



CRYPT OF THE DARK KISS

A Waterdeep Adventure

Are there actually vampires in Undermountain? The Baron of Blood demands that you find out! Part Two of the *Vampire Hunt* trilogy.

A Two-Hour Adventure for Tier 2 Characters.

Optimized For: APL 8



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ADVENTURE PRIMER

"If, beneath the mountain, coursing rivers of magma are like blood, then the hammer blows, and thrumming forges of our kin are the beating heart. And mithral, our precious metal, buried deep and hidden within stone, can only be the mountain's dream."

—Melairkyn folklore

BACKGROUND

The party travels to a section of **UNDERMOUNTAIN** where the ancient **MELAIRKYN** clan of dwarves buried their dead. In the intervening time the **CRYPTS** have been plundered by drow and druegar. Then along came Halaster and his whimsical installation of **GATES** and moving sections of Undermountain around leaving this, relatively small section of crypts cut off from the remainder. The vampire followers of Shar have further desecrated this section of crypts with foul necromantic rituals twisting the few remaining dwarven guardians and raising the dead to their bidding. Loyal vampire spawn and their shadow allies stand guard as well.

EPISODES

The adventure is spread over three to five episodes that takes approximately two to four hours to play. These episodes are initially introduced by a Call to Action Episode.

If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

- **Episode 1: Into the Dark.** Tasked by the Masked Lord Artor Morlin the heroes must get pass ancient obstacles to enter the crypts. This is the **Call to Action**.
- **Episode 2: Crypt of Heroes.** The heroes are tested by dwarven traps before moving forward. They can complete the episode by following the central path and facing a group of vampire spawn and their allies. This is **Story Objective A**.
- **Episode 3: Dark Guardian.** Moving into the final chamber they are confronted by the original guardians of this area. The guardians have been corrupted and Halaster has altered the area such that it now has a gate that grants access to another level of Undermountain instead being a simple archway to additional Crypts. Discovering how to open the gate is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes two, 1-hour bonus objectives that the characters can pursue if they have additional time to do so—earning additional **advancement and treasure checkpoints** in the process. These bonus objectives are found in this adventure's appendices, as follows:

- **Bonus Objective A: Crypt of Clerics.** A crypt devoted to those who served the clan as clerics has been corrupted. These dwarvish mummies attack any who are living and not followers of Shar. This bonus objective is found in **Appendix 4**.
- **Bonus Objective B: Crypt of Craftsmen.** A crypt devoted to the craft masters of the clan. Those interred here where mainly smiths with various expertise. Now they have been reduced to skeletons attempting to make odd items with black fire. This bonus objective is found in **Appendix 5**.

EPISODE SEQUENCE

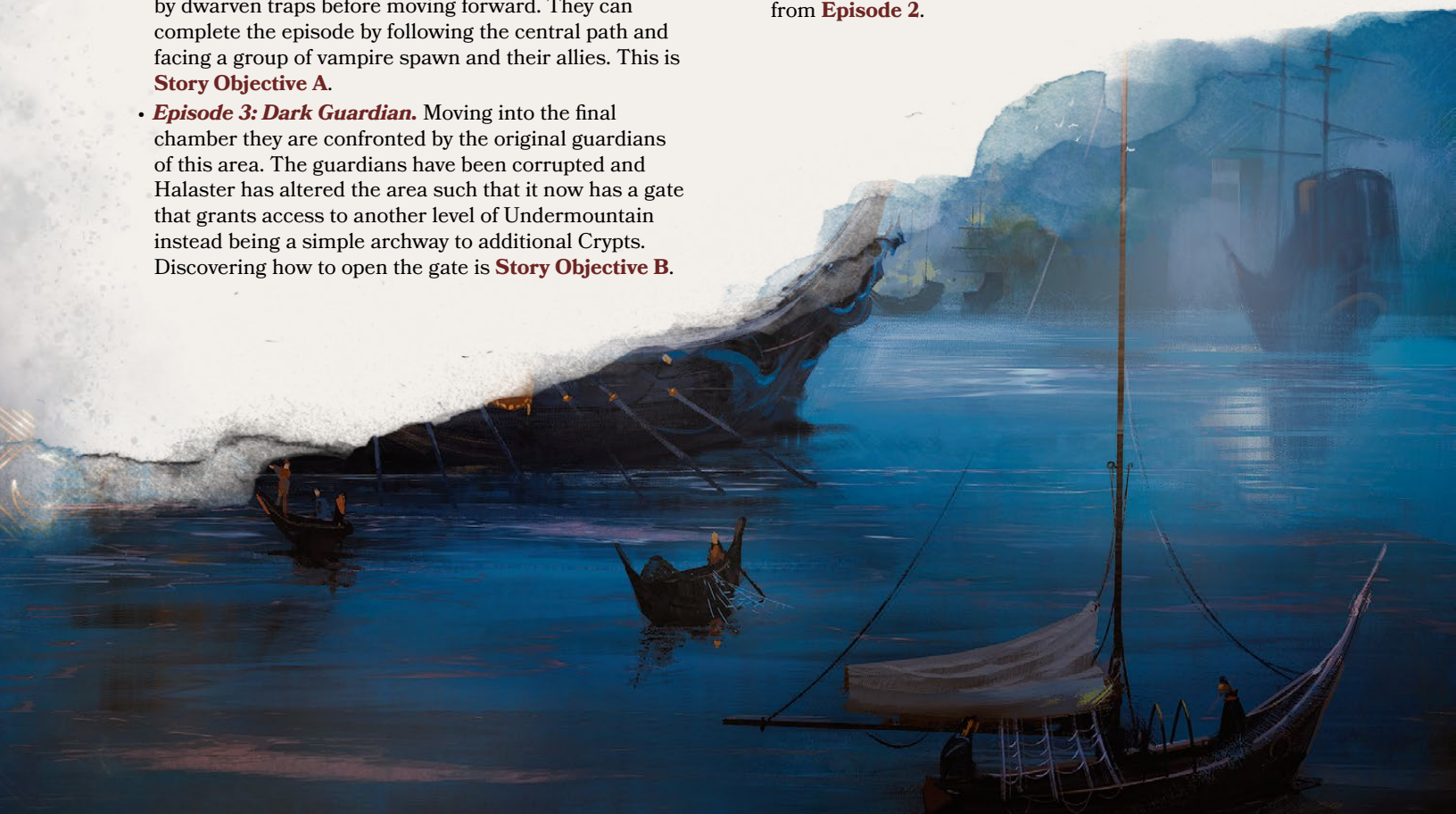
Depending on your time constraints, and play style and environment, this adventure will take approximately two to four hours to play.

