



TURN BACK THE ENDLESS NIGHT

Your foe seeks to unlock the Iron Door beneath the Peaks of Flame and open the way for the Eater of the World. You must find your way through the maze of tunnels and stop them, or it will be the end of all things. Part Four of the *Broken Chains* Series.

A Four-Hour Adventure for 17th-20th Level Characters



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INTRODUCTION

Welcome to *Turn Back the Endless Night*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tomb of Annihilation*™ storyline season.

This adventure takes place beneath the Peaks of Flame in the Maze of Ubtao, and ultimately before the Iron Door to the Fugue Plane through which Dendar the Night Serpent will someday enter the world and devour the sun.

This adventure is designed for **three to seven 17th-20th level characters** and is optimized for **five characters with an average party level (APL) of 18**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

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. Familiarize 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.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—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.

ADVENTURE PRIMER

This adventure assumes the characters have played through the previous three parts of the *Broken Chains* series. If this is not the case, you will need to adjust accordingly.

ADVENTURE BACKGROUND

For centuries, Rhaugilath has chafed under his servitude to his rival: the lich Larloch. Seeing the power accumulated by the lich Acererak, Rhaugilath put a plan into motion to free himself. Walking in their dreams, he convinced a group of yuan-ti to gather the remains of the atropal and complete a ritual to wake Dendar—a ritual that would in reality, free Rhaugilath. Adventurers would thwart these plans, but the lich wasn't without a back-up plan. Once more using the guise of Dendar, Rhaugilath contacted Thayan wizards in the service of Szass Tam, and promised a world filled with undead for them to rule over. In a predictable response, Szass Tam dispatched his most powerful Zulkirs to do Dendar's bidding.

Rhaugilath had learned his lesson, though. The plan passed to Thay is genuine; they possess the power to wake Dendar. But Rhaugilath is betting on the adventurers this time around, and in the guise of the celestial spirit Larua, has warned adventurers of the Thayan plot and encouraged them to recover the atropal fragments. With all the pieces into place, he will implement the final phase of his plan.

Thought it took eons, Rhaugilath created the *Icilmaex*: an artifact capable of freeing the lich from Larloch's control. Using the power of the gathered atropal fragments, he anticipates that the *Icilmaex* will not only seal the doors that imprison Dendar, but free himself at the same time. Even the discover his ruse, they will nevertheless be faced with a hard choice: free Rhaugilath or watch the world die

LOCATION AND NPC SUMMARY

The following NPCs feature prominently in this adventure.

Ethra Dralas (ETH-ra DRA-las). The Thayan Zulkir of Abjuration sent by Szass Tam to wake Dendar. She is single-minded in pursuit of her goal.

Oscillok (AHS-ill-lock). A Thayan Knight lost in the Maze of Ubtao and given himself over to depression. The right words might turn him from his old course and into an ally.

Rhaugilath (RAW-gill-ath). An ancient Netherese lich, Rhaugilath has spent centuries exploring the dreams of mages and cultural personalities all around Faerûn. Desires to be freed from his servitude to Larloch above all else. He has engineered a situation where the characters must choose

either to prevent the arrival of Dendar and free Rhaugilath, or allow the Primordial to destroy the world.

ADVENTURE OVERVIEW

The adventure is broken down into three parts:

Part 1. The characters are instructed by Larua (Rhaugilath in disguise) to rush to the Maze of Ubtao beneath the Peaks of Flame and stop the Thayans within using opal pendants charged with the energy of the *Soulmonger*.

Part 2. The party navigates the Maze of Ubtao and finds the Iron Doors.

Part 3. The characters confront the Thayans and prevent them from awakening the Night Serpent.

DM NOTE: TAILORING THE ADVENTURE

Many of the encounters in the Maze of Ubtao are intended to play off of the passions and fears of the characters. You are strongly encouraged to review the Personality, Bonds, Ideals, and Flaws of each character. Find the sharpest knife, and twist it often. Liberally award Inspiration to those players that respond accordingly.

ADVENTURE HOOKS

The adventure begins in a dream with the characters immediately transported to the Peaks of Flame, so establishing any hook should be brief. Characters that have participated in any of the previous adventures in this series are already in Chult and in pursuit of the Red Wizard's operatives.

Dream Summons. Characters that have not participated in any of the previous adventures in this series have been having night after night of dreams of impending doom. The character knows the only way to save the world lies in Chult, so they have traveled there.

Lords' Alliance (Faction Assignment). Members of the Alliance (rank 2 or higher) are contacted by Klevin Van'Sheran:

"A valuable ally of ours has asked us to dispose of a magical dagger that was used in a crime of passion. The dagger has proven impervious to destruction, so instead, take the dagger with you to the Maze of Ubtao, and discretely leave it there."

FACTION ASSIGNMENT: LORDS' ALLIANCE

To complete their assignment, the character needs only leave the dagger somewhere in the maze without letting any other factions know.

Harpers (Secret Mission). Members of the Harpers (rank 2 or higher) are approached by Soggy Wren:

"I've heard tales of Red Wizards abroad in fair Chult. While we'll never turn one of their Red Wizards, I think we could set our sights lower. Find one of their minions, turn them, and keep them alive to deliver them back to me."

SECRET MISSION: HARPERS

In order to succeed in their secret mission, the party must succeed in at least one group check, allowing them to encounter the Thayan Knight Oscillok (Part 2: The Lost Thayan). If the character can convince Oscillok to follow them, they will need to keep the knight alive all the way to the end and deliver him to Soggy Wren after the Conclusion.

Zhentarim (Secret Mission). Members of the Zhentarim (rank 2 or higher) are approached by Pock-Marked Po:

"The Black Network has risen to high prominence in recent years, thanks to its "alliance" with the other factions. Now it's time to make sure everyone knows that Zhentarim are the real "heroes." This box contains a memory crystal that records everything you see. You are ordered to be extra heroic and "good" so the recording can be used as proof of the Zhentarim's superiority over the other factions. However, it would be particularly heroic if you aren't able to fully stop the Thayans and are faced by Dendar herself—driving her back into the Fugue Plane, and a black blade home for all the people of the Realms!"

SECRET MISSION: ZHENTARIM

The Zhentarim character must damage Dendar. This means that they must hold out for at least five rounds for her to begin to manifest and then damage her.

PART 1. EVERY GREAT DREAM BEGINS WITH A DREAMER

Estimated Duration: 15 minutes

STORY BEAT

The characters interact with Rhaugilath in a dream and learn about the final threat of Dendar to the world.

THE LAST DREAM

GENERAL FEATURES

The adventure begins in a dream

Terrain. The terrain is entirely mutable and can be changed at will. Rhaugilath has ultimate control and prevents any harm from coming to anyone.

Light. It is daylight and the characters can see normally.

A flock of butterfly-winged goats fly through a pastel pink sky as you lounge on the beach under a purple sun. The street vendor you met yesterday is talking to you but you can't quite make out what he is saying. You casually watch several tulips frolicking in the water that laps at your toes. One of them dunks another under the cool water and the bunch laugh as their friend comes out of the waves, water pouring between her petals.

A bright light draws your attention to the fact that several other adventurers are sitting next to you. Another figure floats above you, an amorphous entity of brilliant golden light that exudes a gentle warmth. It hovers above and in a voice that touches the heart more than the ear, it speaks, "Do not fear. For I am Larua, and I have returned to warn you yet again."

As he has done previously, **Rhaugilath** contacts the characters in their dreams disguised as "Larua": a helpful and semi-omniscient extraplanar entity. In the dream, it is impossible to see through the illusion of Larua, suspicious character who succeed on a DC 33 Wisdom (Insight) check are able to infer that 'Larua' may not be telling them everything.

The characters are free to interaction with Larua in the dream state and in that guise, Rhaugilath shares the following information:

- When the *Soulmonger* was destroyed, fragments of it were scattered across Chult, corrupting and warping the land.
- A group of Red Wizards of Thay have been absorbing the energy of these fragments in opal pendants in order to empower a horrible ritual. The Thayans have been swayed by Dendar the

Night Serpent and seek to open the Iron Doors beneath the Peaks of Flame so the Eater of Worlds can enter Faerûn, devour the sun, and end all life so that they might rule over a dark world of undead.

- Some of the **opal pendants** have been intercepted by adventurers (perhaps the characters themselves). These empowered pendants could be used to undo the damage the Thayans have done and keep the Iron Doors to the Fugue Plane sealed, delaying the day when Dendar awakens.
- Larua begs the characters to intervene and stop the Thayans before they end the world for all living things.
- If they agree, when the characters wake, they will find that Larua has transported them to the Peaks of Flame. There they will find a magical lock called the *Icilmaex*. While it has one, the characters can insert any of the opals from opal pendants they have recovered. Each one will empower the *Icilmaex* and allow the characters further access to its magic. See Player Handout One for more information on how to use the *Icilmaex*.
- **If the characters ask for a history or why Ubtao won't just save them:** Legend holds that Ubtao agreed to guard the Iron Doors with a confusing maze as part of an ancient agreement with the gods of Faerûn. Even though he is a primordial, Ubtao was given Chult as a result of this agreement with the gods, and he was promised no cleric of the gods would ever preach in Chult. As time progressed Ubtao merged into the nature spirits of Chult, the most powerful of which was his dark shadow, Eshowdow. But the deal was broken when the goddess Shar consumed Eshowdow and the gods sent their clerics to Chult and spread their faiths. Larua is not convinced that Ubtao will be motivated to stop Dendar. If he does appear, he may not be strong enough to stop Dendar from entering the world since Shar consumed some of his dispersed essence.

ROLE-PLAYING RHAUGILATH

Rhaugilath is portraying a Good Samaritan style entity that wants to stop the bad guy, save the world, and has obviously called the right people for the job. He plays his role to the expectations of how he believes the party believes a truly good entity would behave. Demure, caring, and with an insatiable thirst that can only be quenched by sweet, sweet justice.

TRICKS OF THE TRADE: CONFRONTING RHAUGILATH

It is possible that after playing through the season that the characters no longer trust Larua, and may even suspect that she is Rhaugilath. If the characters confront him about his identity, Rhaugilath no longer sees any reason to lie if the party has discovered the truth.

Rhaugilath is careful not to lie, though he might omit details. He freely admits that he has been trying to free himself from centuries of slavery to the Archlich Larloch. His efforts have led to potentially disastrous consequences for the world. Regardless of their feelings towards him, the characters can either stop the Thayans, or they can let the world be destroyed. There is no other choice.

The Whole Truth. Rhaugilath tries to avoid telling the characters the whole truth as it worries it will make him unnecessary enemies. The truth is, he has engineered the entire situation. He used his ability to contact creatures through dreams to trick the yuan-ti into gathering power of the destroyed *Soulmonger* and attempting to free him under the guise of Dendar. Adventurers disrupted that plan (DDAL07-09 through DDAL07-14), an eventuality he planned for, and so he proceeded using similar methods to convince a group of Red Wizards that they were in contact with Dendar who will end the world for all living creatures. The Thayans believe they will be the leaders of a new undead magocracy. In truth they are not in contact with Dendar, but their threat to gather the atropal fragments of the *Soulmonger* and throw open the Iron Doors to the Fugue Plane is very real. In turn, Rhaugilath has constructed a magical device to undo the damage, and then funnel all of the magical power from the *Soulmonger* fragments into a ritual that will free him from Larloch's control. Whether the Archlich is aware of Rhaugilath's treachery or why he would have ever allowed it to have proceeded this far, remains to be seen.

TREASURE

Lurau assures a payment of 20,000 gp if the characters are successful—paid by mortal agents of the mysterious celestial.

DEVELOPMENTS

If the party refuse to go to the Maze of Ubtao to stop the Thayans despite "Larua's" best efforts to convince them, the Red Wizards are successful, Dendar throws wide the Iron Doors and consumes the sun. The world is destroyed. Proceed to the failure Conclusion.

PART 2. THE MAZE OF UBTAO

Estimated Duration: 150 minutes

STORY BEAT

The party navigates the shifting extradimensional Maze of Ubtao meant to keep Dendar imprisoned.

