



POISONED WORDS

A Waterdeep Adventure

Your search for Volo's key in Skullport has you playing a dangerous game between The Xanathar Guild, Bregan D'aerthe, and the Zhentarim. In the Port of Shadow, how do you know who you can trust when lives are on the line?

Part Two of the *Skullport Shakedown* trilogy.

A Two-Hour Adventure for Tier 2 Characters.

Optimized For: APL 8



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ADVENTURE PRIMER

"I've looked under chairs / I've looked under tables / I've tried to find the key / To fifty million fables / They call me The Seeker / I've been searching low and high".

—The Who, The Seeker

BACKGROUND

For the drow courier **CORY'BANT'EX**, today began as any day in the Port of Shadow might. Collect one thing from a lich and deliver it to the other side of town, while also dropping off some duergar fire water at the bar on the central level. So, a pick-up from a mind flayer calling itself **YRAXILINITH** didn't seem out of tune. Little did the courier know she was picking up a key to **AHGHAIRO'S TOWER**—an item sought by the **XANATHAR GUILD**, **BREGAN D'AERTHE**, and the **ZHENTARIM**. Before she could report the odd package to her superiors in Bregan D'aerthe, she was caught by Xanathar Guild members and dragged through the streets to the **TOWER OF SEVEN WOES** to be tortured to death for being unlucky enough to take the job.

It was a short while later that **BOSSKYN**, a **ZHENTARIM** spymaster who was expecting the delivery, found out that the courier and his prize had been nicked. Incensed, and in no position to mount a hunt of his own, Bosskyn seeks to hire outside agents to track down the key that is rightfully his. Along the way, the characters may help Bregan D'aerthe find some of their own lost assets.

Our adventure begins with the Zhentarim hiring the characters to find out where their key is.

EPISODES

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

- **Episode 1: Fit to Feast.** The characters find aid and are asked a favor by the local Zhentarim in the Keel Hall. This is the **Call to Action**.
- **Episode 2: Knocking on Doors.** Given direction, the characters explore Skullport to learn more information about where the courier with Volothamp's key may have gotten off to. Finding the fate of the drow courier is **Story Objective A**.
- **Episode 3: A Tower by Any Other Name.** The investigation reveals that the courier has been taken to the Tower of Seven Woes to be sacrificed to Loviatar. With a drow to rescue, an enemy stronghold to infiltrate, and not much time to do it, the characters must face the perils of the Tower of Seven Woes. This 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: You Mean That One?** While investigating the missing drow courier in **Episode 2**, the characters witness a drow-shaped nimblewright being chased by Xanathar agents and can intervene. This bonus objective is found in **Appendix 5**.
- **Bonus Objective B: Mis-Counting Coup.** While infiltrating the Tower of Seven Woes in **Episode 3**, the characters have an opportunity to free a member of Bregan D'aerthe and learn more about the Xanathar's dark deals. This bonus objective is found in **Appendix 6**.

EPISODE SEQUENCE

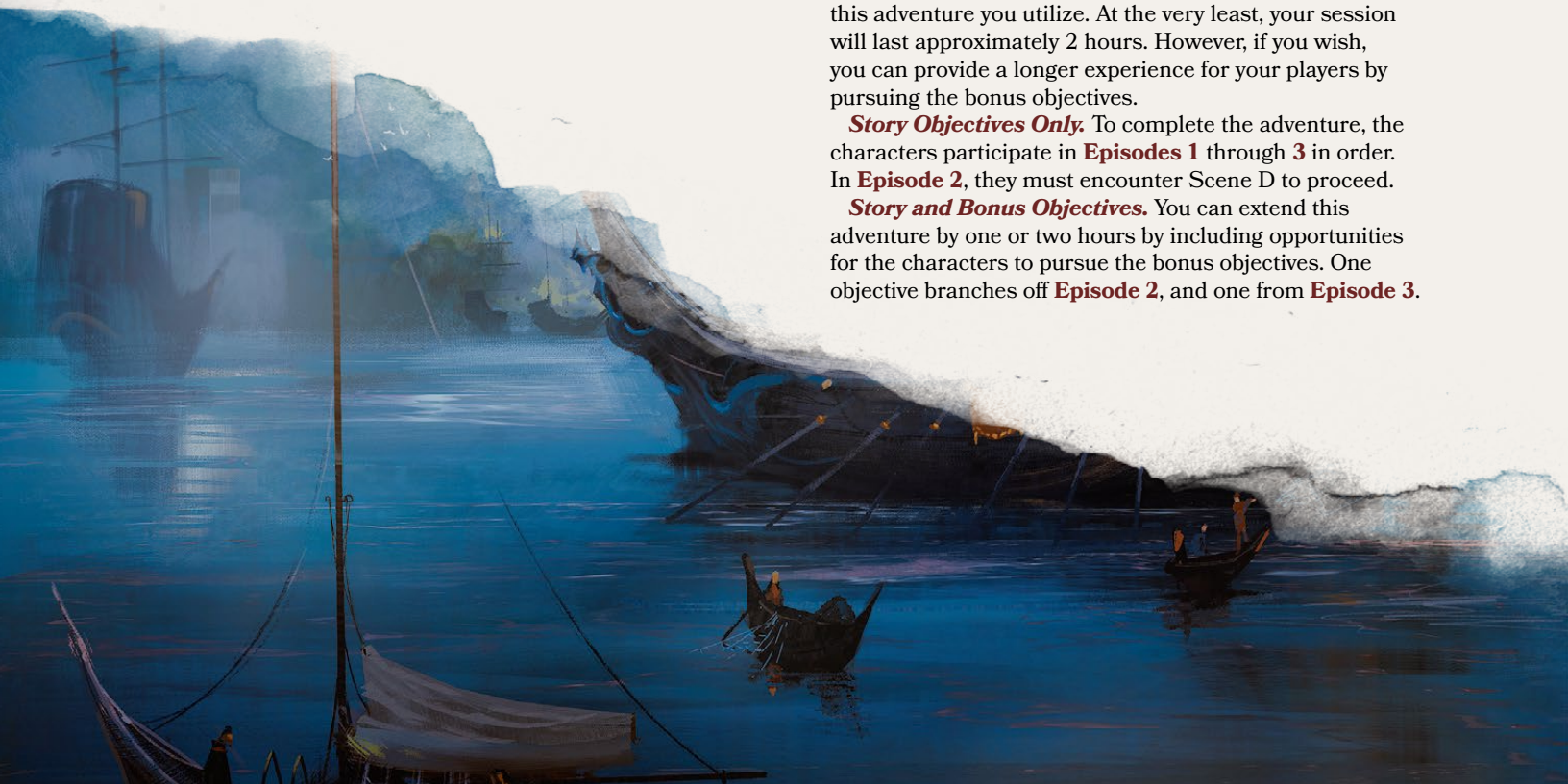
Depending on your time constraints, play style, and environment, this adventure will take approximately two to four hours to play.

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.

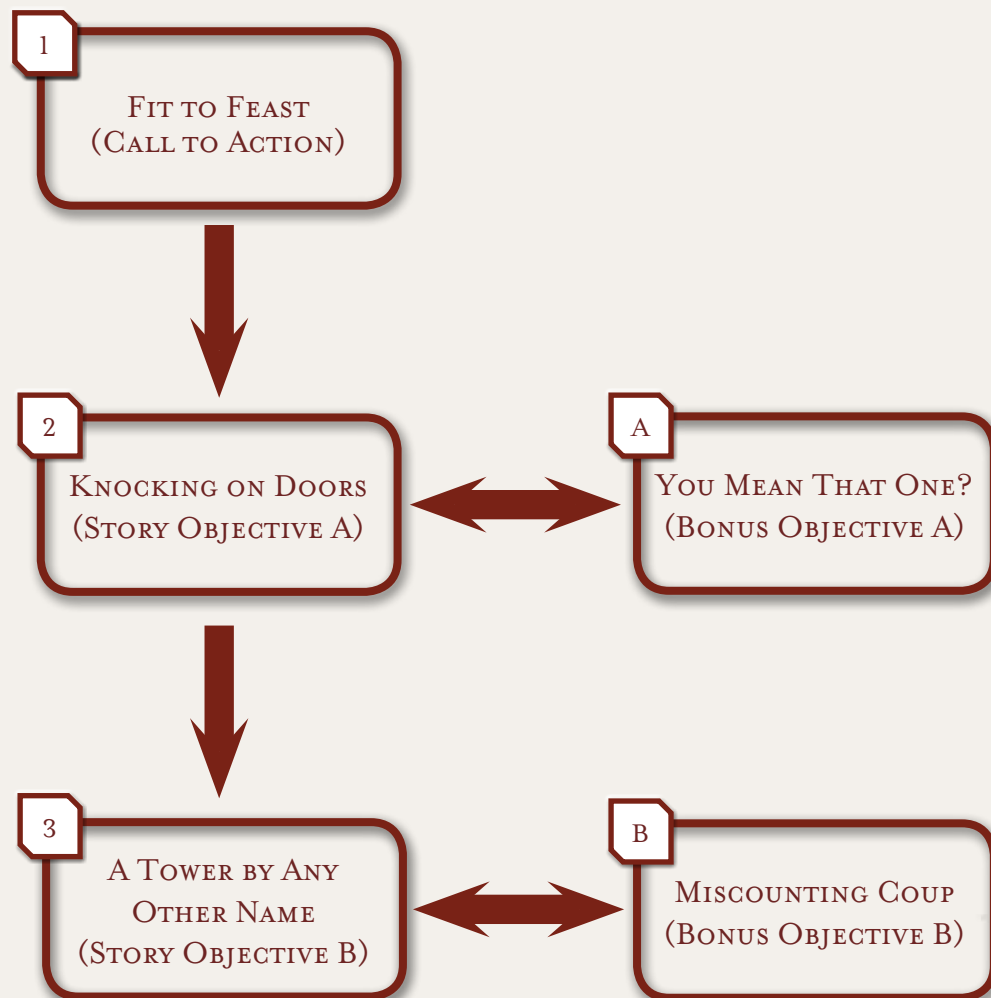
Story Objectives Only. To complete the adventure, the characters participate in **Episodes 1** through **3** in order. In **Episode 2**, they must encounter Scene D to proceed.