HOW WILL YOU PLAY?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately **2 hours**. However, if you wish, you can provide a longer experience for your players by pursuing the **bonus objectives**.

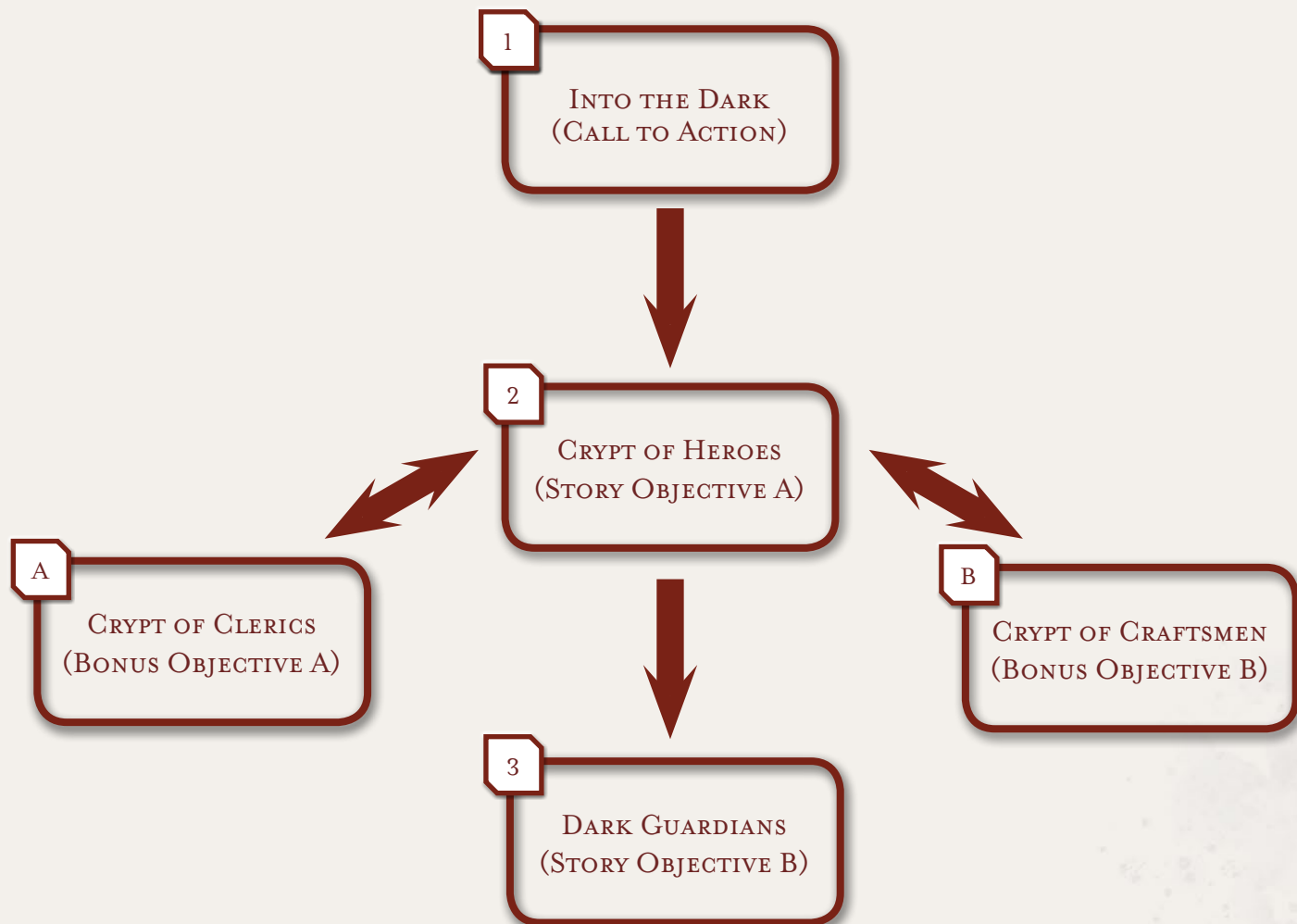
Story Objectives Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Story and Bonus Objectives. You can extend this adventure one or two hours by including opportunities for the characters to pursue the bonus objectives. Both **Bonus Objective A** and **Bonus Objective B** branch off from **Episode 2**.