THE PEAKS OF FLAME

Once the dream ends, the characters find themselves waking up in front of a cave, at the base of one of the Peaks of Flame.

You wake on rough ground, mounds of ash accumulating over you. Struggling to your feet you realize that you lay just below walls of jagged rock, from which smoke pours into a lightning filled sky. The land around you is choked by ash and devoid of life. A fissure in the nearest wall suggests a respite from the suffocating dust and inside you can see what looks like worked stone. A large, intricately made brass lock lies in the ash near you.

The characters wake with all their gear, familiars, mounts, animal companions, and anything else they would bring on an adventure. If they have it and want it with them, it is present. Since the characters were not previously together they cannot have previously cast any preparatory spells that affect the entire party, such as *hero's feast*, but spells that last for days that a characters regularly renews are acceptable.

GENERAL FEATURES

The Peaks of Flame are a forbidding place devoid of life where ash rains constantly.

Terrain. Rough rocks, fissures, and signs of unstable ground abound underneath piles of ash.

Weather. Warm breezes of volcanic gases stir the ash and limit how far one can see, much less breathe.

Light. It is daylight, but the ash limits it to dim light with occasional flashes of lightning.

Smells and Sounds. Foul volcanic smells and thunder.

SPECIFIC FEATURES

The following features may be of interest to the characters.

Fissure Entrance. A great rent in the side of the rock large enough for a draft horse to enter leads to a hall of worked grey stone. The holy symbol of Ubtao (a maze) is inscribed on the floor in red and black tiles and a faint haze of smoke fills the tunnel. Anyone attempting to pass may be affected by the

eternal maze trap. Once inside, proceed to the Maze of Ubtao below.

The Icilmæx. Next to the characters, sticking out of the ash, is an exposed complex brass lock that looks as if it should be embedded in a door. It has four spots where a gem could be set, though only one is present when the characters find the device. Another can be found in each of the previous adventures in this series (DDAL07-15, -16, and -17). If at least one character has the **Opal Pendant** story award from an adventure, then the party has that adventure's opal. Extra story awards from the same adventure **DON'T** award additional opals. Counting the one already set into the lock, the party can have at most four opals. Touching an opal pendant to one of the settings causes the opal to magically detach from the pendant and affix to the lock. More details on the *Icilmæx* can be found in **Player Handout 1**.

Volcanic Ash. The volcanic ash raining from the sky is cloying and threatens to suffocate the characters. For every full ten minutes that a character spends outside in this area, they must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion. Precautions, such as a wet cloth over a character's mouth, gives advantage on this saving throw. If the characters desire to collect it, there are hundreds of pounds of it in the immediate area.

TRAP: THE ETERNAL MAZE OF UBTAO

Simple trap, moderate threat (levels 17-20)

The entrance area is magically ensorcelled to ensnare the unwary. A 5-foot radius symbol of Ubtao is embedded 10 feet past the entrance, from wall to wall. Any creature with an intelligence higher than 6 that passes over the holy symbol of Ubtao is placed into a suspended animation for 5,000 years.

Trigger. A creature with an Intelligence of 3 or more touches passes over the symbol.

Effect. The triggering character is target by two effects. First, they are targeted with a *bestow curse* (DC 20 Wisdom saving throw) and those that fail suffer disadvantage to Wisdom saving throws. Second, the character must succeed on a DC 20 Wisdom saving throw against a charm affect. A character that fails falls into a state of suspended animation for 5,000 years during which time they dream of endlessly wandering through the Maze of Ubtao, unable to find anything by never-ending corridors. While in this state, the character and their gear is covered in a faint green glow and is immune to harm. Such a character doesn't age or suffer from the passage of time. This **isn't** a sleep effect.

Countermeasures. A successful DC 20 Intelligence (Investigation) check identifies magical runes cleverly hidden in the symbol and touching or passing over the symbol is likely to trigger some effect. A successful *dispel magic* against

a 9th level spell suppresses the symbol for 1d6+1 rounds. Teleporting past the symbol bypasses the trap.

Both effects can be simultaneously removed by *remove curse*, *greater restoration*, or any effect that removes a curse.

THE MAZE OF UBTAO

Ahead a wide corridor of crumbling stone splits into three different directions. Water drips from the ceiling of the leftmost as it leads down into darkness. The center continues straight for a bowshot before turning left and right. Its walls are covered in the scrollwork of an endless maze. The corridor on the right angles upward, its walls smeared with ashes. A warm breeze drifts down to you.

Something about standing at this decision point makes you dizzy.

The Maze of Ubtao is an extraplanar metaphysical construct that isn't really anywhere. The corridors and rooms are not really connected except as the ever shifting maze chooses to lead the characters as they walk its halls. A character that succeeds on a DC 15 Intelligence (Arcana) check recognizes the dizziness as typical of stepping through a planar gate or using the *plane shift* spell.

GENERAL FEATURES

The endless Maze of Ubtao is ever changing extra dimensional construct that does not truly exist on the same plane as Faerûn. There is no "right" path through the maze because it constantly changes in response to the actions of those attempting to solving Ubtao challenge.

Terrain. Unless otherwise noted, all of the corridors and rooms are crumbling, worked stone done in a Chultan style.

Light. Except where noted, there is no light but what the characters bring with them.

Adaptive Maze. The maze "learns" and adapts to the tricks of those trapped within. Created by a Primordial with god-like power, no trick that allows a character to bypass an encounter or find the right way works twice. For example, a *find the path* spell might allow a character to successfully navigate her party one step through the maze, but the second time it is tried she realizes that there is no physical connection to the next stage of the maze, just before the spell fails. Anything (including a *wish* spell or cleric's *divine intervention*) that would successfully move the party the end instead only advances them one step through the maze.

Extraplanar Maze. Once a character chooses a path, they cannot go back. Returning the way one came, simply leads to a new encounter; the same as if they had move forward. The Maze of Ubtao is a locked demiplane and cannot be exited magically except by finding the Iron Doors at its center. Spells that transport a character to another plane send the

character to a randomly determined encounter. Spells that teleport a character to a point they can see work normally, but those that teleport to a location they cannot see function similar to planar transport and the character arrives at a randomly determined encounter.

Navigating Maze. Attempts to navigate the maze require a successful group check where each character must succeed on a DC 20 Intelligence (Investigation) or Wisdom (Survival) check, or use magic to succeed. Each check represents up to an hour of searching, so spells that modify ability checks for short durations (such as *guidance*) have no effect on this check. If half or more of the group succeed, roll randomly (or choose an appropriate encounter) on the Advancing the Maze encounter chart. If more than half fail the check, roll randomly (or choose an appropriate encounter) on the Lost in the Maze encounter chart. Once the characters have had three mini-encounters, proceed to Part Three.

Resting in the Maze. Because the party is racing against the forces of Thay, resting is a dangerous proposition. Every short rest adds a failure to the party's total. A long rest adds three failures. If resting takes the party's total to six or more successes and failures, proceed to Part Three once they complete their rest. Time has run out.

TRICKS OF THE TRADE

Navigating the Maze. While tables are provided to provide the DM with quick options, you are encouraged to consider the make-up of your table and choose an appropriate encounter. Also consider the time available for play to your group, choosing shorter or more involved encounters as appropriate. This means that you likely should include at least one combat but not three. If the party has not had a combat mini-encounter by their last check, the DM is encouraged to choose a combat encounter for that last mini-encounter in Part Two.

Adjusting for Strength. For particularly powerful table, consider giving them a fail, even if they succeeded on all three checks.

Managing Real World Time. Some play environments run on particularly tight time schedules. If you are playing in this sort of environment, consider having the characters describe their plan for navigating the maze (in case they are using magic) and then make all three group checks immediately. Once you know the number of successful checks, you can pick appropriate mini-encounters knowing how many of each you will need.

ADVANCING THE MAZE

Advancing the Maze encounters, while still using resources, should provide information or potential aid. Remember that **Harper** characters must participate in the Lost Thayan mini-encounter to complete their secret mission.

If the party is Very Weak or Weak, consider including The Bargain of Ubtao which offers a second chance to seal the doors.

ADVANCING THE MAZE

D10	Encounter
1-2	A. Living Nightmares (combat)
3-4	B. The Lost Thayan (social)
5-6	C. The Puzzle of the Maze (exploration)
7-8	D. The Bargain of Ubtao (social)
9-10	E. Windows of Time (exploration)

A. LIVING NIGHTMARES (COMBAT)

As the characters get closer to the Iron Doors, Dendar stirs and her nightmares flood outward into the maze. See Map One.

GENERAL FEATURES

The following features are constant throughout the room.

Terrain. The ground is covered in uneven, ice. Fire effects such as a *fireball* or the dragon's *breath weapon* vaporize the ice causing the floor to melt down one foot for every die of damage the fire does. The slush covered ground in any of the pits is difficult terrain. It also creates a heavily obscuring mist in the area of the pit that lasts for a full round before dissipating in the breeze.

Weather. The room is below freezing, but otherwise clear. The is gentle warm breeze blowing from the far end of the cavern that blows mist or fog effects away after one round.

Light. The entire room is filled with faint blue light, providing dim illumination

Stalagmites and Stalactites. The various protrusions of ice can be used to take cover, hide behind, or potentially drop on enemies (AC 15, 20 hp to drop, those that fail a DC 15 Dexterity saving throw take 10 (3d6) piecing damage).

The hallway gives way to a massive ice cavern. The ice radiates with a dim blue light, giving the cold chamber an odd caste. A warm breeze drifts from deeper in the cave.

The cave has irregular walls, roughly 100-feet wide and 200-feet deep with ice stalagmites and stalactites dispersed intermittently. The ceiling is 50 feet above the icy floor.

Give the characters a chance to move into cave and explore before continuing.

A bright light flares from deeper in the cave as fire takes wing. A massive red serpentine creature mounted by a demonic humanoid flies from around a massive stalactite.

"What have we here?" the demon bellows with a throaty laugh.

"Dinner!" The dragon replies.

Unbelievably, a **balor** rides an **adult red dragon** into battle despite their similar size. It seems improbable at best, like something out of a nightmare, because it is. The demon and dragon fight to the death as smart as possible, taking advantage of reach, breath weapons, and other hit and run tactics that force the characters to take to the air or use range. If the party seems especially good at range, then they close. Do not neglect the psychological aspects of this fight, as the demon and dragon prey on the character's minds and fears as much as physically attacking the party.

When defeated the demon laughs:

"The Red ones have begun their ritual. She hungers. You are almost out of time, soon your world will end!" and then the demon, the dragon, and any hostages simply turn to a black fog and blow away.

Tricks of the Trade. Consider the following:

Psychological Warfare. Before beginning this encounter, once again consider the Bonds, Ideals, and Flaws of the characters and how this nightmare might be twisted to make the encounter more meaningful for the PCs. The demon could appear to have a character's loved-one hostage or maybe the demon offers a greedy character a fortune in gold to sit out the fight.

Separation Anxiety. The Balor can use its whip to drag an enemy onto the dragon and then attack with its sword. At the end of its turn the dragon can use its legendary action (if it has it) to fly away from the rest of the party; leaving the victim all alone with the enemies on the other side of the cave. This is an especially vicious tactic if the character can't fly themselves.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace the **balor** with a **marilith**. The marilith doesn't use her reaction to Parry. The dragon begins with its *breath weapon* used.
- **Weak:** Replace the **balor** with a **marilith**.
- **Strong:** The **adult red dragon** has 50 additional hit points and has +1 to hit. Add a legendary action that allows the dragon to move its fly speed without provoking opportunity attacks.
- **Very Strong:** The **adult red dragon** has 75 additional hit points and has +2 to hit and 1 additional damage die. Add a legendary action that allows the dragon to move its fly speed without provoking opportunity attacks.

Development. As the balor and dragon are nightmares, they serve no purpose if they no longer terrify the characters. If magically controlled or otherwise enslaved, they disappear in a wisp of

black smoke when the party moves back into the maze.