Story and Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. One objective branches off **Episode 2**, and one from **Episode 3**.



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: FIT TO FEAST

Estimated Duration: 15 minutes

SETTING: THE KEEL HALL

The adventure begins in the Keel Hall, a festhall that hasn't been in good condition since the Spellplague ripped through the Realms. Once a place for clandestine meetings and dark deals, the Keel Hall is now the hideout for the Zhentarim in Skullport.

How the characters came to be guests of the Zhentarim depends on whether they played in the adventure prior to this one:

- **Played DDAL08-10 The Skull Square Murders.** The characters came to the Keel Hall in an attempt to meet up with the drow courier carrying Volo's key. Sadly, the courier never showed up to make the delivery and the Zhentarim want to find out why.
- **Didn't play DDAL08-10 The Skull Square Murders.** Those characters that didn't play the previous adventure have been invited to the festhall as outside agents who can do a little detective work.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The Keel Hall is a 60-foot-wide by 45-foot-long two-story tall festhall that has seen better days. The interior features nautical décor —ships' wheels, flags, and so forth. Tarnished gilded mirrors hang on the walls.

Lighting. The interior has dim light from the few candles.

Smell and Sounds. The air is musty and filled with mildew and rot. The once-fine furnishings here have been left to decay. The floor creaks loudly. Dexterity (Stealth) checks made to move quietly are made with disadvantage.

CREATURES/NPCs

Bosskyn Gorrb, Zhentarim spymaster (**master thief**), sits in his custom chair (an **animated chair**) flanked by his hobgoblin bodyguards, Nulgen and Duttak (**champions**). Six Zhentarim **thugs** go about their business on the upper floor

Objectives/Goals. Bosskyn was expecting a drow courier (**Cory'bant'ex**) to deliver a magic key, but she never showed. Bosskyn wants to hire the characters to track down the courier and the key. In exchange, he's willing to pay the characters and help make their lives a little easier while in Skullport. If the characters insist that they work for Volo (as per *DDAL08-10 The Skull Square Murders*), Bosskyn is willing to share in whatever the key opens since that would be fair. The champions defend Bosskyn to the death.

What Does He Know? Bosskyn's heard tales that Volothamp Geddarm wants that key — so Bosskyn wants to get it. With the key, he can use it to convince Volo to use his connections (Volo himself is a fool, but with the right connections from him, Bosskyn could do all manner of things) to end the gang war that is happening topside in Waterdeep. Bosskyn doesn't care if it opens Ahghairon's Tower or not, but he wants the gang war in Waterdeep to end as soon as possible. As the characters converse, numerous flying snakes slip in to deliver messages to Bosskyn. They supply him with the information that the courier was being followed—and if the courier never arrived, it is likely she was captured on the job. The characters are welcome to do as they wish about the drow, but they should avoid the agents of the Xanathar, who are seeking retribution for losses in the gang war going on above ground.

CALL TO ACTION

Bosskyn charges the characters to seek out the missing drow courier and get the key. Should the characters accept, Bosskyn allows them use of the festhall as a resting place and sends one of his snakes to guide them to where the courier was last seen. He recommends the characters start at The Poisoned Quill, as Tasselgryn Velldarn always has her ear close to the streets. To help them get around, he offers one of his flying snakes, Zsoksia, as a guide. Proceed to **Episode 2**.

TREASURE

Bosskyn offers a *potion of speed* and a *potion of vitality* for accepting the job. If they can make things difficult for the Xanathar, he may be able to find something more to reward them with.



EPISODE 2: KNOCKING ON DOORS



Estimated Duration: 60 minutes

AN EXTREMELY BRIEF GUIDE TO SKULLPORT

Skullport is a ruined and nearly abandoned port town in a cavern deep beneath the grand city of Waterdeep. This shadow port is home to numerous illicit activities and any vice can be found for the right price or if you are strong enough to take it. But woe to those who garner the attention of the Skulls! These floating, disembodied skulls rarely interact, but have been known to punish open conflict by raining fireballs down on all parties and bystanders.

The town connects to several levels of the Undermountain dungeon and to various sea caves. It is protected by Skull Island, which holds a hardened fortress. Two-story towers armed with siege weapons are strategically placed along the 20-foot-high outer walls.

Limited in width by the underground cavern where it sits, Skullport's buildings rise upward from the street level of Lower Skullport into ramshackle levels called Middle and Upper Skullport. Almost all of the levels are controlled by the Xanathar Guild. Xanathar is a mysterious paranoid tyrant to most, but those privy to deeper secrets know it is a beholder. The organization is based on a "survival of the fittest" mentality, with those who scheme the best rising to the top.

Many of the remaining residents work for Xanathar, pay tribute to Xanathar, keep tabs on Xanathar for another organization, or if very talented, all of the above. A few Harper spies seek to undermine Xanathar's schemes, Zhent agents have infiltrated the Xanathar Guild, and drow from Bregan D'aerthe occasionally lurk in dark alleys. Almost any creature could be encountered walking the streets and beyond the unpredictable intervention of the Skulls or the ire of the Xanathar Guild, there is no law.

ALTERATIONS TO MAGIC IN SKULLPORT

Skullport is affected by the changes to magic that are common throughout Undermountain. No spell other than wish can be used to enter Undermountain, leave it, or transport oneself from one level to another. *Astral projection*, *teleport*, *plane shift*, *word of recall*, and similar spells simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes as well. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell, is the exception to this rule. A creature that enters the Border Ethereal from Undermountain is pulled back into the dungeon upon leaving that plane.

AREA INFORMATION

Skullport has the following features:

Lighting. The darkness of the cavern is only broken by light sources carried by travelling denizens or leaked from building interiors.

Lower Skullport. Also called the Street Level, this section of the city encompasses the buildings near the ground level of the cavern.

Middle Skullport. This city region is built on top of Lower Skullport buildings and stalagmites as well as into the cavern walls.

Upper Skullport. The highest locations in the city are referred to as Upper Skullport. These buildings, haphazardly built atop the buildings of Middle Skullport and into huge stalactites, rise all the way up to the cavern's 90-foot-ceiling.

Travel. Numerous ladders, stairs, and ramps grant access to Skullport's upper regions. Catwalks, rope bridges, and old ship's rigging crisscross the city above the ground. Anchored to the various buildings and the cavern's natural features, they act as streets and alleys in the air. Most of the catwalks are 10 feet in width and are as rickety and haphazard as everything else here.

THE FLAMESKULLS

Over a century ago, these flameskulls were arbiters of their own mad version of law and order in Skullport. While they have deteriorated and are now generally incomprehensible, they can be a tool for the DM to add some weirdness to the adventure. They can interrupt fights with powerful magic, suddenly appear to give the characters bizarre quests, or claim that the party is violating some nonsensical law. Feel free to use them in whatever way enhances your adventure!

RUNNIN' DOWN A DREAM

The characters must complete the **Call to Action** before beginning this episode.

STORY OBJECTIVE A

Discovering the courier's fate and current location is **Story Objective A**. Achieving this, however, may be difficult; the only clue the characters have to start off with about the courier is direction toward The Poisoned Quill.

The scenes that follow provide suggested encounters that lead the characters to the Murksan Bridge and to Skull Island. Each scene contains a suggested clue, but you're not limited to these scenes; if they think of other ways of finding these clues, let the characters guide the investigation. Possible investigation options:

- **The Poisoned Quill.** The characters can follow Bosskyn's suggestion in **Scene A**.
- **Merchants.** The characters can talk to street merchants in **Scene B**.
- **Drow.** The characters can seek (or be sought) out drow in **Scene C**.
- **The Xanathar Guild.** The characters can seek out those in charge (the Xanathar Guild) in **Scene D**.

Should the characters go off in another direction, work the clues described in **Wrapping Up the Episode** into their self-directed investigation.

BONUS OBJECTIVE A

While the characters are investigating, they may see a drow agent being chased by Xanathar agents – an opportunity for information and **Bonus Objective A**.

AREA INFORMATION

This area has the following features.

Dimensions & Terrain. Everything is deteriorated and haphazardly constructed. Tightly packed buildings of wood and stone pile atop one another, creating three levels: a lower level (often called the street level), a middle level, and an upper level. The Xanathar's priorities don't include civic upkeep.