ADVENTURE FLOWCHART

This section provides a basic understanding of not only the flow of the episode, but also the outline of the different paths that your players may take in reaching their stated objective.





EPISODE 1: INTO THE DARK



Estimated Duration: 20 minutes

SCENE A. MAKING AN ENTRANCE

Artor Morlin is not satisfied that the threat from Vampires in Undermountain has been contained. From previous activities by adventurers, he knows that there is a tunnel that seems to connect to Clan Melairkyn's formal holdings.

- **Played Previous Adventure:** It's assumed the characters have taken a long rest before proceeding. In the previous adventure three of the NPCs have this information, also the characters can discover, for themselves by looking at travel patterns, that this other tunnel exists.
- **Did Not Play Previous Adventure:** Artor Morlin tasks the characters with investigating and eradicating an infestation of vampires and their minions. He gives the characters directions to the location the last group reported clearing. If no one has played previous adventure, he gives them an item found by the first group, a silver earring from which dangles a crystal ball. Within the ball many different shaped eyes float (holy symbol of the demigod Savras, whose portfolio includes divination and truth seekers). He believes it is somehow connected to finding the location of the master vampire.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. They start out in a rough-cut tunnel that is 10-feet wide and 6-feet high. They come to a T-intersection. To their right is a massive cave in, to their left is a tunnel that has been carved by skilled masons. It is 10-feet wide and 10-feet high. The floor is smooth stone. Characters with a passive Perception of 10 or higher notice that the corridor has seen traffic recently.

Lighting. Only light here is from whatever light sources the characters bring with them.

The Door. 30 feet down the corridor is a large stone double door. Engraved on the door in dwarven:

- *"Hanseath Ensures The Journey Never Seems Long"* underneath these words a silver mug is inlaid in the stone.
- *"Valkanna Guides Even After Death"* underneath these words a silver ewer is inlaid in the stone.

There does not seem to be a keyhole or locking mechanism for the door, yet it does not open. Characters with a passive Perception of 15 or higher notice long-dry stains from ale and beer being poured on the threshold. If ale or beer from a silver mug, ewer or flask is poured on the base of the door the door opens. Alternatively putting a silver piece at the base of the doors and pouring ale or beer on it also works, but in that instance the coin disappears. For those wanting a more violent way of dealing with the doors (AC 17, 50 hit points; immune to poison and psychic damage).

DWARVEN GODS

The following deities feature prominently within the crypt:

- **Hanseath** is the dwarven god of festivity, brewing and song. The songs may inspire battles and the celebrations caused by victories but the beer and ale flow in any case. His symbol is a beer stein.
- **Valkanna** is the goddess of birth, aging, death and oaths. Her spirit is entwined in dwarven life and the oaths that bind them together as a clan and a people.
- **Clangeddin Silverbeard** is known as the Father of Battle and is the patron of dwarf warriors. His symbol is crossed silver battle axes.
- **Moradin** is the creator deity of the dwarves and his symbol is the hammer and anvil.
- **Tharmekhûl** the god of fire, forges and molten rock his symbol is the fiery axe.
- **Ulaa** is the goddess of mining and quarrying her symbol is a miner's pick.
- **Dumathoin** is the god of buried secrets. His symbol is a gem within a mountain.

MISTRESS OF THE NIGHT

This is one of the titles of Shar, also known as the Lady of Loss, and the Nightsinger. Her symbol is a black disk with a border of deep purple. A simple DC 10 Intelligence (Religion) check reveals this information.

CALL TO ACTION

The adventurers are tasked by Artor Morlin with exploring the area, destroying any undead, and discovering how the earring is connected to the gate which connects to the lair of the master vampire of this Kiss.

SCENE B. DANCE LIKE A DWARF

Beyond the doors is a hall that opens into a larger area. The hall is trapped.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The hallway is 35-feet long and the floor is inscribed with decorative motifs. The walls have faded paintings defaced by graffiti—some old, some new—in various languages. Despite the variety of languages, the more recent additions sing the praises of the Mistress of the Night almost exclusively.

Lighting. The area is completely dark; the only light that exists is that which the characters bring with them. In addition, light is dimmed by the crypt's magic (bright light becomes dim, dim light is extinguished entirely).

Floor Trap. The intricate designs on the floor disguise several *glyphs of warding*. Originally, dwarves could tread upon a glyph without triggering it. However, time and the presence of evil have corrupted the ancient magic; only undead and constructs can pass over the glyphs without triggering them. If a creature steps on a glyph, they must make a DC 15 Dexterity saving throw, taking 18(4d8) lightning damage on a failed save and half as much on a successful one. Locating a glyph requires a successful DC 15 Intelligence (Investigation) check. After a glyph has been found the checks for a glyph has advantage. They can be jumped over, or avoided by walking on walls, or flying.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Weak/Very Weak:** Remove all but 2 *glyphs of warding*.
- **Very Strong:** Creatures in adjacent squares are included in the effect.