Treasure. When the balor dissolves into smoke, a *scroll of mass heal* is left behind.

B. THE LOST THAYAN (SOCIAL)

The party comes across Oscillok, a **Thayan knight**, who has become separated from the rest of the Thayan party and is lost in the maze.

SECRET MISSION: HARPERS

Harper characters must convince Oscillok to follow them out of the maze in order to complete their mission.

The hallway comes to a humid, widened intersection of two other passages. The ceiling is painted to look like a jungle canopy, complete with a canine-like creature with a gorilla head hanging from one of the branches. The floor is a mirror that further adds depth to the lushness of the jungle. A weeping comes from one of the nearby halls.

Three passages enter the widened intersection, equally spaced so each is 40-feet from the other around the circular area. Detailed paintings of a lush jungle flora at night cover the walls, reflected further by the mirror floor.

When any intelligent creature (i.e. it has an Intelligence score) enters the area, it triggers the **psychic crush trap**.

GENERAL FEATURES

The following features are constant throughout the room.

Terrain. The halls are worked stone, covered in painted jungle scenes. The widened intersection is 40-feet across. The mirror on the floor is not magical.

Weather. The room is filled with magical heat and humidity, similar to being in the jungle.

Light. There is no light but what the characters bring with them.

Su-Monster Painting. The painting is on the ceiling, at the midpoint of the room. A successful DC 12 Intelligence (Nature) check recognizes the creature in the painting as a su-monster; an evil jungle creature with psionic powers. Any creature with a mind that enters the intersection triggers the trap (see nearby sidebar).

In one of the side passages, just out of sight, Oscillok is huddled in a fetal position, weeping; tormented and broken by the maze. In his current state he is no threat to anyone. He does not answer attempts to get his attention.

Motivating Oscillok. Oscillok is in a fugue when first encountered, believing he is utterly beyond hope and he will spend forever in the maze

separated from his friends and family. He is staring at a locket with a caricature of his wife and daughter. He does not respond to questions, threats, or even violence. To motivate him to interact a character must use magic or succeed on a DC 20 Charisma (Persuasion) check while playing on either his desire to not be alone, or his fear of never seeing his family. Other approaches suffer disadvantage on Charisma checks. Using spells like *calm emotions* or any magic that cures insanity lowers the DC to 10.

Once his focus is returned to the world, Oscillok can impart the follow pieces of information:

- He's from Thay and arrived here along with Ethra Dralas, a Red Wizard Zulkir.
- Her minions consisted of: Ethra Dralas, a Thayan Zulkir and her twin sister Hetra, Hetra's construct, seven more Thayan Knights, Vend Ma'non, a cleric of Bane, Sanir Lolka, a necromancer, and a host of animated undead. He doesn't know how many still live.
- All of the Thayans have several potions and scrolls which they have been using liberally. He was even given a *potion of flying*.
- Oscillok believes his mistress is trying to get to the heart of the maze in order to summon some sort of powerful being, though he doesn't know the details. He does know that she has collected several fragments of the *Soulmonger* using opal pendants, though not as many as she had hoped.

ROLEPLAYING OSCILLOK

Even once he is brought out of the prison of his mind, Oscillok, he remains depressed. While he can be convinced to follow the characters, he is not willing to endanger himself and helps only reluctantly. He performs the Help action, drags unconscious characters out of danger and stabilizes them, or otherwise does the bare minimum.

Quote: "We're never going to get out of here alive."

TRAP. PSYCHIC CRUSH

Simple trap, dangerous threat (levels 17-20)

The painting of a su-monster targets the intersection with a psionic attack when an intelligent creature enters the room.

Trigger. When a creature with an Intelligence of 6 or higher enters the area or at the beginning of a round during which such a creature is present in the widened intersection, the painting targets all creatures with a mind using a psychic crush attack. The happens every round until there no creatures present. Also damaging a rune triggers it again if the attack does not destroy it.

Effect. The painting fills intelligent creatures with overwhelming despair. Creatures must succeed on a DC 17 Wisdom saving throw or take 21 (6d6) psychic damage and be stunned for 1 minute. The stunned target can repeat the

saving throw at the end of each of its turns, end the effect on itself on a success. Creatures that succeed on the saving throw take no damage.

Countermeasures. Careful inspection of the su-monster painting (DC 15 Intelligence (Investigation)) notes that its eyes have a tiny magical rune associated with mental attacks worked into the iris. Defacing a rune requires thieves' tools and a successful DC 20 Dexterity or Intelligence check. Failing a check by 5 or more triggers the trap. Disabling one rune but not the other halves the damage the trap does. Each rune is AC 15 and can be destroyed by dealing 30 points of bludgeoning or slashing damage to it.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Decrease the trap's DC to 16 and damage to 14 (4d6).
- **Very Strong:** Increase the trap's DC to 18 and damage to 21 (6d6).

Treasure. Oscilliook gives a *potion of flying* to anyone who promises to save him.

XP Award. If the characters bring Oscilliook out of his fugue and shepherd out of the maze, award each character 5,000 XP.

C. THE PUZZLE OF THE MAZE (EXPLORATION)

The characters come across a room with no exit and any attempts to turn around and go back the way the party came from only result in arriving at the room again.

The room before you is lit by glowing symbols in the floor, set in a six by six grid. There are seven different symbols and they glow with six different colors. The tile of the symbol in front of you is painted gold and the tile diagonally across the room is similarly painted gold.

On the hallway floor is engraved the phrase "Queh Otechompahpaquiltto Queh."

This puzzle is a variation on a logic maze. Player Handout 2 shows the pattern of symbols and colors.

Chultan Phrase. The Chultan phrase Queh Otechompahpaquiltto Queh translates as "Like Likes Like," a clue about how to solve the puzzle.

Identifying the Symbols. With a successful DC 15 Intelligence (Nature) check, a character can recognize one of the symbols. They include a(n): almiraj, eblis, flail snail, froghemoth, jaculi, kamadan, and zorbo. After recognizing at least half of the symbols, a character can attempt a DC 15 Intelligence (Religion) check to note that the

symbols represented are seven of the nine Primal Spirits that had been worshipped in Omu as the Trickster Gods and were previously imprisoned in the Tomb of the Nine Gods by the lich Acererak.

Solving the Logic Maze. In order to navigate the maze, a character must hop from a symbol to another that is the same symbol or the same color. The character must move orthogonally. Diagonal movement is not allowed. Each tile is only one-foot square so it is easy to jump across several tiles. See the solution in the Appendix: The Puzzle of the Maze Solution. The sequence of tiles is: 1 13 14 26 25 7 9 33 31 19 22 34 36. A character that successfully makes it to tile 36 disappears and finds themselves back in the maze having succeeded and able to proceed.

Making a Mistake. Any character that steps onto an incorrect tile is struck blind, teleported to tile 1, and suffers 22 (4d10) Force damage. A character who succeeds on a DC 14 Constitution saving throw is not blinded and takes half damage.

Treasure. When a character reappears in the maze after solving the puzzle, they find the hallway has a small niche which has a *potion of supreme healing* lying on the shelf next to a small shrine to Ubtao.

XP Award. If the characters solve the puzzle without taking damage, award each character 5,000 XP.

D. THE BARGAIN OF UPTAO (SOCIAL)

The party encounters one of the many fragments of Ubtao's divine essence who offers them aid against Dendar, but it comes at a price.

The tunnel narrows till you are crawling on your knees. You can see the flickering light of a flame up ahead and hear running water.

The passageway opens into a small cave. A scrawny Chultan man wearing a leopard skin tends a campfire next to a small waterfall that drains into a nearby pool. Drawings of stickmen, dinosaurs and jungle animals decorate the cavern walls. Beyond the man is a small cave entrance through which you can see the jungle at night.

The man nods to you and gestures to a place by the fire, "Ximo-tlali."

- Speaking in Chultan, the man introduces himself as Tencualactli and offers a place to sit. If the characters do not speak his language, he switches to Common. Characters who speak Chultan note that his name means Liar.

Tencualactli quietly tends the fire and offers to tell the characters a story. As the story continues, characters who listen and succeed in a DC 15 Wisdom (Insight) check believe that Tencualactli speaks wistfully as if he was there. While speaking, the images on the walls move and shadows form into massive gods and primordials. A successful DC 20 Intelligence (Arcana) check suggests that he is some sort of spirit or planar creature.

In Blue Age before men walked the jungle, the Dawn Titans argued with those who would call themselves gods and their arguments threatened to destroy the world. One of the Titans stood apart, content to marvel in the beauty of the jungle and new life he created there. He was called Ubtao.

Ubtao worried. His sister Dendar threaten to consume the sun from the sky; an act he knew would destroy his beloved jungle and the lizard creatures he created there. And so Ubtao went to his sister and offered his aid. He would hide her in his jungle while she rested and recovered from her wounds before she would rise up to eat the sun and the Elder Gods might try to stop her. While Dendar rested, Ubtao showed his true colors as the Deceiver and sealed her behind a set of Magical Iron Doors in the Fugue Plane and built a maze to keep her trapped within. For his deception and betrayal, the Elder Gods gave Chult to Ubtao and said they would never come there again. Confident in dominion over the jungle, Ubtao dispersed his essence through thousands of nature spirits so that he could forever be with his beloved jungle.

Tencualactli is happy to interact with the characters for as long as they desire. He can impart the following:

- Tencualactli is also known as the Deception of Ubtao. He is but a small piece of the Father of Dinosaurs who embodies Ubtao's guile.
- He knows that the Night Serpent stirs beyond the Iron Doors, but he is not strong enough to stop her, but he might be able to aid the characters if they prove worthy.
- If a character can best him in a game of two histories and a fable, he is willing to meld his power into that character. This will impart great power, but the character's body will have trouble containing his divine essence and it will have lasting consequences. He is vague on the consequences stating only that channeling divine power through a mortal soul will burn bright... if short.

Playing Two Histories and a Fable. In order to play the game, Tencualactli will tell two true stories from his past and one made up tale. The character must correctly guess the lie. The DM is encouraged to role-play out the game using the list of sample truths and lies shown below. Allow the players decide which character will go first if more than one is willing to try. Only one character can win. If your players do not wish to role-play and guess, they can attempt a Wisdom (Insight) or Intelligence (religion). A follower of Ubtao gains advantage on this check. If the character can succeed on a DC 25 check, they know one of the phrases is a history (true). If the character's result is DC 30 or higher correctly identifies the fable (lie). Note that spells that detect lies automatically fail against this fragment of a god.

Histories. The following are examples of true statements that Tencualactli might say.

- I created the dinosaurs.
- I founded the city of Mezro.
- My only divine ally is Thard Harr (Wild Dwarf god of jungle survival and hunting.)
- The evil Eshowdow is one of the many jungle spirits born of my essence.
- My divine enemies include Eshowdow and Sseth.
- The Blue Age ended when the Night Serpent slept, beginning the Shadow Age of Toril.
- I eschew good, evil, law and chaos.
- My favored weapon is a heavy pick.
- During the Time of Troubles, I took the form of Tyrannosaurus Rex.
- My chosen people are the human Tabaxi tribe.

Fables. The following are examples of false statements that Tencualactli might say.

- The goddess Shar is an ally of mine.
- I founded the city of Matolo.
- My priests are called Mazewalkers, Vineadepts, and Spiritlords.
- I am worshipped by many yuan-ti.
- During the Time of Troubles, I battled Eshowdow who took the form of a great serpent.

If a character successfully wins the challenge, Tencualactli bestows his gift.

Tencualactli offers you a smile. "Ah my friend, you may have the wit to see through the nightmares of the Eater of the World. You may have a chance."

He reaches forth with a glowing hand and plunges it into your chest, gripping your heart. The agony is intense as his whole body begins to glow so brightly it blinds you. When the light fades and your sight returns, Tencualactli is gone. You skin glows with a faint radiance.

Give the player a copy of **Player Handout 3**.

XP Award. If the characters win the game of two histories and a fable, award each character 5,000 XP.