Lighting. Most of the lanterns that once illuminated Skullport are gone, turned to rust or stolen by thieves long ago. Denizens carry their own light sources or rely on darkvision.

Walkways. Unnamed thoroughfares wind through town at street level. Above this labyrinth run mazes of catwalks made from the wood of old shipwrecks suspended by old rigging.

COMPLICATIONS: OPTIONAL ENCOUNTERS

As they pursue leads, the characters may come across other denizens of Skullport. Each scene includes a sidebar with additional information for these potential encounters. While it's recommended that the characters encounter **at least one** complication, participating in these encounters provide **no additional rewards**, so choosing not to utilize them denies the players nothing but fun; they're provided to demonstrate life in the Port of Shadow.

CREATURES/NPCs

Bosskyn has provided an awakened **flying snake** named **Zsoksia** to guide the characters

Objectives/Goals. Zsoksia has been sent along to accompany the characters and return to Bosskyn with information about how they handled themselves during the investigation.

What Does She Know? Zsoksia behaves as a normal flying snake so she doesn't arouse suspicion. She knows a few Zhentarim-allied information brokers and a few excellent hunting spots for mice and other food. She only knows The Poisoned Quill is involved and cannot lead the characters further.

WHY DON'T WE JUST FOLLOW THE SNAKE?

After leading them to the first clue, Zsoksia only continues to give guidance if the characters are stuck, pressed for time, or wholly unaware of the layout of Skullport.

SCENE A: THE POISONED QUILL

Should the characters follow Bosskyn's suggestion, the place to start (and the place that Zsoksia flies first if guiding them) is a ramshackle hut along one of the side passages in the central trade lane. It is marked by a sign with a dripping quill pen and the words "THE POISONED QUILL" carved into it in Common.

CREATURES/NPCs

The owner of the shop is **Tasselgryn Velldarn**, an elderly Tethyrian **archmage** who sometimes serves as an information broker in addition to crafting forgeries.

Objectives/Goals. Tasselgryn's goal is to keep life interesting in Skullport.

What Does She Know? Tasselgryn knows to reward Zsoksia with a treat for visiting and shares that she saw a group of out-of-towners ("You know, strikingly like yourselves. Adventurers.") dragging off a female drow an hour or so ago, headed toward the Lower Port. Tasselgryn believes that they're still in Skullport, because

nobody's come to her looking for a teleportation out. The only magical teleportation out of Undermountain is a *teleportation circle* she keeps for such occasions, which Halaster allows her to operate.

Suggested Clue. Tasselgryn recommends they head for the Hired Horrors, which is always hosting demonstrations in the Lower Port.

COMPLICATION: CAN'T YOU SEE WE'RE BUSY? (OPTIONAL)

When the characters arrive, they find Tasselgryn busy with a set of identification papers as a quartet of Xanathar guild members (two **bandit captains**, a **master thief**, and an **assassin**) wait impatiently. They won't let the characters speak with Tasselgryn until she's finished their job (which will be two hours) without a DC 17 Charisma (Persuasion) check or 150 GP. If the check fails or the characters are unwilling to wait or pay, they are all too happy to throw their weight around in a fight, which causes Tasselgryn to get very upset (it leads to more people coming and snooping around). The Xanathar Guild members only fight to knock enemies out and run at the sign of lethal danger.

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

- **Very Weak** or **Weak:** Swap the **bandit captains** for **gladiators**. Decrease the Charisma DC to 15.
- **Strong** or **Very Strong:** Swap the **gladiators** for **champions**. Increase the Charisma DC to 20.

SCENE B: HIRED HORRORS

A demonstration of a fantastical monster in a cage (a Roper) that you could only find in Skullport is being held for a small crowd of humans, duergar, tritons, and svirfneblin in the middle of the street. The demonstration ends as the characters arrive, and the crowd disperses—leaving the salesman to focus on the characters.

CREATURES/NPCs

Durquin (a **mage**) performs the demonstration.

Objectives/Goals. Durquin has recently joined the monster breeders of the Hired Horrors and his monthly commission depends on selling the Roper to exactly the right individual. (“*Would love ta sell her to you, but I can’t! You’re just not famous enough.*”)

What Does He Know? Durquin knows that the roper is perfect for the lair or dungeon of an appropriate villainous mastermind or epic adventurer—he won’t sell it to the characters under any circumstances.

Suggested Clue. If the characters promise to advertise Hired Horrors’ superior monster breeding capabilities to the next three appropriate people they encounter, provide a suitable bribe (15 gp), or succeed in a DC 17 Charisma check, Durquin relates that a group of adventurers (who are known confederates of the Xanathar guild) dragged a female drow with a suspiciously powerful magic aura off toward Skull Island just before his demonstration.



COMPLICATION: THERE THEY ARE! (OPTIONAL)

After the characters finish talking to Durquin, a group of five adventurers (two **gladiators**, a **master thief**, a **war priest**, and a **mage**) pass by on the street, coming from Skull Island. Each adventurer is adorned with a pendant with a circle with ten short, equidistant spokes radiating outward from it (a symbol of the Xanathar Guild). They look tired and disheveled.

If approached, the mercenaries mostly wish to be left alone to drink their meager payday. If accused of stealing the drow with a DC 16 Charisma (Deception or Intimidate) check, they grumble (“You want to deal with the drow and the Xanathar for some twerp in the Seven Woes, go for it!”) and toss across their Xanathar guild medallions before moving on. If attacked, they fight to the death.

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

- **Very Weak** or **Weak:** Replace the **gladiators** with **veterans**, remove the **master thief**.
- **Strong:** Replace the **master thief** with an **assassin**.
- **Very Strong:** Replace one **gladiator** with a **champion**.

SCENE C: WE HEARD YOU ASKING...

Unbeknownst to the characters, they're being followed by agents of Bregan D'aerthe. When the drow are sure the characters are on the trail of the courier, Cory'bant'ex, they offer up a deal—assuming the characters can prove they're not minions of the Xanathar.

CREATURES/NPCs

The mercenaries **Fel'rekt Lafeen** and **Krebbyg Masq'il'yr** (**drow gunslingers**) emerge from a nearby alley—hands raised in a gesture of peace.

Objectives/Goals. The drow want to assist the characters in their search (in exchange for a favor if using **Bonus Objective B**), but only if they're not underlings of the Xanathar. Neither wants a fight.



What Do They Know? The gunslingers know secret passages out of the alley in the event things go poorly. They know Skull Island is full of troops sworn to the Xanathar and the commander of The Tower of Seven Woes, Sundeth. Sundeth is fanatical to Loviatar and feared by all on Skull Island, but the drow believe that their fear may make them easily distractible or more easily manipulated.

BONUS OBJECTIVE B. If utilizing this bonus content, Fel'rekt and Krebbyg add that the drow have been counting coup on the Xanathar by getting captured and escaping with prizes or captives from within (*"They lock us in the tower whenever we get caught. We break loose and then vamoose – and now you know our plot."*). The only issue is that the last agent, Naris'yon, hasn't made his escape.

COMPLICATION: PROVIDE YOUR LOYALTIES (OPTIONAL)

If the characters haven't gotten into a fight with agents of the Xanathar in **Scenes A** or **C**, the drow ask to prove that they aren't member of the Xanathar. This can be done in by:

- Displaying an emblem of faction membership;
- Can perform a simple dance with any rhythm (a DC 16 Dexterity (Performance) check (*"They lose any sense of a beat as soon as the first eye goes on. Maybe it's tortured out of them at the tower."*)); or
- Any other suitable check or challenge short of a fight that you deem appropriate.

TREASURE

The drow gives the characters an obsidian whistle if they agree to help rescue Cory'bant'ex (along with Naris'yon and slay the torturer if using **Bonus Objective B**), the drow give the characters an obsidian whistle. When they blow it on Skull Island, drow agents help the characters.

SCENE D: MURKSPAN BRIDGE

The bridge extending from Skullport to the fortress on Skull Island is guarded day and night on the town side by a duergar commander and stalwart bugbears, who only open the heavy steel gate for members of the Xanathar Guild.

CREATURES/NPCs

Bruldryn Blackfyre (a **duergar**) guards the Skullport-side entry of the Murkspace Bridge to the Skull Island fortress, accompanied by three **bugbears**. The entire retinue has a multitude of eyes painted on their helms, armor, and heads. The guard station is well away from the edge of the cliff, some 30 feet above the water.

The heavy gate they guard leads to **Episode 3** and can only be opened by Bruldryn, with a DC 25 Strength (Athletics) check, or DC 23 Intelligence (Investigation) check to find the mechanism.

Objectives/Goals. Bruldryn's goal is to make sure everyone going toward Skull Island pays proper deference to The Xanathar with a talisman, painting, or tattoo. Those who do not are firmly turned away. She's the first line of defense against interlopers and doesn't suffer them lightly.

What Does She Know? Bruldryn knows not to let anyone (including the characters) across who don't have a symbol identifying them as part of the Xanathar's Guild, such as an eye tattoo, facepaint, marks on their armor, or an eye pendant (such as those carried in **Episode 2, Scene B** or **Bonus Objective A**).