EPISODE 2: CRYPT OF HEROES



Estimated Duration: 45 minutes

SCENE A. WARM WELCOME

The adventurers now continue forward and face the undead and their allies. This area originally was used for final ceremonies before interment. During their investigating, the characters notice the overwhelming presence of Shar, which alludes to greater forces at work.

PREREQUISITES

Completing **Episode 1** leads to this entrance to the crypts.

STORY OBJECTIVE A

Ridding the crypt of the kiss of vampire spawn and their allies is **Story Objective A**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The hallway opens into a 40-by-25-foot room. The floor shows signs of scuff marks, scorch marks and some cracks as if from heavy blows. Directly opposite the entrance are two double doors as well as a single door on each wall to the west and the east.

Lighting. Only light here is from whatever light sources the characters bring with them. No matter the source of the light it weakens to dim light (if it only gave off dim light then it goes out).

Statues. Two statues of dwarves stand against the wall opposite the characters entrance and additional statues are to the left and right of the characters entrance. While still recognizable as dwarves, they have been defaced and painted black.

North Doors. A set of double doors bearing a set of crossed battleaxes are centered in the North wall. A successful DC 11 Intelligence (Religion) check reveals the axes as the symbol of Clangeddin Silverbeard. The doors are *arcane locked*—only undead and devotees to Shar can open it without resorting to magic or brute force or a successful DC40 Dexterity (thieves' tools) check. Spells such as *knock*, or *dispel magic* or doing 50 hit points of damage (AC 17; immune to poison and psychic damage) gets the characters past the door.

An inscription above the door in Dwarvish reads:

"Here lie those whose hearts were true and whose bravery knew no bounds."

West Door. This door is engraved with a hammer and anvil—something that a character succeeding on a DC 11 Intelligence (Religion) check identifies as the symbol of Moradin. The closed door isn't locked and shows signs of having been forced open at some point. An inscription above the door in Dwarvish reads:

"Honor those who tended the fires of faith and guided the clan on the paths of righteousness."

East Door. It has an axe wrapped in flame and a simple miner's pick engraved in the door (symbols of Tharmekhul

and Ulla respectively, dwarven gods associated with forges and mining). The door is not locked and shows signs of having been forced open at some point. An inscription above the door in Dwarvish reads:

“Honor those whose skill and craftsmanship makes the clan strong.”

Black Fire Statue Trap. This trap is corrupted so that it now triggers when living creatures enter the center of the room. A living creature steps into one of the four squares marked T on the map. Once triggered, the statues emit a 15-foot-long cone of black fire into the center of the room. Any creature in that area must make a DC 15 Dexterity saving throw. A creature takes 22 (4d10) necrotic damage on a failed save and half as much on a success. A character succeeding on a DC 15 Wisdom (Perception) check notices pressure plates in the trapped squares which can be disabled with a set of thieves' tools and a successful DC 15 Dexterity check with thieves' tools or simply avoided.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very weak:** Only one statue activates.
- **Weak:** Only two statues activate.
- **Strong/Very Strong:** The trap's saving throw DC increases to 15 and its damage to 33 (6d10) necrotic damage.

SCENE B. SHADOWS AND BLOOD

The creatures here play a game of hide and seek with the characters. Using the stone remnants as cover for their attacks as they try to stop the characters progress.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The 40-foot-by-50-foot room has 10-foot wide alcoves on either side of the double doors on the north and south walls. Stone sarcophagi—some now little more than rubble, others pristine—are arranged around the room and in the alcoves. The doors to the north are unlocked and bear the same inscription

as those to the south (**Scene A**). The doors on the east and west walls are identical to those in Scene A.

Lighting. The same as in Scene A.

CREATURES/NPCs.

The room has three **vampire spawn** (one of which wearing a *ring of fire resistance*), three **shadow mastiffs**, and a **vampiric mist**.

Objectives/Goals. The vampire spawn has been charged with protecting the gate, and occasionally acting as messengers for their vampire masters. The other creatures follow commands issue by the vampire spawns.

What Do They Know? The vampire spawn know the chime sequence to open the gate to the lair of their master, but no details of that area (Part three of this trilogy). They have no way currently to open the gate, as the device to hit them, broke (origin of the vampiric mist, the vampire needed to get back to the masters area instead he died and became that) and the spare was left with a group (Part One of the trilogy) of allies who have not returned.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove the **vampiric mist** and two **shadow mastiffs**
- **Weak:** Remove two **shadow mastiffs**
- **Strong:** Add a **vampire spawn**
- **Very Strong:** Add a **vampire spawn** and a **vampiric mist**

Bonus Objective A and B. If neither of these bonus objectives are being utilized, the chambers to the east and west exist, but both are empty of creatures. Alternative description of those areas: The room on the west may have had altars as well as sarcophagi, but they have been so damaged it is hard to gain any details from them. The room on the east seems to have included forges, but the fires have gone out. Otherwise, proceed to **Appendix 4** and **5** using the descriptions provided there.