E. WINDOWS IN TIME (EXPLORATION)

The party comes to a room with several portals to other places and times. This encounter has the possibility to recover another opal pendant if the party does not have all four.

The walls of this small chamber are covered in portals of all sizes; as large as doors to as small as a peephole. Through each you can see a different scene: a snow covered mountain side, a windblown desert, a cozy library corner, and others.

Each of the windows is a portal to another place and time. The magic that forms the connection will not let the characters stray too far from the portals, not more than a hundred feet. Anyone trying to leave the immediate area immediately snaps back to the room.

GENERAL FEATURES

The jungle has the following features:

Terrain. A small room with dozens of portals to various times and locales.

Light. Sunlight, starlight, a fireplace, various shafts of light stream from the portals to fill the room.

Smells and Sounds. Sounds and smells do not cross the portals and those on the other side cannot see those in the maze.

Portals. Stepping through any portal is as easy as moving across any threshold which the character fits. Active spells such as a *mage hand* or *telekinesis* fail across the verge any portal, as a spell cannot move through time and the location on the other side is before the spell was cast, or much after the duration has expired. Spells that *teleport* a character across a threshold cause 55 (10d10) force damage as the character is shunted through time. A DC 20 Constitution saving throw halves this damage. Spells which alter the size of a portal always fail. Attempts to alter history cause the perpetrator to be shunted back to the room, suffer the affect above.

The DM is welcome to make up scenes relevant to the characters such as visions of their faction leaders, loved ones, or even themselves on previous adventures. The following scenes can always be found:

- **Peephole to Thaymount (a Month Ago):** The small peephole looks out through the eyes in a portrait of Szass Tam (not visible from the peephole) into a cozy library. From the hole, a character sees ample shelves filled with books, a lit fireplace, and a small window that looks out to snow-covered volcanic mountains. An opal pendant lies on an end table 40 feet from the hole. The hole is just large enough that the pendant could be passed through it. A DC 15 Intelligence (Investigation) check notes that the style of the room is Thayan and some of the books on the shelves are recent.
- **Mouse Hole (Candlekeep, 76 DR):** A man named Alaundo sits at a table in the tower at Candlekeep, transcribing visions that will eventually become the Unfulfilled Prophecies the Avowed of the library are devoted to. He is in a hurry to finish his transcription, as he will die in three days. On one of the shelves is a *scroll of teleport*. A DC 20 Intelligence (History) check recognizes ancient Candlekeep.
- **Window (Darkhold, 1312 DR):** A army baring the black and yellow of the Zhentarim assault a keep amid snow-covered hills. A masked wizard throws lightning at a lich, her arcane shields blunting its strength. A DC 15 Intelligence (History) check recognizes the fall of Drakhhold and the lich-queen Varalla to the Zhentarim and Manshoon. Members of the Zhentarim make this check with advantage.
- **Doorway (Maerimydra, One Year Ago):** The doorway shows a chamber where adventurers (possibly including the characters themselves) battle demons over a massive six-fingered hand is inlaid in black tile upon the red marble floor in front of a huge throne of the corpses of hundreds of drow. On the throne sits a six-fingered, bare-chested man with black skin and green eyes. A young human girl skips playfully across to the room towards one of the frozen demons, a milky eyed goat walking calmly behind her. If the characters didn't participate in *DDEX03-16 Assault on Maerimydra*, a successful DC 10 Intelligence (History) check recognizes the defeat of the demon prince and the revelation of Elisande as the Chosen of Cyric.
- **Grand Arch (Ruins of Orbedal, -339 DR):** The characters see on lich on his knees while another stands victorious over him. Both wear Netherese clothing. The signs of a magical battle are obvious. The gloating lich teleports away and the other seethes with rage. A DC 20 Intelligence (History) check recognizes the enslavement of Rhaugilath

by Larloch. Those that have met Rhaugilath before make this check with advantage. Interaction with Rhaugilath offers the chance to learn more about his backstory and motivations... and why he chose the characters in the end to free himself.

Tricks of the Trade. Consider the following:

Getting Objects through Holes. Magic is especially difficult to use and travel across the barrier is uncomfortable to say the least. Reward creative plans over brute force.

Development. If the party already has four opal pendants to power the *Icilmaex* and they successfully recover the opal pendant through the peephole, one of the opals on the *Icilmaex* immediately disappears. They have stolen the opal pendant Rhaugilath already gave them in the *Icilmaex*. They may replace the recovered opal in the empty setting. They don't gain an extra charge if they've already used one.

Treasure. The characters may be able to recover the *scroll of teleport* from the mouse hole.

XP Award. If the characters recover the opal, award each character 5,000 XP.

LOST IN THE MAZE

Lost in the Maze encounters are intended to be resource draining without actual gain of information or aid. Play them accordingly.

LOST IN THE MAZE

D10	Encounter
1-2	A. Dinosaurs! (combat)
3-4	B. Rest Stop (social)
5-6	C. Room of Pools (exploration)
7-8	D. Elisande and Goat? (combat)
9-10	E. At the Expense of Others (social)

A. DINOSAURS! (COMBAT)

The party comes to a jungle filled room where a group of dinosaurs provide a distraction and delay for those foolish enough to fight them.

GENERAL FEATURES

The jungle has the following features:

Terrain. Dense jungle foliage is everywhere creating difficult terrain for any creature of size Large or smaller. Huge or larger creatures can trample the plants down and leave trails where normal movement is possible. There are few tall trees and no real canopy.

Weather. Hot and moist.

Light. Bright sunlight.

Smells and Sounds. Birds, dripping water, insects fill the air. The smell of greenery and dirt is strong.

Cave. The cave at the other end of the valley is 500-ft. away. The cave is too small for the dinosaurs to follow.

The tunnel opens up into a sunlit filled valley, despite an obvious sky painted roof a bowshot above you. Moving through the dense foliage, your clothes are quickly soaked with humidity and water dripping from the canopy. It looks like there is a cave in the mountain on the other side of the valley that perhaps leads you deeper into the maze?

Give the players a chance to decide on how they are proceeding through the jungle. As soon as they do anything more than try to examine their surroundings, continue with the read aloud text below.

A thunderous roar echoes through the valley as a group of huge bipedal dinosaurs break through the tree line and rush towards you! Their pounding steps shake the ground.

Looking behind you, you no longer see the entrance you used to enter the valley. There is only more jungle.

Three **tyrannosaurus rexs** rush out to feed on the characters. Even the greenest of travelers in Chult knows that tyrannosaurs are solitary hunters, so three working as a team is not natural.

If a dinosaur is slain, at the beginning of the next round, it dissolves into black smoke and reforms as two fresh **tyrannosaurus rexs**. This continues for as long as the characters choose to fight, or until they get to cave on the other side of the valley.

Tricks of the Trade. Consider the following:

Flying Dinos. If all of the characters can fly, the maze adapts.

Each tyrannosaurus rex sprouts brilliant feathered wings, and has a fly speed of 80 ft.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **tyrannosaurus rex**. New **tyrannosaurus rexs** spawn at the END of the next round.
- **Weak:** Remove a **tyrannosaurus rex**.
- **Strong:** Add a **tyrannosaurus rex**.
- **Very Strong:** Add a **tyrannosaurus rex**. Each has 30 additional hit points and +2 bonus to attack rolls.

B. REST STEP (SOCIAL)

This encounter appears as a respite from the otherwise difficult challenges of the maze, as well as

a source of information, but it is all a lie meant to drain resources and precious time.

The maze appears to open to the sky though you know that you are likely still underground. Turn a corner you see a square clearing with four exits. In the center, a Chultan woman has set up a campsite. The smell of cooking meat wafts to you from her campfire as she rotates her meal over the flames.

Smiling, she waves to and in broken Common says, "Greeting to strangers. I Anacaona. Rest here." She offers you a basket filled with jungle fruits and a skin of water while she continues to roast her catch.

To those that speak Chultan, Anacaona means Golden Flower. She is a construct of the maze and divination abilities return negative answers on her, as if she was not whatever the characters were looking for. Any information she shares about the maze is untrue, though she does not know it and believes everything she says.

She takes no hostile action and if attacked, is easily knocked unconscious or killed. The characters may leave whenever they wish.

ROLEPLAYING ANACAONA

Anacaona is very friendly and helpful. She truly wants to offer any aid she can short of leaving her camp. She is lonely of course, and so her countenance brightens significantly when anyone stays to talk with her. While all her information is false, she doesn't know that, and so shares it freely.

Quote: "I be many. many suns. The maze home now. How I help you?"

Anacaona seeks to aid the characters and is willing to offer any of the following:

- She encourages the injured to take a short rest. Her camp is safe and she has ample provisions to share. Anyone who partakes of her full meal is healed 8 (1d8+4) hit points and is cured of poison.
- She knows where the four exits go and can give detailed explanations of the surrounding area. While this information seems true as the characters leave her and first attempt to follow it, it proves to be critically flawed and characters suffer disadvantage on their next check to navigate the maze.
- She claims to have seen a group of men dressed in red, one of which had a shaved head with tattoos. The group consisted of the man in red robes, two men in armor, and small dinosaur being used as a

pack animal. Some bodies wrapped in blankets were strapped to the lizard. She claims they were badly injured and seemed quite lost but refused her offer of aid. The path they choose leads away from the center of the maze, so they are likely moving farther from their goal.

- She offers cool water from a spring to wash with. The water radiates abjuration magic if checked for, but washing with or drinking from it seems to have no effect. After the party leaves, any character that came into contact with the water is targeted by a *dispel magic* spell (+6 bonus) that targets a randomly active spell upon the creature, if any.

XP Award. If the characters avoid being distracted by the rest stop, award each character 5,000 XP.

C. ROOM OF POOLS (EXPLORATION)

The maze leads to room full of several natural pools. Like the other Lost of Maze encounters, its goal is delay them and use their resources.

INSPIRATION

This encounter is inspired by the D&D adventure B1 *In Search of the Unknown* by Mike Carr in 1979.

The maze exits into an enormous room with several round pools set throughout the room. A strange pink haze floats throughout the room making it hard to see to the other side. Dozens of rocks, the smallest the size of a fist, float at different heights on the mist.

GENERAL FEATURES

The room has the following features:

Terrain. Worked stone covered in mazes.

Weather. Cool and dry. A thin pink mist fills the room. The mist is not enough to impede sight.

Light. There is no light be what the characters bring with them.

Smells and Sounds. Bubbling water with various smells that vary with the pool.

Floating Rocks. The floating rocks are weightless while in the room and push sends them drifting across the room with all the inertia of their mass. The rocks present no danger if slowly and carefully moved, but if shoved out of the way or pushed aside as a character moves through the room, they rapidly turn the room into a dangerous shatterstorm as the rocks bounce off the walls and each other. Any creature in the room suffers 28 (8d6) bludgeoning damage each round they are in the room. A successful DC 20 Dexterity halves the damage. The rocks slow to a stop after 2d4 rounds.

Pools. Each circular pool is ten feet across, twenty feet deep and radiates non-specific magic (except one) if checked for.