Suggested Clue. If approached by someone in proper Xanathar Guild markings, Bruldryn has noticed an uptick in recent traffic (including two sets of press-gangs, a tax collector, and a group of adventurers with a drow in tow headed for the **Tower of Seven Woes**). If asked, Bruldryn's all too happy to talk about the drow captive ("Just another one to put a shortage to Bregan's men, keepin' 'em in check.") and how they were taken off to the Tower of Seven Woes for processing.

COMPLICATION: ALRIGHT, WE'LL CALL IT A DRAW. (OPTIONAL)

Bruldryn is all too ready to fight (though her team is outclassed in this combat which is easy by design). Her bugbears, on the other hand, aren't. A DC 15 Charisma (Intimidation) check or defeating one in combat convinces the remaining forces to surrender, with Bruldryn following suit. If forced to surrender, Bruldryn readily tells the characters her suggested clue if she hasn't already and points out where the gate mechanism is so that the characters can access Episode 3.

WRAPPING UP THE EPISODE

Hopefully the characters have learned the following clues from the scenes above:

- The drow courier was **captured by a group of adventurers** outside The Keel Hall
- The **drow is being kept in the city** rather than teleported out of town
- The drow has a **suspiciously strong magic aura**.
- The drow was dragged off to the **heavily guarded Skull Island**.
- The drow was taken to **Skull Island's Tower of Seven Woes**.



Review them with the players to make sure they're aware of all of their intelligence.

Once the characters pass the guards at the Murksan Bridge, they are assumed to be new recruits and not questioned by anyone in the barracks on Skull Island. The characters are directed to a huge pillar of rock to the southern side, past the barracks and other defenses, to **The Tower of Seven Woes**.

PLAYING THE PILLARS

Combat

The characters can blow the obsidian whistle to either signal a time to escape or for the drow to delay reinforcements. If the wyvern roars or the alarm is set off, add 1d6+2 to the number of rounds before reinforcements arrive. If characters completed Bonus Objective A, they can blow the whistle for this effect twice.

Exploration

The characters can find Sundeth's office on the top floor with his seal. With it and a DC 15 Dexterity (Forgery Kit) check, they can falsify orders allowing them an easy escape from Skull Island, provided they aren't chased by Sundeth.

Social

There aren't any guards within the Tower, but there is a set stationed outside. With a DC 16 Charisma (Persuasion or Deception) check, they can learn that the wyvern on the ground floor can usually be placated with raw meat and especially enjoys chasing cats (though it is never fast enough to catch them).



EPISODE 3: A TOWER BY ANY OTHER NAME



Estimated Duration: 45 minutes

SETTING: THE TOWER OF SEVEN WOES

The characters are ushered past barracks and other defenses to The Tower of Seven Woes. Everyone here believes that they must belong if they've gotten this far. At The Tower of Seven Woes, they are expected to report to Commander Sundeth, a cruel half-ogre who reveres Loviatar and follows the Xanathar's orders.

PREREQUISITES

This episode begins once the characters complete **Scene D, The Murksan Bridge** in **Episode 2**.

STORY OBJECTIVE B

As the key is gone, rescuing the drow courier, Cory'bant'ex, is **Story Objective B**. It is up to the characters how they do so. Here are some possibilities:

- Defeating Sundeth and his wyvern mount.
- Sneaking the captives out from the upper floors.
- Convincing Sundeth they've been sent by the Xanathar to retrieve the drow.

BONUS OBJECTIVE B

If utilizing this additional content, the torture chamber where Naris'yon is held is on the upper floors.

AREA INFORMATION

This area has the following features.

Dimensions & Terrain. The Tower of Seven Woes is formed from a 120-foot-tall natural stone pillar containing a series of windowless torture chambers connected to one another by rough-hewn stairways. Manacles line the walls throughout and rusted shackles lie strewn amid torture racks, spiked cages, and other contraptions—all of which have fallen into disrepair.

Lighting. Driftglobes are caked in grime that causes them to shed dim, irregular light. There are no windows.

Sounds. Whimpering can be heard from the cages on the upper floors.

REINFORCEMENTS

The guard outside are alerted if the wyvern roars or if Sundeth calls for aid. Used to ignoring any noises that come from the tower, they join the combat at the end of the second round after the beast roars. Every two rounds after, additional reinforcements arrive from the nearby barracks. The NPCs that arrive are determined by the party's strength, as follows:

- **Very Weak** and **Weak:** Two **thugs**
- **Average:** Two **veterans**
- **Strong:** A **veteran** and a **spy**
- **Very Strong:** Two **gladiators**

If reinforcements arrive to find Sundeth and the wyvern slain, they set up a trap outside that the characters will need drow help to escape.

SCENE A: GROUND FLOOR

The ground floor of the Tower is a wide-open space where Sundeth's prize mount rests and the blackguard meticulously cleans his torture implements.

AREA INFORMATION

The area has the following features.

The Door. The iron door leading into the ground floor squeals loudly if opened, awakening the wyvern and alerting Sundeth.

Dimensions & Terrain A few empty cells sit near the perimeter of an approximately 60-foot diameter open space. There is a stairway on the northeast wall leads up to the next level.

Lighting. There is no light other than that which the characters bring with them on this floor.

Sounds. The gentle snoring of the wyvern and Sundeth whistling as he cleans.

CREATURES/NPCs

Commander Sundeth (a **blackguard**), is a hideous, eight-foot-tall half ogre cleaning his tools before imparting the gift of pain to more captives upstairs. A **wyvern** (one of his mounts) rests to the side of the ground floor.

YOU COME INTO MY HOUSE?

Within the Tower of Seven Woes, Loviatar grants Sundeth three uses of legendary resistance and immunity to the charmed and stunned conditions.

Objectives/Goals. Sundeth keeps Skull Island in the Xanathar's grasp, which means the Xanathar controls trade and passage into or out of Skullport. As an added perk, Sundeth also gets to dole out a pleasing amount of torture. He'd die before willingly betraying The Xanathar. The wyvern is resting after a full meal. If awoken, it roars out in alarm.

What Does He Know? As a matter of professional pride, Sundeth knows the names and transgressions of every prisoner in his care. He also knows that the drow of Bregan D'aerthe usually get caught on purpose to make daring escapes and steal as they make their escape. Because of this, Sundeth has sent the key (he knows not the purpose, only that The Xanathar desires it) to safety in upper Skullport. Sundeth is confident that the Xanathar will soon be able to stomp Bregan D'aerthe and the Zhentarim out of the Port of Shadow.

ADJUSTING THE SCENE

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

- **Very Weak** or **Weak:** The **wyvern** is surprised on its first round of combat from awakening.
- **Strong:** Add a **wyvern**.
- **Very Strong:** Sundeth is a **warlord**; add an additional **wyvern**.

TREASURE

Sundeth has keys that open all the cells in the tower.

SCENE B: UPPER FLOORS

The upper floors of the Tower of Seven Woes are packed with prisoners—those who opposed the Xanathar's takeover of the Port of Shadow, attempted deserters, adventurers who didn't pay tribute, smugglers, Zhent agents, and others.

AREA INFORMATION

This area has the following features.

Cells. The upper floors are the well maintained with strong cells. Cells can be unlocked with Sundeth's key, a successful DC 18 Dexterity (Thieves' Tools) check, or forced open with a successful DC 22 Strength (Athletics) check. The cells are full of slaves—one of which is a drow.

Lighting. There are driftglobes in the middle of the floor that provide dim red light.

BONUS OBJECTIVE B

If utilizing **Bonus Objective B**, Naris'yon was taken to the floor above.

CREATURES/NPCs

Cory'bant'ex (a female drow **spy**) clutches her freshly-tortured-and-healed belly in a cell on the east side of the tower ring.

Objectives/Goals. Cory'bant'ex wants to escape and report what she's learned to Bregan D'aerthe.

What Does She Know? Cory'bant'ex knows that Sundeth ripped the key out of her belly ("I thought it would buy me time if I swallowed it!"), then healed her up so he could torture her more. Sundeth has already sent the key along with other prizes to the Xanathar's mansion in Upper Skullport. Wounded, she knows she can never get out of here on her own but that she's worth something if returned to her brothers at Bregan D'aerthe.

PLAYING THE PILLARS (SCENE A: GROUND FLOOR)

Combat

Sundeth and his mount fight to the death. If a wyvern is slain first, Sundeth spends his following action weeping uncontrollably for his lost mount (only once). Driven to rage, his following attacks are made with advantage for the rest of the combat.

Exploration

Clever characters may wish to use oil to lubricate the door or make a successful DC 14 Dexterity (Thieves' Tools) check to avoid the squeal of the door if they examine it first.

Social

Characters can attempt to fool Sundeth that they are sent by the Xanathar with a successful DC 18 Charisma (Deception) check. Drow have disadvantage on this as they have attempted it on him once before. If successful, Sundeth treats them respectfully until given a reason not to.



COMPLICATION: YOU CAN CHECK IN ANY TIME YOU LIKE BUT YOU CAN'T EVER LEAVE (OPTIONAL)

Should the characters try to free the prisoners without paying proper deference to Loviatar, spirits of former zealots rise to bar them from escaping. Two **sword wraith commanders** appear and begin to slay any living that leave their cells.

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

- **Very Weak** or **Weak:** Remove one **sword wraith commander**, add two **sword wraith warriors**.
- **Strong** or **Very Strong:** Add one **sword wraith commander**.