TREASURE & REWARDS

Characters searching the remains of the vampire spawn discover:

- One of the vampire spawn wears a *ring of fire resistance*.

PLAYING THE PILLARS (SCENE B. SHADOWS AND BLOOD)

Combat

In most cases they vampire spawn guardians are aware of the party and have hidden statically in the area. Their number one goal is to keep intruders from finding the gate in the next room.

Exploration

The intact sarcophagi are 4 feet tall. Certain spells or abilities might allow the characters to discover the layout of the next room.

Social

The vampire spawn know Common, Undercommon and Bullywug. Inventive characters might be able to delay combat, or get information about how to open the gate, but it would be difficult to get them to betray their master..



EPISODE 3: DARK GUARDIANS



Estimated Duration: 45 minutes

RING THOSE CHIMES

The characters must fight or learn how to disable the stone defenders before they can tackle the question of how to open the Gate.

STORY OBJECTIVE B

Discovering the Gate and how to open it and thus discover a way to reach the vampire master is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The 30-by-40-foot chamber has a 30-foot high ceiling covered with an elaborate bas relief of dwarvish life. Tracks on the floor indicate the room has seen traffic. Chiseled into the North wall is an archway with faintly glowing gold inlay (the gate).

Lighting. The only light here is whatever light sources the characters have. The crystals reflect and refract light in scintillating patterns.

Statues. Two large statues of a dwarf in full armor with a war hammer and shield stand against the side walls. Four similar statues carved out of both the north and south wall have been coated with a black substance.

Crystal Chimes. Long, faceted crystals hang in the air around a central crystalline pillar. Moving back and forth as if in a breeze, but never touching anything. Playing a specific tune on the crystal chimes the characters can do one of two things. If they use the globe remaining on the hook, they can halt the attacks of the creatures in the room. If they are using the earring of Savras they can

open the gate. The tune played is the same, the item used to ring the chimes dictates what happens.

Engravings on the Floor. The floor around the crystals is engraved with the following: Death Ties Forever Life's Truths Dumathoin Stores. The capital letter is deeper and indicates the note to be rung. (do, ti, fa, la, ti, do so) Dumathoin is the dwarven god of buried secrets. It is the same tune heard in Bonus Objective B. Note that the phrase is in Common.

Hooks. On the North wall are a series of hooks and inscriptions that have been defaced and can't be read. Hanging from one of the hooks is a silver chain from which a glass globe dangles, within the globe is a silver hammer. There are glass shards and glass eyes on the floor.

CREATURES/NPCs.

Two **stone golems** are here—one is still active while the other bears obvious damage. Four **stone defenders** crafted to look like dwarves stand against the northern and southern walls covered in a black substance.

Objectives/Goals. The stone golem serves only to protect the crystal chimes; it doesn't activate unless someone damages them in some way. The stone defenders serve only to destroy creatures who aren't worshippers of Shar (have her holy symbol).

What Do They Know? Not a darn thing.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene, according to your group.

- **Very Weak:** Remove the **stone golem**
- **Weak:** Remove two **stone defenders**
- **Strong:** Add a **vampiric spawn**
- **Very Strong:** Add a **stone golem**

PLAYING THE PILLARS

Combat

Removing the black substance on a stone defender stops that constructs attacks. Using the globe with the hammer in it to ring the chimes using the correct tune stops all attacks.

Exploration

A DC 18 passive Perception notices the faded ink above two of the hooks. A successful DC20 Intelligence (Investigation) or DC23 Wisdom (Perception) check discovers "Halt" is above the globe with the hammer in it. "Open" is over an empty hook.

Social

Sadly, the creatures understand Dwarven, but only respond to commands from the chimes.

WRAP-UP: GATEWAY TO MUCK

Once the characters have halted or destroyed the guardians, they have time to examine the crystal chimes and the north wall of the room. Allow them to use their skills to discover the tune, or if they have experienced Bonus Objective B, remember the tune they heard over and over while in the room.

When the correct tune is played on the chimes, the area within the arch shimmers and then clears, giving them a view of the room beyond. A room filled with vines tumbling over rocky ruins lies before them. Warm fetid air wafts out of the opening. After a minute the gate closes.

The characters have now completed **Story Objective B** and may return to Artor with all the information he required of them or if they are continuing with *DDAL8-09 Fangs and Frogs* then they can decide to complete a long rest before going thru the gate.

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **story** objective that they complete, as follows:

- **Story Objective A.** Rid the crypt of vampire spawn.
- **Story Objective B.** Discover the Gate that leads to the master's lair

The characters receive 1 advancement checkpoint and 1 treasure checkpoint for each **bonus** objective that they complete, as follows:

- **Bonus Objective A.** Removing the threat of the dwarvish mummies
- **Bonus Objective B.** Remove the threat of the dwarvish skeletons.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

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

Ring of Fire Resistance. This simple ring of twisted brass wire is warm to the touch. This item is found in **Appendix 6**.

