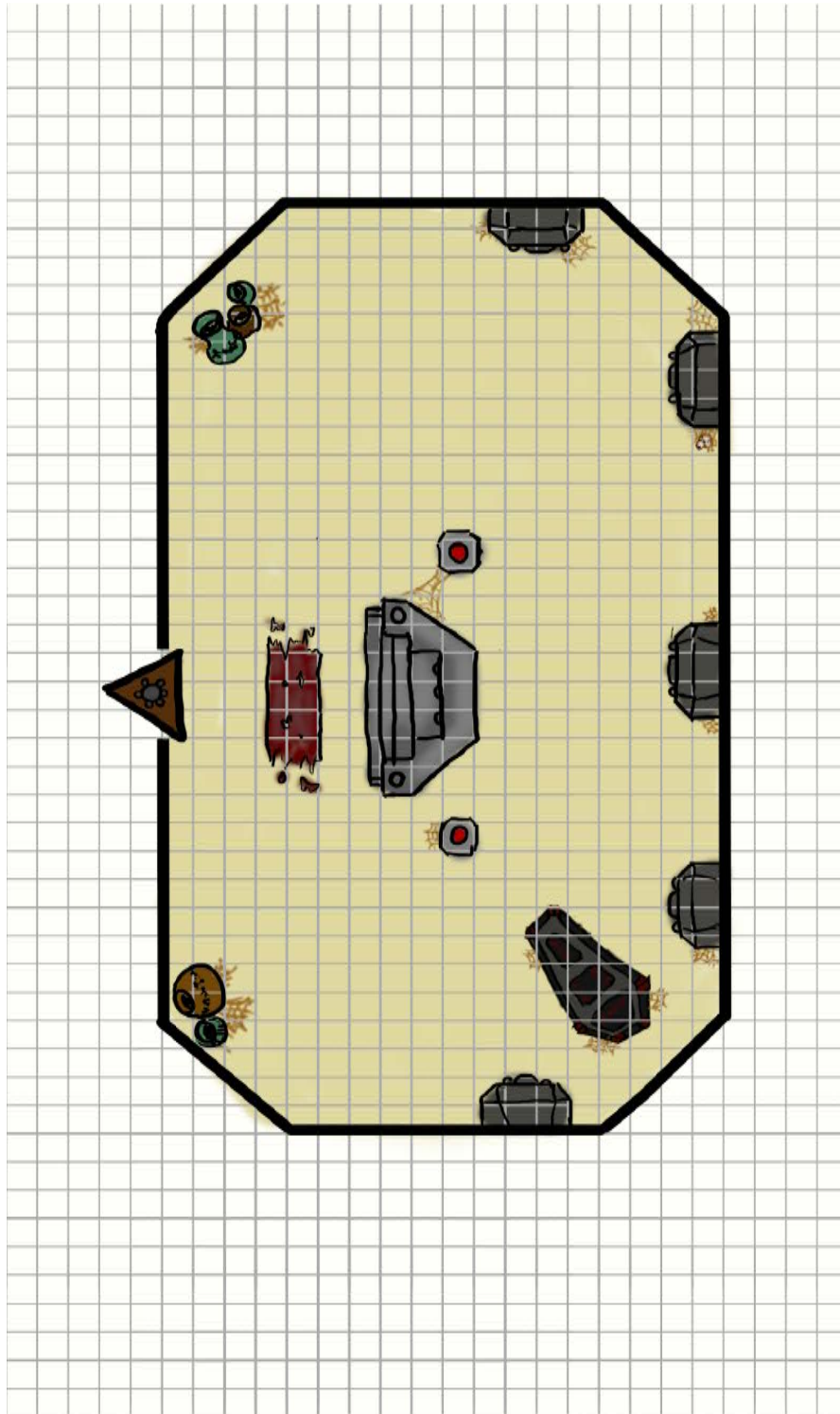
Appendix 2: Halls of Death



Appendix 3: False Tomb



Appendix 4: Tomb of the Raven Lord



Appendix 5: Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Fallen Raven

You helped rid Glister of the threat of the Raven Lord once and for all. As a result, you are hailed as a hero to the people of Glister.

Curse from the Shadows

You saved Glister, for now, but the shadow of your failure to kill the Raven Lord once and for all hangs over your spirit.

Appendix 6: Magic Item

Characters completing this adventure's objective unlock this magic item.

Rod of Absorption (Table H)

Rod, very rare (requires attunement)

While holding this rod, you can use your reaction to absorb a spell that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy – not the spell itself – is stored in the rod. The energy has the same level as the spell when it was cast. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell.

When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence, and how many levels of spell energy it currently has stored.

If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of 5th level. You use the stored levels in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a 3rd-level spell slot.

A newly found rod has 1d10 levels of spell energy stored in it already. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical. This item is found on **Magic Item Table H** in the *Dungeon Master's Guide*.

Appendix 7: Dungeon Master Tips

This adventure is designed for **three to seven 11th-16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. Characters outside this level range cannot participate in this adventure.

New to D&D Adventurers League?

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

New to the Annual Storyline?

<http://dnd.wizards.com/story/waterdeep>
<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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

Preparing the Adventure

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player’s character sheet to ensure

that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

Adjusting this Adventure

When combat is a possibility, the adventure will provide a sidebar that helps you to determine the best mix/number of opponents to provide them with to create an appropriate challenge. While you’re not bound to these adjustments; they’re here for your convenience and consideration.

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

Determining Party Strength

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