WRAP UP: YOUR PRINCESS IS IN ANOTHER CASTLE

Upon learning the key has been spirited to Upper Skullport and rescuing Cory'bant'ex, the characters have nothing else to gain from The Tower of Seven Woes. The outcome of the adventure depends on the following:

Alarm Wasn't Raised. If the characters never set off an alarm, they can leave Skull Island without incident along with any prisoners they wish – managing to get out of The Tower of Seven Woes without a new scar is enough of a feat.

Alarm Raised. If an alarm was raised, the characters can blow the obsidian whistle (from **Episode 2, Scene C**) for the drow of Bregan D'aerthe to provide an escape. Alternatively, if the characters forged orders from Sundeth's desk, they escape without complication.

Otherwise, they're caught trying to escape by the legions of Xanathar Guild soldiers on Skull Island. The characters are tortured and thrown out to be consumed by the sharks. They wash up on shore and are rescued by an odd coalition of the Zhentarim and Bregan D'aerthe, but their unkind captivity leaves them with a level of exhaustion and missing half of their hit dice for their next adventure.

Either way, the characters are rushed to the Tawdry Nymph when they return. There, they'll meet for a plan to steal the key from right under The Xanathar's eyes before it leaves Skullport! The story concludes in *DDAL08-12 Xanathar's Wrath*.

BUT I CAN TELEPORT!

As far as escaping magically, the mysterious powers of Undermountain (where Skullport is based) mean that no spell other than wish can be used to enter Undermountain, leave it, or transport oneself from one level to another. Astral projection, teleport, plane shift, word of recall, and similar spells cast for these reasons simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes as well. Magic that allows transit to the Border Ethereal, such as the etherealness spell, is the exception to this rule. A creature that enters the Border Ethereal from Undermountain is pulled back into the dungeon upon leaving that plane.

TREASURE & REWARDS

When the characters complete the adventure and return with word to Bosskyn, he thanks them and gives characters the following before sending them to The Tawdry Nymph:

- The promised *potion of speed* and *potion of vitality*
- A suit of *glamoured studded leather*

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 CHECKPOINTS

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

- **Story Objective A:** Follow the trail to Skull Island.
- **Story Objective B:** Rescue Cory'bant'ex and discover the key's fate.

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

- **Bonus Objective A:** Spare the Bregan D'aerthe nimblewright from destruction.
- **Bonus Objective B:** Slay Liriel of House Delco'sicet before she can alert her house that there are Bregan D'aerthe agents in Skullport.

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Glamoured Studded Leather. While wearing this armor, you cannot become wet unless fully immersed in a liquid. This item can be found in **Appendix 7**.

STORY AWARD

The characters may earn the following story award:

Roughed Up by the Xanathar's Guild. For bungling their escape, the characters have been rescued by The Zhentarim and Bregan D'aerthe. They're given little time to recover at The Tawdry Nymph and begin their next adventure with a level of exhaustion and half their hit dice (rounded down).

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 and locations feature prominently in this adventure.

- **Bosskyn Gorrb (bawss KEEN gorrb).** A blind male tiefling in his mid-30s. He rose to the position of Zhent spymaster in the Port of Shadow through cunning and a particularly clever animate chair that serves to help him move, read, and write. Bosskyn welcomes other Zhentarim and makes his foul opinion of Waterdeep's Zhent efforts well known ("Surely anyone could have done better than Starsong at getting us out of this mess with the Xanathar!").

Personality: *I arm others with the knowledge we need to succeed.*

Ideal: *Knowledge is power.*

Bond: *I am a devoted member of the Zhentarim.*

Flaw: *I must never give more information than is necessary.*

- **Zsoksia (SOK shia).** A female flying snake that has served Bosskyn well, Zsoksia was recently awakened by a Zhent visiting Skullport. Since then, she has become Bosskyn's favorite spy since she is frequently overlooked and keeps her relatively high intelligence known to few.

Personality: *Hiss Hiss (Messsssage for you, sssssir)*

Ideal: *The ssssmartessst getsss the besst food.*

Bond: *Bosssskin hasss the treatssss.*

Flaw: *That lookssss tassssty.*

- **Tasselgryn Velldarn (TASS el GRIN vell DARN).** An older woman who owns The Poisoned Quill, Tasselgryn performs passable forgeries but now mostly focuses on selling scrolls and passage out of Undermountain. She is able to do this because she is quietly very good friends with Halaster Blackcloak, who allows her teleportation circle to work - and for her to charge a hefty price to those who wish to use it.

Personality: *I provide valuable services for the community.*

Ideal: *There's no Skullport without some conflict.*

Bond: *As long as there's a Port of Shadow, I'll be here.*

Flaw: *Halaster won't let anything happen to me.*

- **Durquin (DIRK win).** A male Cormyran human apprentice mage whose bid for a tower didn't quite work out, Durquin heard that there was coin to be made in the Port of Shadow and left his studies behind. Sadly, he's found that working on commission in the downturn economy caused by the domination of the port by the Xanathar Guild isn't all it was cracked up to be.

Personality: *I'll do anything to make a sale.*

Ideal: *This'll all turn around and I'll be up to my eyeballs in spell component money.*

Bond: *I'm not going home to disappoint my parents again.*

Flaw: *It's not an obvious desperation, right?*

- **Bruldryn Blackfyre (Br OOL drin Black Fire).** A female duergar soldier who deserted her mercenary company to join up with the Xanathar Guild. She's heard plenty of stories about terrible things going on in the Tower of Seven Woes, but her dark dwarf commander spared her from visiting when she joined up. New cadets have her mercy (but that's all). Outside of strictly following orders, she's impressed by how the Xanathar Guild is running things in Skullport.

Personality: *Good soldiers follow orders.*

Ideal: *It's no wonder everybody wants to join the Xanathar Guild!*

Bond: *This fortress we have on Skull Island really is something to be proud of.*

Flaw: *Eyes straight ahead, hammer high, and don't ask too many questions.*

- **Fel'rekt Lafeen and Krebbýg Masq'il'yr (FEL wreckt la FEEN and KREBB ig mas QUILL yer).** Male drow gunslingers. Fel'rekt Lafeen and Krebbýg Masq'il'yr are an inseparable duo. Together they fanatically serve Jarlaxle - even if that means going to Skullport to guide the Bregan D'aerthe mercenaries which have been beset upon by the Xanathar Guild. They've had fun testing (and besting) the defenses of the Xanathar Guild's stronghold at Skull Island so far, but something's changed and they've got a bad feeling about two of their number that have gone missing lately.

Personality: *I'm naughty and he's nice. Or is it the other way around today?*

Ideal: *Better to humiliate a foe than kill them.*

Bond: *Jarlaxle is father and Bregan is family.*

Flaw: *It's not overconfidence if they never stood a chance!*

- **Cory'bant'ex (CORE ee BAN tex).** A female drow courier, Cory'bant'ex did not expect her day to end up in the Tower of Seven Woes when she picked up the package that held Ahghairon's Key. She was only supposed to observe and report, but instead got chased all over the Port of Shadow and was only spared by the Xanathar Guild ruffians because she swallowed the key. Of course, that didn't end up working out so well...

Personality: *Everyone needs a discrete way to get around and I know all the shortcuts.*

Ideal: *Equality and a safe place for everyone in the Port of Shadow like it used to be*

Bond: *Bregan took me in when nobody else would.*

Flaw: *My problems can't bother me if they can't catch me.*

- **Commander Sundeth (SUN Death).** A male half-ogre who learned early that making others suffer was the best way to get respect - whether from his human or ogre sides of the family. In that sadistic cruelty, he found nirvana and the reverence of Loviatar - and recently has found that the Xanathar Guild is all too willing to let him indulge. This has earned his loyalty and position of commander of Skull Island, but he still considers suffering his highest duty.

Personality: *You're going to do what I want before I make you.*

Ideal: *Suffering leads to enlightenment.*

Bond: *All know fear and pain, from the highest nobles to the lowest vermin.*

Flaw: *Show me agony like I've never seen, and I'll spare you.*

- **Bhinros (bin ROSE).** A nimblewright created to pass for a drow, Bhinros serves as a reconnaissance pilot project among the Bregan D'aerthe. Unable to speak, it was not taught sign language by its creator but instead has a small voice recorder that it can use to play back simple answers or longer snippets of audio (similar to a kenku).

Personality: *This one's designation is to watch and listen.*

Ideal: *This one understands there is something beyond service, but it does not know what that is.*

Bond: *The drow of Bregan D'aerthe keep this one repaired and in good working service.*

Flaw: *This one has limited responses and does not understand emotion.*

- **Liriel of House Delco'sicet (Lir EE el of House Del KO SICK et).** An imperious female drow priestess of Lolth, Liriel delights in hunting down rebels that think they have escaped the reach of the true servants of Lolth. It is for this reason that she made the calculated risk to answer Sundeth's invitation to come to Skullport. After torturing the captured Bregan D'aerthe agent Naris'yon to death, she has all she needs to bring the fury of Menzoberranzan to Skullport.