DUNGEON MASTER REWARDS

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

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



APPENDIX 1: LOCATIONS & NPCs

The following NPCs feature prominently in this adventure:

- **Artor Morlin (ARR Tore MORE linn).** This Masked Lord is a vampire, but very few live to hold this knowledge. His clothing, while fine, is outdated in fashion and he smells of dust and ancient blood. The characters are tasked by him to assist in his relocating his lair, by removing existing vampires and their minions from Undermountain. Adventurers played a role in his current lair's location being revealed.
Personality: *I send minions to deal with threats.*
Ideal: *I'm always one step ahead of my enemy.*
Bond: *Knowing my secrets means death.*
Flaw: *If I must fight, my bloodlust consumes me.*
- **Crypts of Clan Melairkyn.** Clan Melairkyn ruled the area underneath Waterdeep, long before the city existed, during the time that the ancient elven realm Illefarn ruled. The clan delved deep into what we now refer to as Undermountain, mining mithral. The clan left either because the mines played out, or the attacks from duergar and drow drove them out. The area has been conquered and plundered multiple times, dwarfs built their strongholds to endure.
Personality: *The dead shall rest in honor*
Ideal: *We have honored the gods during life, now they shall reward us*
Bond: *Even in death we are one*
Flaw: *Centuries of desecrations have left us open to the twisting of Halaster and the blood of Shar*

- **Dark Guardians.** Originally created to guard the entrance to additional crypts, the machinations of Halaster and the more recent influence of Shar have twisted their purpose.

Personality: *The gate and thus the chimes are eternal as we*

Ideal: *None that are alive and not of Shar shall pass*

Bond: *Our duty unites us*

Flaw: *We can't negotiate or change*

- **Crypt of Clerics.** Interred here are the chief priests of the various gods that were worshipped by the clan. Small altars dedicated to those gods were placed around the edges of the crypt. While time and the traditional enemies of the dwarfs caused damage to the sarcophagi in the room, it was not until the followers of Shar hallowed the area in the name of their god and using foul rituals raised the more intact dead as mummies.

Personality: *As in Life so in Death*

Ideal: *Duty never ends*

Bond: *In our shame we are one*

Flaw: *None shall live who have witnessed our downfall*

- **Crypt of Clan Craftsmen.** Masters of their crafts be they mining, armorers, weaponsmiths or weavers all were honored with a burial here. The forges were meant to stay alight forever in honor of their skill. Bargains were made with a group of salamanders, the forges would act as nest and nurseries for their young, in exchange they were freed from the enslavement of the efreeti. When the Sharrans came their rituals changed the nature of the fire in the forge to necrotic and only 3 fire snakes remain. They also raised the dead as skeletons, at first with the thought of weapons, but now more keys are needed for the gate.

Personality: *Work well done is honorable*

Ideal: *Inferior results are not acceptable*

Bond: *We shall create what was ordered*

Flaw: *None shall live who interrupt our work*



APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

FIRE SNAKE

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	11 (+0)	7 (-2)	10 (+0)	8 (-1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 1 (200 XP)

Heated Body. A creature that touches the snake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

ACTIONS

Multiattack. The snake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 3 (1d6) fire damage.

DWARVEN MUMMY (MUMMY)

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Immunities bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Dwarf, Common, Undercommon

Challenge 3 (700 XP)

ACTIONS

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

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

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy lord, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies and mummy lords for the next 24 hours.

PURPLE FLAME/DWARVISH SKELETON (SKELETON)

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Dwarven, Common, and Undercommon

Challenge 1/4 (50 XP)

ACTIONS

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or take 5 (2d4) necrotic damage.

Shadow Mastiff

Medium undead, lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	5 (-3)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks while in dim light or darkness

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Ethereal Awareness. The shadow mastiff can see ethereal creatures and objects

Keen Hearing and Smell. The shadow mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Shadow Blend. While in dim light or darkness, the shadow mastiff can use a bonus action to become invisible, along with anything it is wearing or carrying. The invisibility lasts until the shadow mastiff uses a bonus action to end it, is in bright light or is incapacitated.

Sunlight Weakness. While in bright light created by sunlight, the shadow mastiff has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage, and if the target is a creature it must succeed on a DC 13 Strength saving throw or be knocked prone.

Stone Defender

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	3 (-4)	10 (+0)	1 (-5)

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

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

Senses darkvision 60 ft., passive Perception 10

Languages understands one language of its creator but can't speak

Challenge 4 (1,100 XP)

False Appearance. While the stone defender remains motionless against an uneven earthen or stone surface, it is indistinguishable from that surface.

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

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) bludgeoning damage, and if the target is Large or smaller, it is knocked prone.

REACTIONS

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the stone defender gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the stone defender must be able to see the creature and the attacker.

Stone Golem

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantite weapons

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 10 (5,900 XP)

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

Hit: 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

SWARM OF CENTIPEDES

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

Paralyzing Bites. A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points, and paralyzed while poisoned in this way.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

VAMPIRIC MIST

Medium undead, chaotic evil

Armor Class 13

Hit Points 30 (4d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

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

Saving Throws Wis +3

Damage Resistances acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

Life Sense. The mist can sense the location of any creature within 60 feet of it, unless that creature's type is construct or undead.