The following pools exist that characters can interact with:

- **Acid:** This pool is filled with a clear, faintly yellow liquid the consistency of water. The liquid smells of citrus. The liquid does nothing to non-organic objects (rock, metal, etc.) but does 22 (4d10) acid damage to organic substances (leather, paper, skin, etc.).
- **Anti-Magic Treasure:** Of all the pools, this is the only one that doesn't radiate magic. The bottom is filled with sand and what appears to be gold coins. The entire pool is a powerful anti-magic zone. Spells can't pass through it. Magical items that touch it are suppressed for 4d6 rounds. Active spells upon a person or object that contacts the water are automatically dispelled. The "coins" turn out to be convincingly painted wooden disks.
- **Drinking Water:** Clean, cool water fills this pool.
- **Dry Illusion:** The basin of this pool appears to have nothing in it. In fact, the floor is an illusion (DC 25 Intelligence (Investigation) to notice) covering a 100-ft. drop to spikes at the bottom. Anyone falling in suffers 35 (10d6) bludgeoning and 35 (10d6) piercing damage. In addition, at the bottom there is glass container filled with alchemical substance that ignites explosively when exposed to air. The glass is affixed to the floor, so attempting to move the jar (or landing on it), breaks it. When it explodes it does 55 (10d10) fire damage. A DC 20 Dexterity saving throw halves the damage. At the bottom of the pit are the skeletal remains of a goat.
- **Fish:** Dozens of healthy fish swim in this small pond amidst plants and buzzing jungle insects.
- **Healing:** This pool is filled with a thick, baby-blue syrup that smells vaguely sweet. If touched it is sticky. Drinking from the pool heals 15 (2d8 + 6) hit points. Drinking from the pool more than once does nothing.
- **Ice:** This pool is completely frozen, through and through.
- **Liquid Silence:** Characters who touch this clear liquid must succeed on a DC 20 Charisma saving throw or find themselves incapable of making any verbal noises, including speech or spellcasting. This effect can be countered by a *dispel magic* (as a 5th-level spell) or a *remove curse*.

- **Magma:** This pool consists of liquid, hot magma. Touching it causes 22 (4d10) fire damage and immersion causes 110 (20d10) fire damage.
- **Sickness:** A black tar-like substance fills this pool. A foul-smelling bubble grows and pops every so often. Anyone coming into contact with the goo must succeed on a DC 15 Constitution saving throw at the start of their next encounter, or begin to show signs of disease. Those that consume the tar make this save at disadvantage. Those afflicted with the sickness begin suffering horrible stomach pains and gastrointestinal bleeding. This causes disadvantage on attack rolls and ability checks. Every day the disease is not cured, the victim makes another saving throw. If they fail, they suffer 33 (6d10) necrotic damage which cannot be cured while they have the disease. This lasts until the disease is cured or the character dies. This pool is extremely flammable and contact with flame causes it to explode violently in a 60-foot radius sphere dealing 35 (10d6) fire damage to anyone in the area. A DC 20 Dexterity saving throw halves the damage. Anyone within 10 feet of the pool makes this saving throw with disadvantage.
- **Sleep:** This pool appears to be filled with amber, bubbly beer. A creature drinking the beer must succeed on a DC 20 Constitution saving throw or fall asleep for 24 hours from which a creature can't be woken by nonmagical means. This is a magical effect and isn't poison. In fact, dwarves make this saving throw with disadvantage. The effect can be countered by a *dispel magic* (as a 5th level spell) or a *remove curse*.
- **Wine:** This pool is a full-bodied red wine.
XP Award. If the characters avoid setting of the shatterstorm, award each character 5,000 XP.

D. ELISANDE AND GOAT? (COMBAT)

As before when moments of great decision and calamity occur, the Chosen of Cyric has found her way into the Maze of Ubtao. While powerful, Elisande isn't particularly wise and is become easily distracted by the wonders of the maze. Her fascination now threatens to embroil the characters as well.

GENERAL FEATURES

The garden has the following features:

Terrain. The room looks like a well-manicured lawn upon which the goat nibbles. There are a few scattered trees. The room is 200-ft. square with a 30-ft. ceiling.

Weather. It is a pleasant sunny day, despite the fact that the room is fully enclosed.

Light. There is no light but what the characters bring with them.

Elisande. Each round that a character is adjacent the goat, Elisande does 40 points of damage to it. If there are no characters next to it, she climbs on to its back and tries to hold on.

A small girl in a dirty dress sits on the floor cutting a strip of cloth from her already cut apart dress. Dirty strips of cloth, soaked with blood, are wrapped around her leg.

She looks up at you with a grin. "Goot. You help."

Elisande has wandered into the maze on a grand quest to find a new goat companion, and she has found one. In the next room, she has located a giant goat, but has been having trouble taming it and could use some help. If the characters are willing, she would love their help subduing the goat! Since the only way for the party to continue through the maze is through the goat, it seems they have little choice.

ROLEPLAYING ELISANDE

Chosen of the god Cyric, Elisande is a 14-year old orphan human girl and troublemaker from a disturbing, isolated island village in the Stormy Bay. Her years of malnourishment make her smaller than other children her age and she is frequently mistaken for a younger age. She is fascinated with outsiders still, despite over a year of wanderings beyond her village.

She has few morals and due to her upbringing, no true concept of right or wrong. If she wants something, it should be hers. Elisande was encountered in several previous adventures, always managing to be wherever major events occurred. Elisande has previously been encountered in several season 1, 2, and 3 adventures.

Quote: "Schweschder goot gone now. Eyes need new goat. You work."

Elisande's plan is that the characters distract the goat and she will sneak up behind it and jump on its back. Once there, they'll work together to knock the goat unconscious so she can take it out of the maze and break it. Simple.

The **giant goat** is grazing in the room, until any creature enters the room. Then it tries to murder them with all haste.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Elisande does 60 points of damage per round. The **giant goat** has AC 18 and 346 hp.
- **Weak:** Elisande does 50 points of damage per round. The **giant goat** has AC 19 and 446 hp.
- **Strong:** Elisande does 35 points of damage per round. The **giant goat** has +1 to hit and does +5 damage.
- **Very Strong:** Elisande does 30 points of damage per round. The **giant goat** has +2 to hit, +5 damage, and has 596 hp.

Development. If the characters successfully help Elisande defeat the giant goat, she smiles at them and says "You beeter goes now," and waves at them as they slowly find themselves back in the maze.

E. AT THE EXPENSE OF OTHERS (SOCIAL)

This room presents the characters with a moral challenge. Great reward, with suffering to others in front of them.

The hallway opens into a sunlit jungle clearing. A well-built Chultan man with a necklace of dinosaur teeth sits cross-legged on a flat rock, separating a pile of cut wild flowers and raw gemstones from a sack. Both the flowers and stones are vibrantly red. The man looks unhappily at a gem and scowling, throws it into the jungle.

The characters have encounter Tlahuelli, the Rage of Ubtao. Everything is not good enough and upsets him. He is currently unhappy that his flowers have been mixed up with some useless rocks. No matter what the characters do or say, it is the wrong thing. He is constantly rude cutting off characters before the finish their sentences and saying whatever comes into his mind.

Through the conversation, they can uncover:

- His name is Tlahuelli, the Rage of Ubtao. He is angry at having to be here.
- He didn't build the maze. If his input was listened to, anyone that walked into it would just die. Then no need for all these complicated tests and traps.
- He has not seen the Thayan party. They are probably already summoning Dendar because the maze is not very good and that fills him with hate!
- If the characters wish to, he is required to test them that they might continue. He doesn't really want to do it, so he encourages them to give up.

If the characters insist on the test, Tlahuelli offers them many things to help them after they succeed in their quest. Consider each character's ideals, bonds and flaws when making these offers or granting wishes.

"I know you are going to succeed since this is a horrible maze and I am certain you are almost through it. And let's face it, you are powerful adventurers so whatever happens, through some miracle you are going to succeed in the end because there is no justice in the world and any moron who can swing a sword is somehow a great hero. I suppose we better get you set up for after this little escapade ends.

I can give you almost anything you might want or need, short of helping through the maze. Of course nothing comes from nothing, so I'll have to take whatever you want from someone but it's a small price and you won't be paying it."

It will become rapidly clear that everything Tlahuelli is willing to offer harms another one of the player characters. Tlahuelli hopes to cause the characters so much division that he drives them to rage.

Here are a number of examples of his offers:

- A character who asks to be healed of damage, injury, disease or curse finds they are perfectly healthy, but another character suffers their affliction.
- A character who asks for an increase in a ability score finds another character drained of the same amount as theirs has been increased.
- A character that asks for fame, finds they are well known for having betrayed another character's faction to their enemies and caused them to be stamped out. A character that is a member of that faction lose all renown and their faction ceases to exist; entirely stamped out.
- A character that asks for riches gains all the gold the other characters have.
- A character that wishes for a magical item gains the item, but another character loses all of their magic items.

The only way to escape his clutches is for one of the characters to wish that none of the wishes were made or for a character to be moved to violence.

Wishes Undone. If a character wishes to undo what has been done, Tlahuelli screams in rage and the characters suffer 55 (10d10) thunder damage before they find themselves back in the maze. A DC 15 Constitution saving throw halves the damage.

Wishes Made Violence. If a character embraces his or her anger and is moved to violence, Tlahuelli offers a wide smile and the characters suffer 99 (18d10) psychic damage before they find themselves back in the maze. A DC 20 Wisdom saving throw halves the damage.

Experience. If the characters escape Tlahuelli without violence, award each character 5,000 XP.

PART 3. THE IRON DOORS

Estimated Duration: 60 minutes

STORY BEAT

The characters confront the Thayans and a manifestation of dreaming Dendar. If they fail, the Iron Doors open and the world ends. Given the complexity of this combat, the use of a grid is encouraged.

Take careful note of the number of group successes (Advancing the Maze) and group failures (Lost in the Maze) while trying to locate the Iron Doors. For every opal pendant the party does not have (one was available in each of DDAL07-15 *Streams of Crimson*, DDAL07-16 *Pools of Cerulean*, and DDAL07-17 *Cauldron of Sapphire*), add an additional failure to the party's total. For each group check failure the party accumulates, modify the encounter as follows.

THE APPROACH OF DENDAR SUMMARY

# of Failures	Modifications to this Encounter
0	The Thayans have just completed the ritual to open the doors. It is Round One when the characters arrive.
1	It is Round Two when the characters arrive. A draconic roar shakes the room.
2	It is Round Three when the characters arrive. The light is momentarily obscured as Dendar's shadowy jaws close over the sun symbol. A chill wind blows through the room.
3+	It is Round Four when the characters arrive and Dendar's shadowy coils have begun to appear in the room.

BEFORE THE IRON DOORS

This section described the initial state of the chamber as the characters arrive. The description assumes it is Round One. If it is not Round One, see the description of each round under The Approach of Dendar below for further detailed explanations.

After hours of searching the maze, the endless tunnels give way to a large room. Two massive steps rise up to meet the doors and intricate symbols and lines cover every inch of the floor, walls, and ceiling. A glowing image of the sun shines from the center of the ceiling about you. Large shadowy jaws gaping wide sweep slowly across the ceiling, approaching it.

A band of humanoids in red are spread throughout the room in front of a pair of gargantuan iron doors covered in complicated carvings of a maze. A sickly purple light shines through the open doors upon their shocked and excited faces.

The party arrives too late. The Thayans have begun to crack open the seals on the Iron Doors and Dendar stirs. Now time is on their side and they only need to delay the characters from resealing the Iron Doors.

GENERAL FEATURES

The following features apply inside the room:

Light. The image of the sun on the ceiling and the symbols on the floor both glow with a yellow light. A purple light also comes from the opening Iron Doors. These effects combine to fill the room with bright light.

Smells and Sounds. The smell of rotted corpses fills the air and Dendar's roar shakes the ground.

Ceiling. The is forty feet above the floor. A magically generated image of the sun appears on the ceiling. The shadow of serpentine jaws increasingly eclipses the sun as the encounter progresses allowing the DM to give hints about how much time remains before Dendar fully manifests.

Curse of the Maze. The Maze of Ubtao has one last defense. At the start of their turn, any living creature touching the floor, stairs, wall or ceiling inside the room begins to emanate an orange glow, shedding light equal to a candle. Any teleportation effect removes the glow. At the end of their turn, any creature with the orange glow takes 21 (6d6) force damage as though they had been targeted by a *disintegrate* spell. Characters protected by force effects such as being inside a *force cage* or *cube of force* instead have the effect targeted once per character inside.

Stairs. Two massive smooth steps, each ten feet tall, rise up to the Iron Doors. The smooth rock leaves little purchase for climbing without rope or grappling hook.

Teleportation Symbols. Symbols cover the floor. A successful DC 15 Intelligence (Arcana) check notes that they are symbols related to teleportation. Any living creature that steps upon one is immediately teleported to the matching symbol elsewhere in the room. All of the symbol look the same so it is not clear where a character will end up until a particular pair is tried. Note that this effect removes the Curse of the Maze above.