Personality: *It is my sacred duty to purify our people of these rebels.*

Ideal: *Only those true to Lolth should be allowed to live as drow.*

Bond: *The terrible things I do are so all drow may prosper.*

Flaw: *There is no cost too high to see my mission done.*

- **Tower of Seven Woes.** A huge stone pillar in the southern side of Skull Island. It has been hollowed out and used by the servants of Loviatar for centuries but fell into disrepair after the slavers were driven from Skullport. With the Xanathar Guild now in charge, that's beginning to change...

Personality: *If these walls could talk, they'd scream, cry, and beg for mercy*

Ideal: *So many repairs and renovations to do*

Bond: *Buildings and people come and go, but the tower endures*

Flaw: *No one who is sane goes to the Tower willingly.*



APPENDIX 2: CREATURE STATISTICS

This appendix details monsters that are encountered in this adventure.

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 any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

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

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

5th level (3 slots): *scrying*, *teleportation circle*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

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

9th level (1 slot): *time stop*

*The archmage casts *mind blank*, *stoneskin* 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.

SPECIAL DISPENSATION

Tasselgryn alone has the special ability to cast *teleportation circle* within the confines of The Poisoned Quill, ignoring the restriction that Undermountain places on such magic.

ASSASSIN

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

BANDIT CAPTAIN

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

Armor Class 12 (leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

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

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

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

REACTIONS

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

BLACKGUARD

Medium humanoid (any race), any evil 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 Common

Challenge 8 (3,900 XP)

Spellcasting. The blackguard 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 blackguard makes three attacks with its glaive or its shortbow.

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 blackguard exudes magical menace. Each enemy within 30 feet of the blackguard 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 blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

COMMANDER SUNDETH

Within the Tower of Seven Woes, Loviatar grants Sundeth three uses of legendary resistance, and immunity to the charmed and stunned conditions.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Skills Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

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

ACTIONS

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

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

CHAMPION

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Str +9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses passive Perception 16

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Indomitable (2/day). The champion rerolls a failed saving throw.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the champion can regain 20 hit points.

ACTIONS

Multiattack. The champion makes three attacks with its greatsword or its shortbow.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half of its total hit points remaining.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, plus 7 (2d6) piercing damage if the champion has more than half of its total hit points remaining.

HOBGOBLINS

Hobgoblins use the specified stat block, modified as follows:

- Medium humanoid (goblinoid), lawful evil
- **Senses** darkvision 60 ft.
- **Languages** Common, Goblin
- **Saving Face (Recharges After Short or Long Rest).** If the hobgoblin misses with an attack roll or fails an ability check or a saving throw, it gains a bonus to the roll equal to the number of allies it can see within 30 feet of it (maximum bonus of +5).

DROW ARACHNOMANCER

Medium humanoid (elf), chaotic evil

Armor Class 15 (studded leather)

Hit Points 162 (25d8 + 50)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	19 (+4)	14 (+2)	16 (+3)

Saving Throws Con +7, Int +9, Cha +8

Skills Arcana +9, Nature +9, Perception +7, Stealth +8

Damage Resistances poison

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 17

Languages Elvish, Undercommon can speak with spiders

Challenge 13 (10,000 XP)

Change Shape (Recharges after a Short or Long Rest). The drow can use a bonus action to magically polymorph into a giant spider, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. It can speak and cast spells while in giant spider form. Any equipment it is wearing or carrying in humanoid form melds into the giant spider form. It can't activate, use, wield, or otherwise benefit from any of its equipment. It reverts to its humanoid form if it dies.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *eldritch blast*, *mage hand*, *poison spray*

1st–5th level (3 5th-level slots): *conjure animals* (spiders only), *crown of madness*, *dimension door*, *dispel magic*, *fear*, *fly*, *giant insect*, *hold monster*, *insect plague*, *invisibility*, *vampiric touch*, *web*, *witch bolt*

1/day each: *dominate monster*, *etherealness*, *eyebite*

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

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

Web Walker. The drow ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drow makes two poisonous touch attacks or two bite attacks. The first of these attacks that hits each round deals an extra 26 (4d12) poison damage to the target.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Poisonous Touch (Humanoid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) poison damage.

Bite (Giant Spider Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 26 (4d12) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Giant Spider Form Only). *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

DROW ELITE WARRIOR

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4

Skills Perception +4, Stealth +10

Senses darkvision 120 ft., passive Perception 14

Languages Elvish, Undercommon

Challenge 5 (1,800 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

ACTIONS

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

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

DROW GUNSLINGER

Medium humanoid (elf), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +4, Wis +3

Skills Deception +4, Perception +3, Stealth +8

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Undercommon

Challenge 4 (1,100 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Gunslinger. Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on the drow's ranged attack rolls with a pistol. In addition, the drow ignores half cover and three-quarters cover when making ranged attacks with a pistol.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

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

ACTIONS

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Poisonous Pistol. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 11 (2d10) poison damage.

DROW MAGE

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	17 (+0)	17 (+3)	13 (+1)	12 (+1)

Skills Arcana +6, Deception +5, Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 11

Languages Elvish, Undercommon

Challenge 7 (2,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *minor illusion*, *poison spray*, *ray of frost*

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

2nd level (3 slots): *alter self*, *misty step*, *web*

3rd level (3 slots): *fly*, *lightning bolt*

4th level (3 slots): *evard's black tentacles*, *greater invisibility*

5th level (2 slots): *cloudkill*

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

ACTIONS

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

Summon Demon (1/Day). The drow magically summons a quasit, or attempts to summon a shadow demon with a 50 percent chance of success. The summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DROW PRIESTESS OF LOLTH

Medium humanoid (elf), neutral evil

Armor Class 16 (scale mail)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws Con +4, Wis +6, Cha +7

Skills Insight +6, Perception +6, Religion +4, Stealth +5

Senses darkvision 120 ft., passive Perception 16

Languages Elvish, Undercommon

Challenge 8 (3,900 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate* (self only)

Spellcasting. The drow is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The drow has the following wizard spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *animal friendship*, *cure wounds*, *detect poison and disease*, *ray of sickness*

2nd level (3 slots): *lesser restoration*, *protection from poison*, *web*

3rd level (3 slots): *conjure animals* (2 giant spiders), *dispel magic*

4th level (3 slots): *divination*, *freedom of movement*

5th level (2 slots): *insect plague*, *mass cure wounds*

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

ACTIONS

Multiattack. The drow makes two scourge attacks.

Scourge. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 17 (5d6) poison damage.

Summon Demon (1/Day). The drow attempts to magically summon a yochlol with a 30 percent chance of success. If the attempt fails, the drow takes 5 (1d10) psychic damage. Otherwise, the summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 10 minutes, until it or its summoner dies, or until its summoner dismisses it as an action.

DUERGAR

Medium humanoid (dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge. (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

EVOKER

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

Senses passive Perception 11

Languages any four languages

Challenge 9 (5,000 XP)

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

Cantrips (at will): *fire bolt*, * *light*, * *prestidigitation*, *ray of frost**
1st level (4 slots): *burning hands*, * *mage armor*, *magic missile**
2nd level (3 slots): *mirror image*, *misty step*, *shatter**
3rd level (3 slots): *counterspell*, *fireball*, * *lightning bolt**
4th level (3 slots): *ice storm*, * *stoneskin*
5th level (2 slots): *Bigby's hand*, * *cone of cold**
6th level (1 slot): *chain lightning*, * *wall of ice**
*Evocation spell

Sculpt Spells. When the evoker casts an evocation spell that forces other creatures it can see to make a saving throw, it can choose a number of them equal to 1 + the spell's level. These creatures automatically succeed on their saving throws against the spell. If a successful save means a chosen creature would take half damage from the spell, it instead takes no damage from it.

ACTIONS

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

FLAMESKULL

Tiny undead, neutral evil

Armor Class 13

Hit Points 40 (9d4 + 18)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	14 (+2)	16 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, Perception +2

Damage Resistances lightning, necrotic, piercing

Damage Immunities cold, fire, poison

Condition Immunities charmed, frightened, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

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

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or a dispel magic or remove curse spell is cast on them.

Spellcasting. The flameskull is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It requires no somatic or material components to cast its spells. The flameskull has the following wizard spells prepared:

Cantrips (at will): *mage hand*

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

2nd level (3 slots): *blur*, *flaming sphere*

3rd level (3 slots): *fireball*

ACTIONS

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 10 (3d6) fire damage.

GIANT SPIDER

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 26 (4d10 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

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

Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

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

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 5 (1,800 XP)

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

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

ACTIONS

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

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

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

REACTIONS

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

HOBGOBLIN WARLORD

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate, shield)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+1)	11 (+0)	15 (+2)

Saving Throws Int +5, Wis +3, Cha +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

MAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

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

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

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

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

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

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.

MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7 Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

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

Sneak Attack (1/turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

NIMBLEWRIGHT

Medium construct, unaligned

Armor Class 18

Hit Points 45 (6d8 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	17 (+3)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Dex +6

Skills Acrobatics +8, Perception +2

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities exhaustion, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

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

Challenge 4 (1,100 XP)

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

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

Repairable. As long as it has at least 1 hit point remaining, the nimblewright regains 1 hit point when a mending spell is cast on it.

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

ACTIONS

Multiattack. The nimblewright makes three attacks: one with its dagger and two with its rapier.