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

Misty Form. The mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The mist can't manipulate objects in any way that requires fingers or manual dexterity.

Sunlight Hypersensitivity. The mist takes 10 radiant damage whenever it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks.

ACTIONS

Life Drain. The mist touches one creature in its space. The target must succeed on a DC 13 Constitution saving throw (undead and constructs automatically succeed), or it takes 10 (2d6 + 3) necrotic damage, the mist regains 10 hit points, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

VAMPIRE SPAWN

Medium humanoid (any race), any alignment

Armor Class 15 (natural armor)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,180 XP)

Regeneration. The spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If it takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

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

Vampire Weaknesses. The spawn has the following flaws:

- **Forbiddance.** The spawn can't enter a residence with an invitation from one of the occupants.
- **Harmed by Running Water.** The spawn takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** The spawn takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, the spawn has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The spawn makes two melee attacks, only one of which can be a bite attack

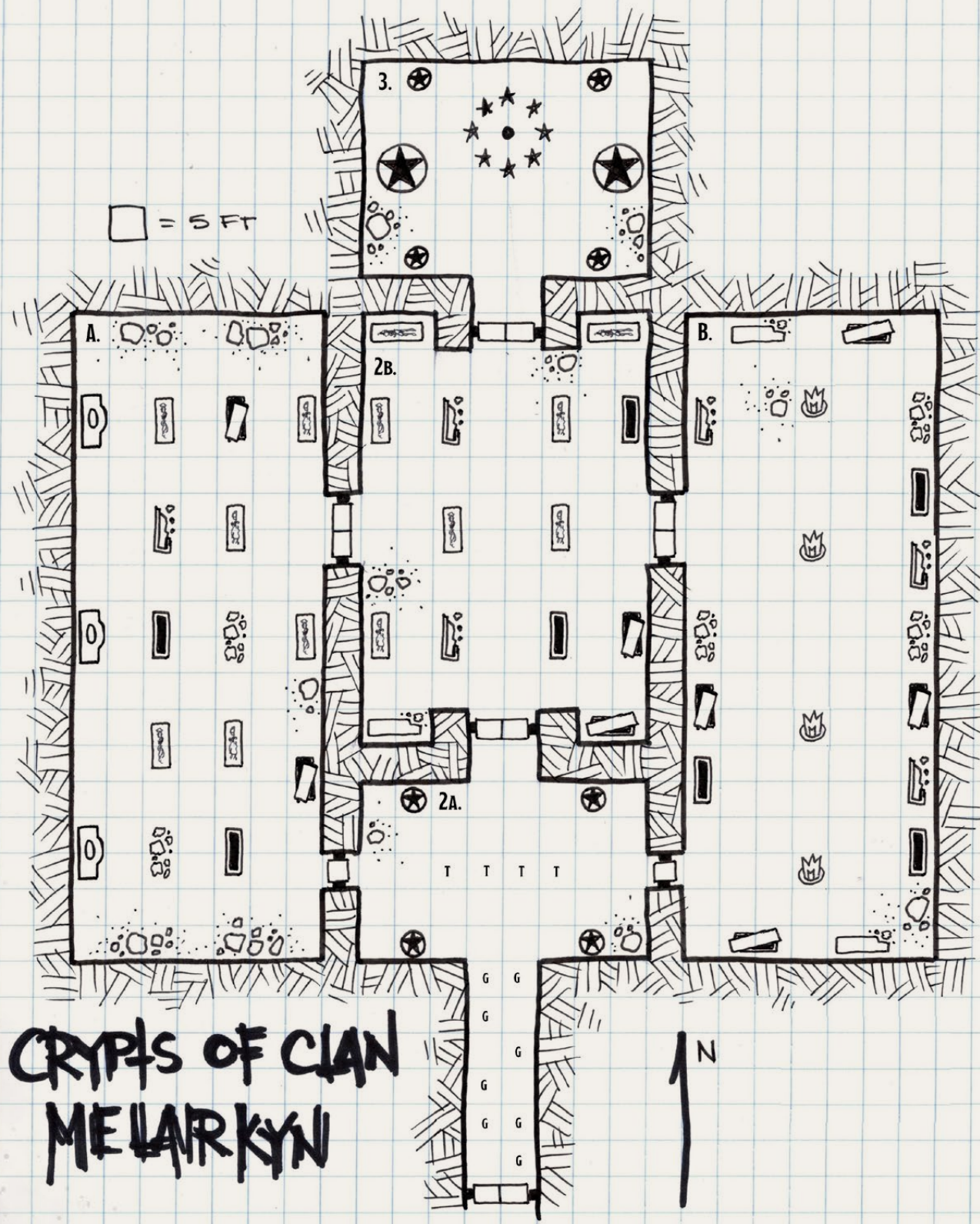
Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the spawn can grapple her target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by the spawn, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

REACTIONS

Insightful Defense. When an attacker the spawn can see hits it with an attack, the spawn can halve the damage against it.

APPENDIX 3: MAP



APPENDIX 4: CRYPT OF CLERICS (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

DARK MUMMIES

While much of this crypt was destroyed in ancient times, some of carefully prepared bodies are still intact. Dark ceremonies transformed them into mummies.