THE FORCES OF THAY

- The forces Ethra Dralas brought with her were significant, but since then entering the maze, many have been lost. The most significant loss was the death of Vend Ma'non their cleric of Bane who was a powerful spellcaster in his own right. Forging ahead, the Thayans finally made it to the Iron Doors and much to their surprise, they were able to complete their ritual without an appearance by Ubtao or meddling adventurers!

Ethra Dralas, **Red Wizard Zulkir**, and her simulacrum (same statistics as a **Red Wizard Zulkir** but with a **shield guardian**) are in front of the Iron Doors with one of three **Thayan Knights**. The other

two **Thayan Knights** and two **zombies** are next to Sanir Lolka, **necromancer**, on the bottom step. Eighteen more **zombies** are stationed to block access to the room.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Remove one **Thayan Knight** and eight **zombies**. Replace the **Red Wizard Zulkir** statistics for Ethra Dralas and her simulacrum with those of an **archmage**.
- **Weak:** Remove one **Thayan Knight** and five **zombies**.
- **Strong:** Increase the AC by 3 and hit points by 30 the **Red Wizard Zulkir** statistics for Ethra Dralas and her simulacrum.
- **Very Strong:** Replace the **necromancer** with an **archmage**. Increase the AC by 3 and hit points by 50 the **Red Wizard Zulkir** statistics for Ethra Dralas and her simulacrum. Increase the to hit of the **shield guardian** by +2.

THAYAN PREPARATION

The Thayans assumed that the Maze would spawn defenders or other challenges, and so they have cast the following spells or used the following items which are active when the characters arrive:

- **Ethra Dralas's Scarab of Protection.** Ethra is wearing a scarab of protection. While wearing it, she has advantage on saving throws against spells and should she fail a saving throw against a necromancy spell or a harmful effect originating from an undead creature, she can use a reaction to turn the failed save into a successful one.
- **Precast spells.** Ethra's retinue assumed that this final room would require a significant combat before they could begin their ritual. So in addition to the spells they had already precast that morning, they used several potions, scrolls and spell slots in preparation: Ethra Dralas (*contingency* (is targeted by a *heal* when reduced below 75%), *death ward*, *foresight*, *fly*, *freedom of movement*, *hero's feast* (+11 hp), *Inspiring Leader* (+24 hp), *mirror image*, *tongues* (so she can still spellcast if turned into a giant ape), *true seeing*), Hetra the simulacrum (*death ward*, *fly*, *freedom of movement*, *hero's feast* (+11 hp), *Inspiring Leader* (+24 hp), *mirror image*, *true seeing*), shield guardian (*Inspiring Leader* (+24 hp), stored spell is *polymorph* with orders to turn Ethra into a Giant Ape if her *contingency* goes off), Thayan knights (*fly*, *hero's feast* (+11 hp)), and Sanir Lolka (*death ward*, *disguise self* (looks like a medusa), *fly*, *hero's feast* (+11 hp), *Inspiring Leader* (+24 hp), *mirror image*, *true seeing*).

TRICKS OF THE TRADE

The following are useful tactics for turning up the threat level.

Ethra, Her Simulacrum and Sanir. The red wizards try to stay out of melee while pouring on the most damage they can. If they must cast a spell requiring concentration, they try to land in the hallway to avoid the curse. The preferentially target anyone trying to seal the doors.

Thayan Knights and Shield Guardian. Their ability to share damage is key to the wizards' defense so they refuse to stray from their charges. Preferentially staying close to absorb damage over doing damage to their foes.

Zombies. The undead are utterly disposable. They have orders to block the advance of non-Thayans and to preferentially attack unconscious foes.

CLOSING THE IRON DOORS

Fighting the forces arrayed before them is possible, but is a tall order without closing the Iron Doors. Dendar's approach makes it harder and harder to succeed. The shadow of the Night Serpent's jaws rapidly eclipsing the sun gives credence to how little time the characters have.

In order to close the Iron Doors once they have started to open, the characters must use the *Seal the Iron Doors* ability of the *Icilmaex* four times while standing next to the Iron Doors. With each use of *Seal the Iron Doors* glowing images of a maze filled with locks spread across the Iron Doors.

THE APPROACH OF DENDAR

This fight is very dynamic with the *curse of the maze* effect in the room forcing frequent teleportation or flying. In addition, the approach of Dendar affects reality, warping the room and those within with each passing moment. At the start of each round, apply the following effect to the room. Note that most of these effects also affect the Thayans as well.

ROUND ONE: START

This is the default state at the start of the encounter. The Iron Doors are open just a crack and the characters must close them.

ROUND TWO: APPROACHING ROAR

An ear-splitting roar echoes from just behind the Iron Doors, shaking the chamber.

All creatures on the ground must succeed in a DC 15 Strength saving throw or fall prone. During this round, all creatures have disadvantage on Wisdom (Perception) checks.

ROUND THREE: FROZEN WINDS

The shining sun symbol above you is momentarily obscured by a shadowy serpentine maw. A throaty chuckle echoes throw the room on a frozen wind.

All living creatures in the room suffer 21 (6d6) cold damage frightened until the end of their next turn. Creatures that save on a DC 15 Wisdom saving throw halve the damage and are not frightened.

ROUND FOUR: SHADOW OF THE NIGHT SERPENT

A hissing sound fills the room as a serpentine shadow slips through the open door. Coils and coils begin to take form as Dendar, the Night Serpent, Eater of Worlds begins to take form on this plane!

All creatures with an 8 or higher Intelligence must succeed in a DC 15 Wisdom saving throw or suffer 21 (6d6) psychic damage as they are distracted by thoughts of their nightmares come true. If any of the **Thayan Knights** remain alive, one of them dies consumed by their fear made manifest.

The coils of Dendar are insubstantial and immune to damage.

Development. If Oscillok is with the party from Part 2, he considers switching sides in a vain attempt to appease Dendar. One character can make an effort to convince Oscillok remain true as a free action by succeeding a DC 15 Charisma (Intimidate or Persuasion) check. If they fail, he now fights to the full extent of his abilities.

ROUND FIVE: UBTAO'S CHAMPIONS AND GRASPING COILS

The shadowy coils begin to become solid as they flail about the chamber. As the coils spread wide the door, a dark purple serpent slithers through the opening.

A Chultan man wearing a jaguar pelt appears in the center of the room and surveys the melee with a look of concern. "Though your gods broke our pact, I have no wish to see my beloved Chult destroyed along with the rest of your world. Take my blessing and prove that you truly are the champions your deities believe you to be." With outstretched arms, the man fills the room with a soft light. Hissing in pain, Dendar's coils flail about.

Creatures within forty feet of the Iron Doors must succeed on a DC 15 Dexterity saving throw or be

pushed twenty feet from the door and knocked prone. Dendar is now solid enough to take damage.

In the aftermath, a **giant constrictor snake** comes through from the Fugue Plane and attacks anyone trying to seal the doors.

Monequiltia, the spirit of Ubtao's Love, appears having detected the arrival of Dendar on this plane. All characters regain 27 (6d8) points of damage and half (round up) of any remaining **zombies** are destroyed. Characters who follow Ubtao as their deity have this healing doubled.

ZHENTARIM SPECIAL MISSION

At this point a Zhentarim character can attack Dendar. Damaging her before sealing the Iron Doors satisfies the requirements of their Special Mission.

ROUND SIX: PREPARE YOURSELVES

The Night Serpents coils shimmer and swirl in a way that draws the eye. The hissing grows louder as a knot of purple serpents glide through the doorway.

Monequiltia shakes his head. "She comes. Prepare yourselves!" Forcing his hands towards the sky, he fills the room with his magic before disappearing.

Four **giant constrictor snakes** arrive from the Fugue Plane and attack anyone trying to seal the doors. Dendar casts *hypnotic pattern* on the largest group of susceptible creatures. If still alive, Dendar destroys the **shield guardian**.

Monequiltia casts *revivify* on any deceased characters and *heal* and *greater restoration* on all others.

ROUND SEVEN: DENDAR COMES

The hissing suddenly stops. In the deadly silence, the door swings open freely and the shadowy coils are made a deep purple flesh. A serpentine head ducks through the entrance. With a feminine, sibilant voice the Eater of Worlds speaks. "Perhaps a snack before I dine."

Dendar manifests and consumes the remaining Thayans. If the characters engage her, she tarries to feast upon them as well before leaving to feast up the sun.

The characters can no longer close the doors. Now their only choice is to defeat Dendar before she attains her full strength and destroys the world.

XP Award

If the characters seal the doorway before Dendar manifests, award each character 50 XP.

Treasure

Ethra Dralas wears a *scarab of protection* that the characters can claim. The Thayans carry a total of 28,000 gp in coins and gems amongst them. The control amulet for the shield guardian is destroyed in the battle, and is unrecoverable.

Conclusion

Closing the Door Before Dendar is Freed

If the party closes the Iron Doors before Dendar manifests:

The Iron Doors slam shut as the golden lines stretching across the length and breadth flare brightly. They shudder briefly as some very large pounds rapidly against them. The pounding slows and finally stops. The Night Serpent is once again sealed within her prison to sleep until the end of the world.

The *Icilmaex* flares with a harsh red light and then its clockwork mechanisms whir to life reforming into pedestal shape with three sharp barbs pointed inward towards the center. Beam of bright energy bursts out of the barbs, converging over the center of the pedestal before rushing toward and through the ceiling. After a few breaths, the energy stops and the clockworks explode into small bits of twisted metal.

Moments later an image of golden Larua shimmers before, slowly twisting into another shape, that of a Netherese man in robes. "You have served me well my unwitting pawns. Collecting the power of the *Soulmonger* and your use of the *Icilmaex* funneled to me all the power of Acererak. Your actions have granted me the freedom that I have thirsted for for so long. This day you have made a friend of Rhaugilath the Ageless, true lord of Orbedal. There will be a place for you in my new world."

Characters who haven't previously met Rhaugilath recognize the name as the former Sorcerer-King of the Netherese enclave of Orbedal and lich enslaved to the archlich Larloch.

The characters receive the story award **Friend of the Ageless**.

Forcing Dendar Back Through the Door

If Dendar manifests, but the characters defeat her:

The Night Serpent rears back from you through the door in shocked. Hissing she prepares to strike but slams into the backside of magical iron as the great Iron Doors slam shut. They shudder briefly as some very large pounds rapidly against them. The pounding slows and finally stops. The Night Serpent is once again sealed within her prison to sleep until the end of the world.

The *Icilmaex* flares with a harsh red light and then its clockwork mechanisms whir to life reforming into pedestal shape with three sharp barbs pointed inward towards the center. Beam of bright energy bursts out of the barbs, converging over the center of the pedestal before rushing toward and through the ceiling. After a few breaths, the energy stops and the clockworks explode into small bits of twisted metal.

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Characters who haven't previously met Rhaugilath recognize the name as the former Sorcerer-King of the Netherese enclave of Orbedal and lich enslaved to the archlich Larloch.

The characters receive the story award **Friend of the Ageless**.

Failing to Stop Dendar

If Dendar prevails:

The Night Serpent rises into the sky, growing ever more in size. Her jaws spread wide, the Primordial swallows the sun as the world looks on in horror.

Before the world freezes and all life dies, the Eater of Worlds wraps her endless coils around Toril and squeezes until the world shatters into millions of pieces of floating rock.

A lucky few manage to escape through portals to other planes, but in the Realms, nothing living survives.

The characters receive the story award **Your Tale is Over**.

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE (MIN/MAX XP: 20,250/27,000 EA.)

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.