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

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

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

PHASE SPIDER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

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

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

PRIEST

Medium humanoid (any race), any alignment

Armor Class 13 (chain shirt)

Hit Points 27 (5d8 + 5)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, the priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The priest has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *lesser restoration*, *spiritual weapon*

3rd level (2 slots): *dispel magic*, *spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

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

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack (1/Turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The spy makes two melee attacks.

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

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

SWORD WRAITH COMMANDER

Medium undead, lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Perception +4

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Turning Defiance. The sword wraith and any other sword wraiths within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiattack. The sword wraith makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Honor (1/Day). To use this action, the sword wraith must have taken damage during the current combat. If the sword wraith can use this action, it gives itself advantage on attack rolls until the end of its next turn, and 1d4 + 1 sword wraith warriors appear in unoccupied spaces within 30 feet of it. The warriors last until they drop to 0 hit points, and they take their turns immediately after the commander's turn on the same initiative count.

SWORD WRAITH WARRIOR

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Resistances Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

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

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

THUG

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

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

ACTIONS

Multiattack. The thug makes two melee attacks.

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

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

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

WAR PRIEST

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +6, Wis +7

Skills Intimidation +5, Religion +4

Senses passive Perception 13

Languages any two languages

Challenge 9 (5,000 XP)

Spellcasting. The priest is a 9th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). They have the following cleric spells prepared:

Cantrips (at will): *light*, *mending*, *sacred flame*, *spare the dying*
1st level (4 slots): *divine favor*, *guiding bolt*, *healing word*, *shield of faith*

2nd level (3 slots): *lesser restoration*, *magic weapon*, *prayer of healing*, *silence*, *spiritual weapon*

3rd level (3 slots): *beacon of hope*, *crusader's mantle*, *dispel magic*, *revivify*, *spirit guardians*, *water walk*

4th level (3 slots): *banishment*, *freedom of movement*, *guardian of faith*, *stoneskin*

5th level (1 slot): *flame strike*, *mass cure wounds*, *hold monster*

ACTIONS

Multiattack. The priest makes two melee attacks..

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

REACTIONS

Guided Strike (Recharges after a Short or Long Rest). The priest grants a +10 bonus to an attack roll made by themselves or another creature within 30 feet of them. The priest can make this choice after the roll is made but before it hits or misses.

WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw they fail. They must use the new roll.

Survivor. The warlord regains 10 hit points at the start of their turn if they have at least 1 hit point but fewer hit points than half their hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

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

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

The warlord 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 warlord regains spent legendary actions at the start of their turn.

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally they can see within 30 feet of them. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy they can see within 30 feet of them. If the target can see and hear the warlord, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the warlord's next turn.

WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

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

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

YOCHLOL

Medium fiend (demon, shapeshifter), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +6, Int +5, Wis +6, Cha +6

Skills Deception +10, Insight +6

Damage Resistances Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Elvish, Undercommon

Challenge 10 (5,900 XP)

Shapeshifter. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

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

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *web*

1/day: *dominate person*

Web Walker. The yochlol ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The yochlol makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Slam (Bite in Spider Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft. (10 ft. in demon form), one target. *Hit:* 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies..

ZSOKSIA (AWAKENED FLYING SNAKE)

Tiny beast, unaligned

Armor Class 14

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	10 (+1)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11

Languages —

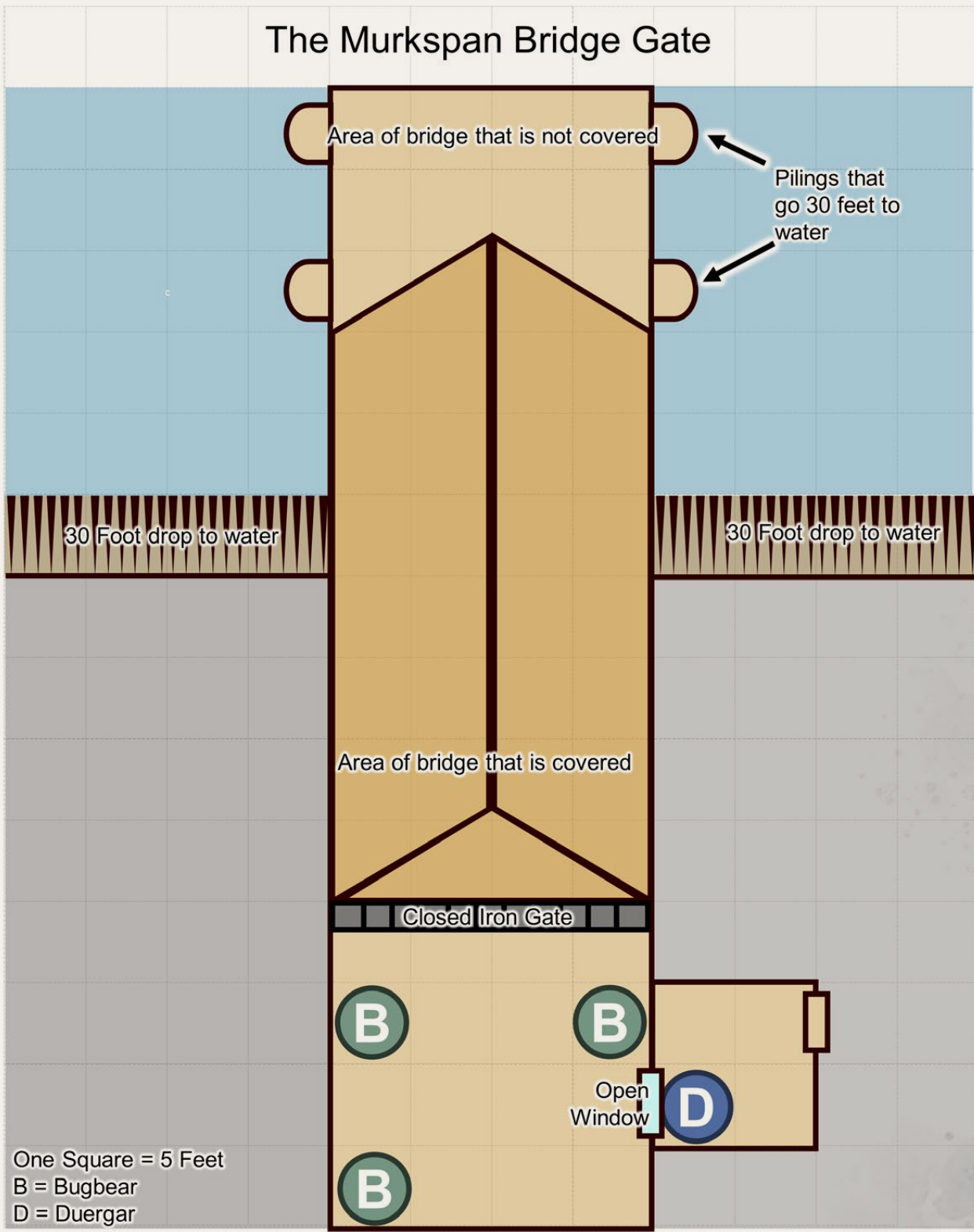
Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

APPENDIX 3: MURKSPAN BRIDGE MAP



APPENDIX 4: TOWER OF SEVEN WOES (GROUND FLOOR) MAP

The Tower of Seven Woes, Bottom Floor



APPENDIX 5: YOU MEAN THAT ONE? (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes.

SETTING: STREETS OF SKULLPORT

While investigating the courier's disappearance, the characters search is interrupted when a drow rushes past with a group of Xanathar agents in hot pursuit.

PREREQUISITES

Characters must have completed **Episode 2, Scene A**. This objective can be utilized in conjunction with any other scene in **Episode 2**. Once the characters begin **Episode 3**, this objective becomes unavailable.

BONUS OBJECTIVE A

Chasing after the Bregan D'aerthe nimblewright and deciding its fate is **Bonus Objective A**. It begins when someone that the characters are talking to stops mid-sentence and points in disbelief across the way at a what looks like a drow being chased by Xanathar agents ("Is that the drow you're looking for?").

CREATURES/NPCs

Bhinros (a Bregan D'aerthe **nimblewright**) styled to look like a drow, is being hounded by agents of The Xanathar.

Objectives/Goals. Bhinros was damaged in its last mission and seeks to return to the drow safehouse for repairs.

What Does It Know? Bhinros knows that agents of Lolth have come to Skullport by invitation of The Xanathar to stamp out the Bregan D'aerthe rebels. It knows the way to a safehouse but can't risk getting there while being chased. Created by Nim for the drow, Bhinros knows nothing of Gond or the struggle of other nimblewrights.

NIMBLE-WHATS?

A nimblewright is a magical construct created to serve as a guard or assassin. Composed predominantly of lightweight wood and powered by magic, it can pass for humanoid while wearing clothing, and Bhinros specifically passes as a drow remarkably well. Bregan D'aerthe has a few in their employ. Nimblewrights usually speak through sign language, but Bhinros speaks through recorded phrases like a kenku.

SCENE A: FOLLOW THAT DROW!

Bhinros is being chased by a group of bugbears and duergar, none of whom need light for their game of cat and mouse.