PREREQUISITE

This Bonus Objective can be pursued once the characters enter the crypt in Episode 2.

BONUS OBJECTIVE A

Removing threat of the undead dwarfs is **Bonus Objective A**.

AREA INFORMATION

This area features:

Dimensions & Terrain. The room is 90-foot-wide by 35 feet deep. Altars to various dwarven deities line the walls, all have been defaced to some extent. A few of the sarcophagi in the room are reasonably intact, some are completely destroyed.

Lighting. The only light here is from whatever light sources the characters bring with them. Light from nonmagical sources goes out. Magical light flickers at first then, if the light source produces bright light, it now produces only dim light (in the same radius) and if it produces dim light the radius of the light is halved.

CREATURES/NPCs.

Five **dwarven mummies** and three **centipede swarms** are in this chamber.

Objectives/Goals. The mummies destroy any living creature that enters the chamber—pursuing it into other areas of the crypt if need be. The centipede swarms hunger for living flesh

What Do They Know? They were drawn into this existence by a power that is anathema to their gods and beliefs.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **mummies** and a **swarm**.
- **Weak:** Remove a **mummy**
- **Strong:** Add a **mummy**.
- **Very Strong:** Add a **mummy** and two **swarms**.

PLAYING THE PILLARS

Combat

Two of the mummies are each laying in different open sarcophagi. Noise from the other chamber has drawn the attention of 3 of the mummies, thus they are close to the entrance.

Exploration

The 3 altars that line the west wall still have statues on them. They have had the faces chiseled smooth then the entire statue was painted black. A black chain resides on the neck of each statue from which a holy symbol of Shar (black disk rimmed in purple) hangs. There are scraps of armor, broken weapons, and bones of dead dwarfs scattered about.

Social

The mummies can speak, and removal of the holy symbol of Shar from any of the altars makes them obviously pause for a moment. If all 3 holy symbols are removed a successful DC 20 Charisma gets the mummies to stop and speak for 1 minute.

APPENDIX 5: CRYPT OF CRAFTSMEN (BONUS OBJECTIVE B)

Estimated Duration: 60 minutes

FORGES OF PURPLE FIRE

Despite the destruction of centuries past they Sharrans managed to cobble together dwarven skeletons boosted by the power of Shar.

PREREQUISITE

Survive the Episode 2 Scene A Warm Welcome and enter the door on the right, or Complete Episode 2 Scene B and use the optional doors in the right-hand wall.

BONUS OBJECTIVE B

Removing the threat of the undead and discovering a clue that could assist in Episode 3 is **Bonus Objective B**.

AREA INFORMATION

This area features:

Dimensions & Terrain. The room is 90-foot-wide by 35 feet deep. Down the center of the room are four forges that glow with purple fire, which sometimes has flickers of black in it.

Lighting. The purple fire of the forges gives off a dim glow. Light from nonmagical sources goes out. Magical light is dimmed and seems to have a slight purple hint to it.

Sound. As the skeletons work at the forges, a strange rhythmic song is heard. Each strike producing a different note (using the *Sound of Music* style of note description: do, te, fa, la, te, do, so).

CREATURES/NPCs.

The room has ten **purple flame skeletons** (see Appendix 2) and three **fire snakes**. The skeletons and their equipment are rimed in purple fire.

Objectives/Goals. The main objective of the skeletons is to make new globe hammers for the chimes. The forges were the fire snakes' homes, so they wish to defend them.

What Do They Know? None of these creatures can speak. The skeletons know their tasks. They have not yet been successful. The fire snakes know their history (See Appendix 1).

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **skeletons** and a **fire snake**
- **Weak:** Remove a **fire snake**
- **Strong:** Add a **fire snake**
- **Very Strong:** Add a **fire snake** and two **skeletons**

PLAYING THE PILLARS

Combat

Two blackfire skeletons tend each forge on the south end of the room, while 3 each work the other two. Any living creature (other than a fire snake) are attacked if they come within 10 feet of a forge by the skeletons at that forge.

Exploration

The fire of a purple flame forge can be extinguished by a *dispel magic* as if it was cast against a 7th-level spell. There are scraps of armor, broken weapons, broken tools and bones of dead dwarfs scattered about.

Social

The fire snakes understand Ignan while the dwarf skeletons understand Dwarven, Common and Undercommon. The fire snakes do not like the purple fire and might aid the party if they dose it.

APPENDIX 6: MAGIC ITEM

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

RING OF FIRE RESISTANCE

Ring, rare (requires attunement)

You have resistance to fire damage type while wearing this ring. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

This simple ring of twisted brass wire is warm to the touch.

APPENDIX 7: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO WATERDEEP?

<http://dnd.wizards.com/story/waterdeep>

NEW TO BEING THE DUNGEON MASTER?

<http://dndadventurersleague.org/storyline-seasons/waterdeep-adventures/>

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

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

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

Party Composition	Party	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

Ring of Fire Resistance

DDALo8-o8 Crypt of the Dark Kiss

This simple ring
of twisted brass wire
is warm to the touch.

You have resistance to
fire damage type
while wearing this ring.

Rare

Magic Item Table: **G**

Item Unlock

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