COMBAT AWARDS

Name of Foe	XP Per Foe
Adult Red Dragon	18,000
Archmage	8,400
Balor	22,000
Giant Constrictor Snake	450
Giant Goat	36,500
Marilith	15,000
Necromancer	5,000
Shield Guardian	2,900
Thayan Knight	3,900
Red Wizard Zulkir	8,400
Zombie	50
Tyrannosaurus Rex	3,900
Dendar	155,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Each successful non-combat encounter in Part Two	5,000

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Rhaugilath's Reward	20,000 gp
Thayan Gold	28,000 gp

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

SCARAB OF PROTECTION

Wondrous Item, legendary (requires attunement)

This pin is carved in the likeness of Moa the Jaculi, trickster god of Omu. While you wear this scarab, you are hidden from scrying while you sleep but if you ever tell a lie the scarab becomes unattuned. This item can be found in **Player Handout 5**.

POTION OF FLYING

Potion, very rare

This item can be found in the *Dungeon Master's Guide*.

POTION OF SUPREME HEALING

Potion, very rare

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF MASS HEAL

Potion, legendary

This item can be found in the *Dungeon Master's Guide*.

SPELL SCROLL OF TELEPORT

Potion, very rare

This item can be found in the *Dungeon Master's Guide*.

STORY AWARDS

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

Friend of the Ageless. Through your efforts to thwart Dendar the Night Serpent, you inadvertently freed the lich Rhaugilath from his bondage to the archlich Larloch. While you have made one friend, another no doubt calls you an enemy.

Your Tale is Over. In your last moments, you witnessed Dendar the Night Serpent consume the sun and crush the world in her coils. Even if there was some way to come back from that horrific death, there is no world to come back to. Your character is permanently retired. More information can be found in **Player Handout 4**.

CHARACTER REWARDS

In exchange for completing this adventure, each character receives downtime and renown as described in the *D&D Adventurers League Dungeon Master's Guide*. In addition, the following faction activity may provide additional rewards:

Members of the Lords' Alliance that leave the magic dagger in the Maze of Ubtao without being spotted by a member of another faction earn **one additional renown point**.

Members of the Harpers (rank 2 or higher) that bring the Thayan Knight Oscillok back to Port Nyanzaru alive earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

Members of the Zhentarim (rank 2 or higher) that wound Dendar earn **one additional renown point** and mark the completion of a secret mission on their adventure logsheet.

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. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Dendar (Den-DAR). The Night Serpent and Eater of Worlds is one of the Primordials who lost the war against the gods, and now slumbers on the Fugue Plane subsisting on the nightmares of mortals. Legend holds that the day Dendar opens the Iron Door, she will devour the world and it will be the end of all things but an endless night.

Ethra Dralas (ETH-ra DRA-las). The Thayan Zulkir of Abjuration sent by Szass Tam to wake Dendar. She is single-minded in pursuit of her goal.

Larloch (LAR-lock). The oldest non-draconic being on Faerûn, this Netherese lich also survived the fall of the flying citadels in -339 DR. Due to near-infinite power, he is nigh untouchable by mortals and even some deities.

Oscillok (AHS-ill-lock). A Thayan Knight lost in the Maze of Ubtao and given himself over to depression. The right words might turn him from his old course and into an ally.

Peaks of Flame. The Peaks are volcanic mountains in southern Chult. They are rumored to house the Maze of Ubtao. The Iron Doors can be found in the Maze's center, locking Dendar the Night Serpent in a slumber on the Fugue Plane.

Rhaugilath (RAW-gill-ath). An ancient Netherese lich, Rhaugilath has spent centuries exploring the dreams of mages and cultural personalities all around Faerûn. Desires to be freed from his servitude to Larloch above all else. He has engineered a situation where the characters must choose either to prevent the arrival of Dendar and free Rhaugilath, or allow the Primordial to destroy the world.

APPENDIX. MONSTER/NPC STATISTICS

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Deception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive - Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Tail Attack.** The dragon makes a tail attack.
- **Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

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

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Senses passive Perception 12

Languages Common, Draconic, Elvish, Abyssal, Celestial, Infernal

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*, *shield*, *mage armor**, *magic missile*

2nd level (3 slots): *blindness/deafness*, *mirror image*, *misty step*

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

4th level (3 slots): *banishment*, *fire shield*, *ice storm*

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

6th level (1 slot): *chain lightning*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank**

9th level (1 slot): *meteor swarm*

*The archmage casts *mind blank* and *mage armor* spells on itself before combat

ACTIONS

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

BALOR

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances cold, lightning, bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

ACTIONS

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Saving Throws Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the snake can't constrict another target.

GIANT GOAT

Gargantuan monstrosity, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, frightened, poison, stunned

Skills Perception +16, Stealth +7

Damage Immunities necrotic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Primordial

Challenge 24 (36,500 XP)

Charge. If the giant goat moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 22 (4d10) bludgeoning damage. If the target is a creature it must succeed on a DC 21 Strength saving throw or be knocked prone.

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

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Multiattack. The giant goat can three attacks: one with its horns and two with its hooves.

Ram. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage plus 7 (2d6) necrotic damage.

Hooves. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Trample. The giant goat moves its speed without provoking attacks of opportunity and makes one melee attack with its hooves against each creature in its path.

Necrotic Breath (Recharge 5–6). The giant goat exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) necrotic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The giant goat 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 giant goat regains spent legendary actions at the start of its turn.

- **Detect.** The giant goat makes a Wisdom (Perception) check.
- **Ram Attack.** The giant goat makes a ram attack.
- **Trample Attack (Costs 2 Actions).** The giant goat makes a trample attack.

MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 180 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120ft., passive Perception 13

Languages Abyssal, telepathy 120ft.

Challenge 16 (15,000 XP)

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

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

Reactive. The marilith can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

NECROMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

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

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistances necrotic

Senses passive Perception 11

Languages Common, Elven, Ancient Netherese, Thayan

Challenge 9 (5,000 XP)

Spellcasting. The fanatic is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

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

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

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

4th level (2 slots): *blight**, *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*: Necromancy spell of 1st level or higher

Dark Harvest (1/Turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

SHIELD GUARDIAN

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (–1)	18 (+4)	7 (–2)	10 (+0)	3 (–4)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands commands given in any language but can't speak

Challenge 7 (2,900 XP)

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

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

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 4th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts the stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

ACTIONS

Multiattack. The guardian makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +2 bonus to the wearer's AC if the guardian is within 5 feet of the wearer.

THAYAN KNIGHT

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

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Wis +5, Cha +5

Skills Athletics +7, Deception +5, Intimidation +5

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 8 (3,900 XP)

Aura of Warding. Ancient magic lies so heavily upon the Thayan knights that their aura forms an eldritch ward. A Thayan knight and friendly creatures within 10 feet of the knight have resistance to damage from spells.

Tattoo Binding. The Thayan knight is magically bound to any Red Wizard zulkir within 60 feet. If the Thayan knight is within 60 feet of a Red Wizard zulkir, the Thayan knight can use his or her reaction to transfer half of any damage the zulkir takes (rounded up) to the Thayan knight. This effect lasts until the beginning of the Thayan knight's next turn, and the effect ends if the Thayan knight is unconscious, incapacitated, or slain.

Spellcasting. The Thayan knight is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *protection from evil and good*, *thunderous smite*

2nd level (3 slots): *branding smite*, *find steed*

3rd level (2 slots): *blinding smite*, *dispel magic*

ACTIONS

Multiattack. The Thayan knight makes three attacks.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). The Thayan knight exudes magical menace. Each enemy within 30 feet of the Thayan knight must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its

turn more than 30 feet away from the Thayan knight, the target can repeat the saving throw, ending the effect on itself on a success.

RED WIZARD ZULKIR

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

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

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Senses passive Perception 12

Languages Common, Draconic, Elvish, Abyssal, Celestial, Infernal

Challenge 12 (8,400 XP)

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

Legendary Resistance (3/Day). If a zulkir fail a saving throw, they can choose to succeed instead.

Spell Secrets. When a zulkir cast a spell with a spell slot that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, the zulkir can substitute that damage type with one other type from that list.

Spellcasting. The zulkir is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The zulkir 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*, *shield*, *mage armor**, *magic missile*

2nd level (3 slots): *blindness/deafness*, *mirror image**, *misty step*

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

4th level (3 slots): *banishment*, *fire shield*, *ice storm*

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

6th level (1 slot): *true seeing**

7th level (1 slot): *simulacrum**

8th level (1 slot): *mind blank**

9th level (1 slot): *meteor swarm*

*The zulkir casts *mage armor*, *mirror image*, *true seeing*, *simulacrum*, and *mind blank* on itself before combat

Tattoos of Absorption. A Red Wizard zulkir can use a reaction to absorb a spell that is targeting only the zulkir 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 zulkir's magical tattoos. The energy has the same level as the spell when it was cast. The magical tattoos can absorb and store up to 20 levels. The zulkir's can cast spells using spell levels stored in this way.

ACTIONS

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

LEGENDARY ACTIONS

The Red Wizard zulkir 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 Red Wizard zulkir regains spent legendary actions at the start of its turn.

- **Cantrip (Costs 1 Action).** The zulkir casts a cantrip.
- **First-level spell (Costs 1 Action).** The zulkir casts a first-level spell.
- **Second-level spell (Costs 2 Actions).** The zulkir casts a second-level spell.
- **Third-level spell (Costs 3 Actions).** The zulkir casts a third-level spell.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

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

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/4 (50 XP)

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

ACTIONS

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

TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages –

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

DENDAR, THE NIGHT SERPENT

Gargantuan aberration, neutral evil

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	26 (+8)	26 (+8)	28 (+9)

Saving Throws Str +19, Dex +9, Wis +17

Skills Arcana +17, Perception +26, Religion +17

Damage Immunities acid, cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded, charmed, deafened, frightened, poison, stunned

Senses darkvision 240 ft., passive Perception 36

Languages Common, Primordial

Challenge 30 (155,000 XP)

Endless Coils. Dendar can take one reaction per turn, rather than only one per round. She also has advantage on saving throws against being knocked unconscious.

Discorporation. When Dendar drops to 0 hit points or dies, her body is destroyed but her essence travels back to her domain in the Fugue Plane, and she is unable to take physical form for a time.

Innate Spellcasting (3/Day). Dendar can innately cast *dream*, *hypnotic pattern* and *dissonant whispers* (spell save DC 26). Her spellcasting ability is Charisma.

Legendary Resistance (5/Day). If Dendar fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless she wishes to be affected, Dendar is immune to spells of 6th level or lower. She has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Dendar's weapon attacks are magical.

Regeneration. Dendar regains 30 hit points at the start of her turn.

ACTIONS

Multiattack. Dendar casts *dissonant whispers*. She then makes three attacks: two with her coils and one with her bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage.

Coil. *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage.

Nightmare Gas (recharge 4-6). Dendar exhales a 60-foot cone. Each creature in that area must make a DC 20 Wisdom saving throw, taking 58 (13d8) psychic damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Dendar can take 5 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. Dendar regains spent legendary actions at the start of her turn. Once Dendar chooses a legendary action option, she can't choose the same one until the start of her next turn.

Claw. Dendar makes an attack with her bite against a foe she can reach.

Coil. Dendar makes an attack with her coils against a foe she can reach.

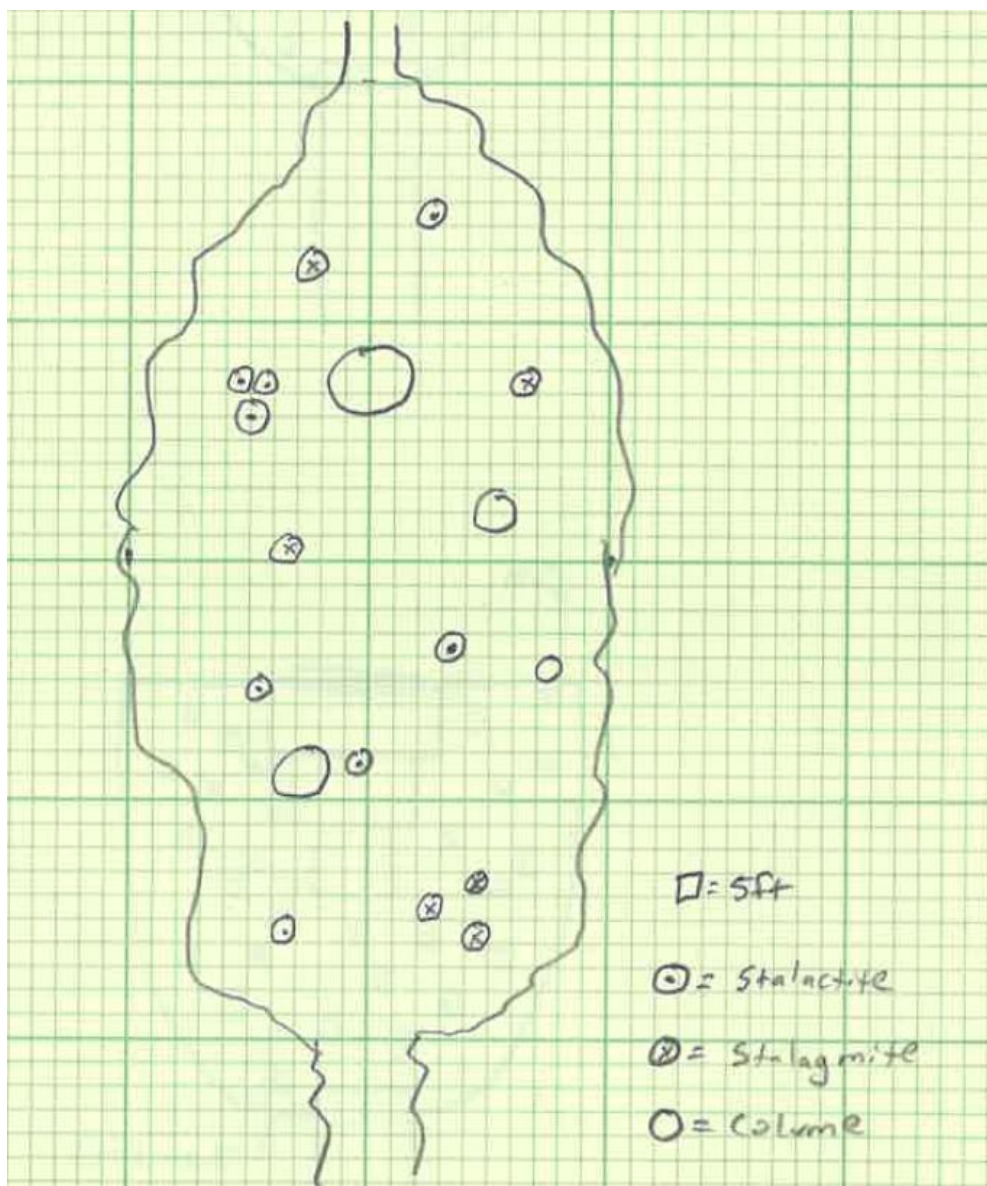
Dissonant Whispers. Dendar casts *dissonant whispers*.

Grasping Coils (Costs 2 Actions). Dendar makes an attack with her coils against a foe she can reach. If the attack hits, the target is grappled (escape DC 27).

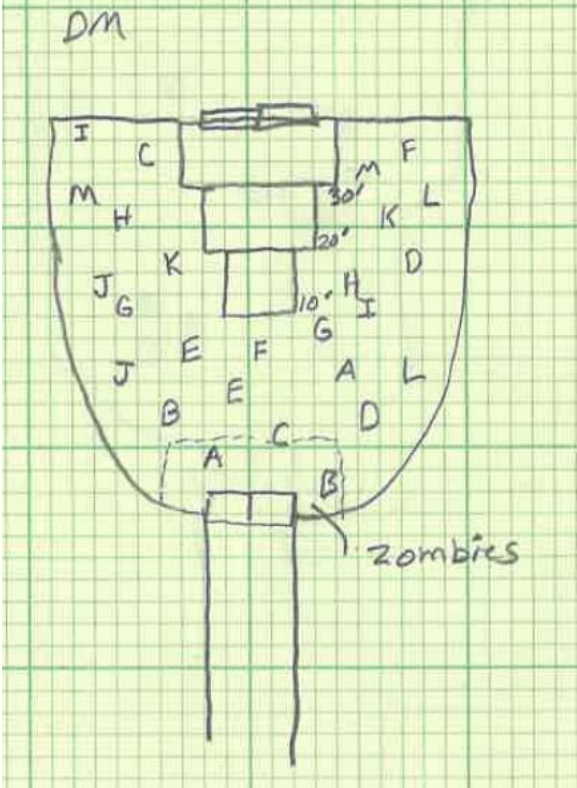
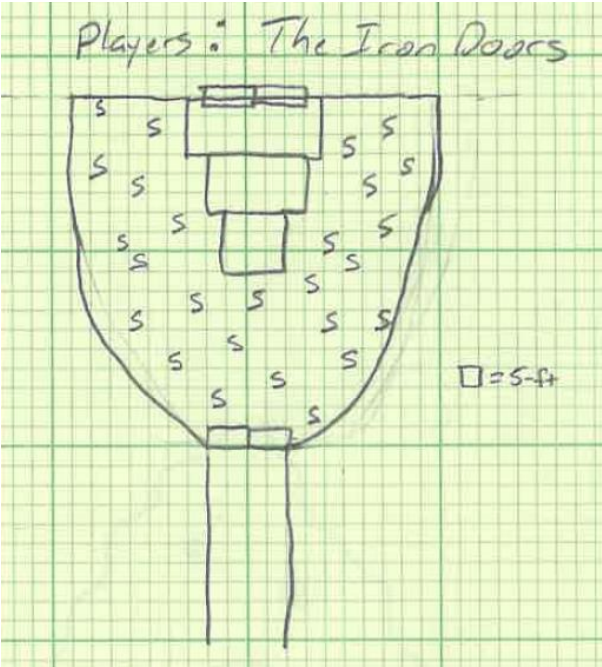
Hypnotic Pattern (Costs 2 Actions). Dendar casts *hypnotic pattern*.

Move. Dendar slithers her movement rate without provoking opportunities attacks.

APPENDIX. MAP ONE: LIVING NIGHTMARES



APPENDIX. MAP TWO THE IRON DOORS



APPENDIX. THE PUZZLE OF THE MAZE SOLUTION FOR DM

1  Blue	2  Red	3  Green	4  Purple	5  Orange	6  Yellow
7  Yellow	8  Orange	9  Yellow	10  Blue	11  Blue	12  Green
13  Blue	14  Blue	15  Red	16  Red	17  Orange	18  Green
19  Green	20  Purple	21  Purple	22  Green	23  Yellow	24  Yellow
25  Red	26  Red	27  Purple	28  Purple	29  Yellow	30  Blue
31  Purple	32  Orange	33  Yellow	34  Green	35  Orange	36  Red

Solution: 1 13 14 26 25 7 9 33 31 19 22 34 36.

PLAYER HANDOUT 1: THE ICILMAEX.

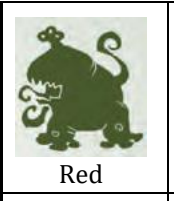
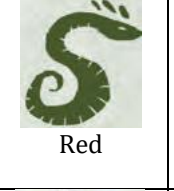
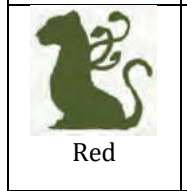
The *Icilmaex* has one charge per opal. You can also empower the *Icilmaex* by using the raw power of your own soul to expend your own hit dice instead of a charge. If you choose to spend hit dice in this way, those hit dice are **permanently spent and are can't be recovered** by resting or magic. Ever. Such is the price of burning up your soul to power an artifact capable of sealing away the Primordial that even the gods feared.

The *Icilmaex* can only be used once per round.

POWERS OF THE ICILMAEX

- **Seal the Iron Doors (Action, 2 HD):** You channel the power of the *Icilmaex* to reforge the wards that keep the Iron Doors sealed. It takes four uses of this ability to fully close the Iron Doors once they have been opened.
- **Tap the Weave (Action, 1 HD):** You form a connection to the weave to cast one of the following innate spells: *alarm*, *arcane lock*, *augury*, *comprehend languages*, *greater restoration*, *prayer of healing*, or *rope trick*.
- **Traverse the Maze (Action, 4 HD):** You connect the *Icilmaex* to Maze of Ubtao to see a path through to your next objective. Your party automatically succeeds on a group check to navigate the maze. This power only works once.

PLAYER HANDOUT 2: THE PUZZLE OF THE MAZE

 Blue	 Red	 Green	 Purple	 Orange	 Yellow
 Yellow	 Orange	 Yellow	 Blue	 Blue	 Green
 Blue	 Blue	 Red	 Red	 Orange	 Green
 Green	 Purple	 Purple	 Green	 Yellow	 Yellow
 Red	 Red	 Purple	 Purple	 Yellow	 Blue
 Purple	 Orange	 Yellow	 Green	 Orange	 Red

PLAYER HANDOUT 3: TENCUALACTLI'S GIFT

You have won a game of wits with Tencualactli, the Deception of Ubtao, and bound a fragment of the Primordial to your soul. While you share in his power, you can feel it burning through you rapidly. You can channel Tencualactli's power through the lens of your soul. Doing so burns away a part of you causing you to expend your own hit dice. If you choose to spend hit dice in this way, those hit dice are **permanently spent and are cannot be recovered** by resting or magic. Ever.

For the duration of this adventure, you have the following abilities, each with the type of action and hit dice required to activate them.

CONTINUOUSLY ACTIVE

The following effects are continuously active while bound to Tencualactli and do not require the expenditure of any hit dice.

- You are warm to the touch and burn with an inner radiance. Your skin sheds light equal to a candle.
- You have a knack for bending the truth. You have advantage on Charisma (Deception) checks.

ONE HIT DIE

- **Knowledge of the Divine (Bonus Action):** If you fail a skill check, you can choose to succeed instead. You may not use this ability more than three times.
- **Legendary Resistance (Reaction):** If you fail a saving throw, you can choose to succeed instead. You may not use this ability more than three times.
- **Spellwork (Action):** You innately cast one of these spells: *blur*, *invisibility*, *mirror image*, or *zone of truth*.

TWO HIT DICE

- **Surge of Action (Action):** You infuse a target of your choice that you can see with a burst of energy allowing them to immediately take one additional action as a Reaction.
- **Trick Death Itself (Action):** You innately cast *revivify*, however, if death will not get its due, Tencualactli is a trickster who will have his. Tencualactli steals 600 gp from the target of the spell which disappears to wherever your hit dice are going.

FIVE HIT DICE

- **Seal the Iron Doors (Action):** You channel Tencualactli's connect to Ubtao to reforge the wards that keep the Iron Doors sealed. It takes four uses of this ability to fully close the Iron Doors once they have been opened.

PLAYER HANDOUT 4. STORY AWARDS

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:

FRIEND OF THE AGELESS

Through your efforts to thwart Dendar the Night Serpent, you inadvertently freed the lich Rhaugilath from his bondage to the archlich Larloch. While you have made one friend, another no doubt calls you an enemy.

YOUR TALE IS OVER

In your last moments, you witnessed Dendar the Night Serpent consume the sun and crush the world in her coils. Even if there was some way to come back from that horrific death, there is no world to come back to. Your character is permanently retired.

PLAYER HANDOUT 5. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

SCARAB OF PROTECTION

Wondrous Item, legendary (requires attunement)

If you hold this jaculi-shaped medallion in your hand for 1 round, an inscription appears on its surface revealing its magical nature. It provides two benefits while it is on your person:

- You have advantage on saving throws against spells.
- The scarab has 12 charges. If you fail a saving throw against a necromancy spell or a harmful effect originating from an undead creature, you can use your reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

This pin is carved in the likeness of Moa the Jaculi, trickster god of Omu. While you wear this scarab, you are hidden from scrying while you sleep but if you ever tell a lie the scarab becomes unattuned.

This item can be found in the *Dungeon Master's Guide*.