THE CHASE

The characters begin chasing the pursuers who are following Bhinros. In order to catch up, the characters must succeed on three group checks, as determined by the party rolling a d6 and consulting the Chase Complication table. If they succeed, the characters have caught up and begin Scene B with advantage on their first roll (likely a Dexterity check for initiative as the Xanathar goons have cornered Bhinros in an abandoned building). Otherwise, the characters suffer a level of exhaustion and Bhinros has 25 fewer hit points at the start of Scene B.

CHASE COMPLICATIONS

d6 Complication

- 1 Each character must succeed on a DC 17 Dexterity (Acrobatics) check to avoid wiping out on a particularly slick puddle of stalactite drippings.
- 2 Each character must succeed on a DC 17 Wisdom (Perception) check to navigate the dark alleyways and not get lost. Characters with the Urchin background have advantage, while those with darkvision automatically succeed.
- 3 Each character must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check to break through or dodge around a set of abandoned street stalls.
- 4 Each character must succeed on a DC 15 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (their choice) to get around a group of thugs outside a festhall that are spoiling for a fight. Characters with the Soldier or Criminal background enjoy advantage.
- 5 Each character must make a DC 15 Dexterity (Acrobatics) check to get through a crowd of zombies being herded to work. On a failure, each character is jostled for 9 (3d6) bludgeoning damage.
- 6 No complication.

SCENE B: CORNERED!

At the end of the chase, the Xanathar thugs have cornered Bhinros in an abandoned home. The characters arrive and have the choice to save the nimblewright – and if they do, what is the construct's fate?

AREA INFORMATION

This area has the following features.

Dimensions & Terrain. Refer to the map on the following page. The Xanathar Guild has cornered Bhinros in 25-by-20-foot family room, and the characters enter in the 20-by-15-foot kitchen.

Lighting. There are no lights present.

Furnishings. The dilapidated furniture provides difficult terrain in sections marked on the map.

Doors. In addition to being unlocked, the doors are rotted, and barely on their hinges.

CREATURES/NPCs

Bhinros (a **nimblewright**) has been cornered by two bugbear **gladiators**, a duergar **master thief**, and a hobgoblin **war priest** of Loviatar (all members of the Xanathar Guild, given the brightly painted eyes that cover their bodies, clothing, and armor).

Objectives/Goals. Bhinros seeks to live while the Xanathar Guild members seek to destroy it. Killing the characters sounds pretty good, too.

What Do They Know? Bhinros knows that its information must reach Bregan D'aerthe. The Xanathar Guild members know Commander Sundeth doesn't want any information about his new Lolth-worshipping drow allies to get out.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak** or **Weak:** Remove both **gladiators** and the **master thief**. Replace with two **veterans**.
- **Strong:** Remove one **gladiator**. Add a **champion** and a second **master thief**.
- **Very Strong:** As Strong but the first two attacks from the master thieves have *purple worm poison*: A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

WRAPPING UP THE SCENE

If Bhinros isn't destroyed by the Xanathar Guild (Bhinros is destroyed at zero hit points), the nimblewright thanks them and continues its journey to either **Episode 2 Scene C** (if the characters have not encountered it yet), or to the Bregan D'aerthe safehouse. There, it informs its masters, who are impressed and willing to give more resources to helping the characters when they infiltrate The Tower of Seven Woes.

TREASURE

In addition to a second use of the obsidian whistle, the characters can loot the Xanathar Guild members for eye pendants that can be used to pass the guards at Episode 2, Scene D. The Xanathar Guild members also have a *potion of heroism*.

PLAYING THE PILLARS

Combat

While old, the tables and chairs here were made to last. They can be flipped over and used as cover against attacks by any of the combatants. The Xanathar Guild group focuses on killing Bhinros first before they pay the characters much attention. They attack dying characters without mercy.

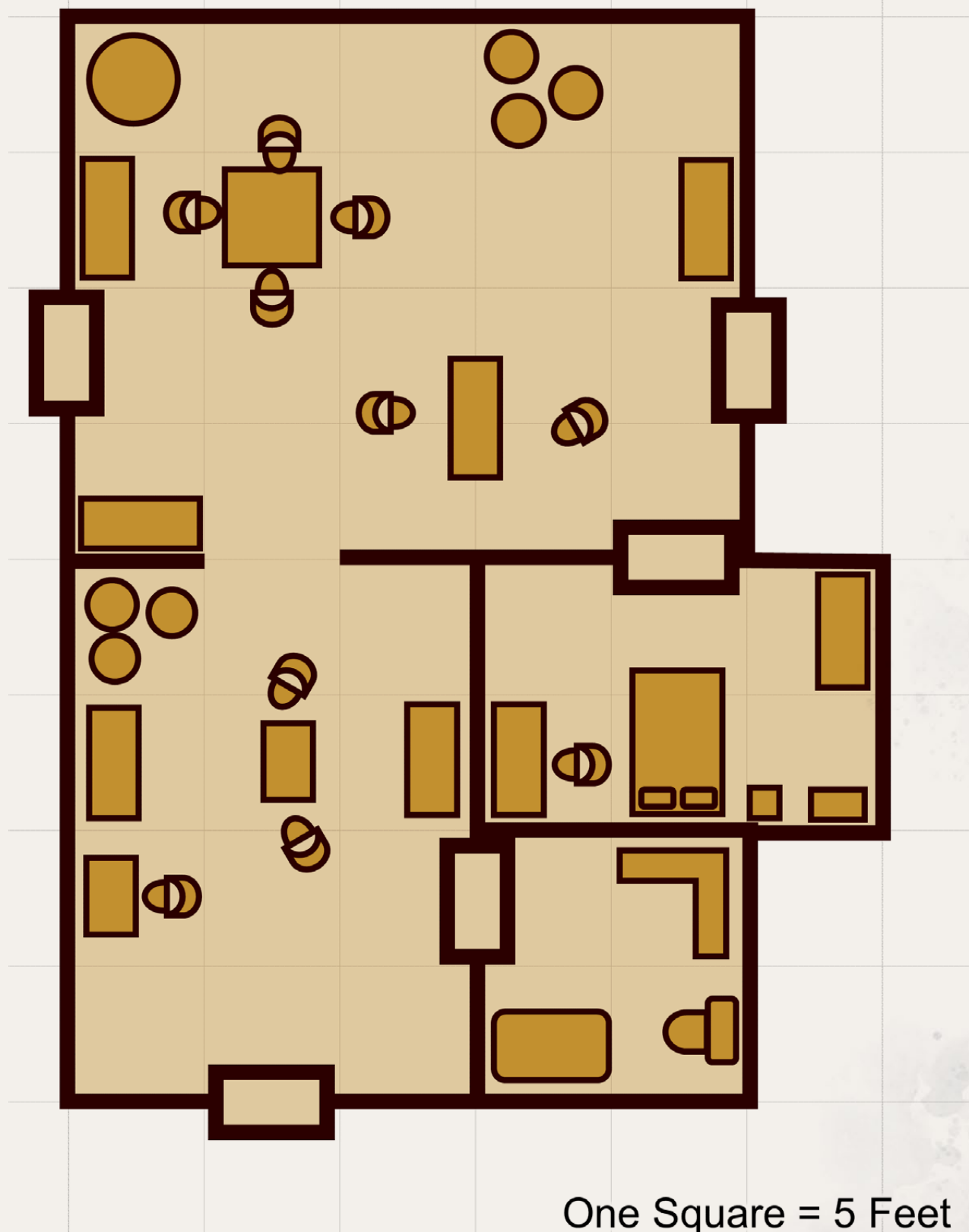
Exploration

Searching around the pantry with a DC 17 Intelligence (Investigation) check outside of combat reveals enough dried components to fill five uses of a healer's kit.

Social

If the characters get the drop on the Xanathar Guild members by winning the chase, they can attempt to make them back down with a DC 22 Charisma (Intimidate) check. If successful, the thugs flee.

Abandoned House



APPENDIX 6: MIS-COUNTING COUP (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes.

SETTING: TORTURE CHAMBER OF THE TOWER OF SEVEN WOES

On the third floor of The Tower of Seven Woes is a special torture chamber that Commander Sundeth has gifted to his new allies. These drow servants of Lolth have come to Skullport at the invitation of The Xanathar to wipe out the infestation of rebels known as Bregan D'aerthe. **Liriel of House Delco'sicet** came at the invitation to determine if she could pick up Jarlaxle's scent.

PREREQUISITES

The characters may only pursue this bonus objective during **Episode 3**. If reinforcements are already being called, continue the count here as if it were part of **Episode 3**.

BONUS OBJECTIVE B

The characters are here to free Naris'yon and slay the head torturer, Liriel of House Delco'sicet. However, when they arrive, Naris'yon has been gruesomely tortured to death. This simplifies **Bonus Objective B** to slaying Liriel so she can't leave Skullport with key information about Bregan D'aerthe.

AREA INFORMATION

This area has the following features.

Dimensions & Terrain. This chamber is 50-feet across with a 10-foot-high ceiling. Cells line the walls on the west and south sides, and a variety of racks, an iron maiden, and other torture devices that are freshly-used fill the room.

Lighting. Dim light from hooded lanterns fills the space. Liriel doesn't need light to see but enjoys the colors that her interrogation implements cause.

Naris'yon. A gruesomely defiled corpse of a male drow has been ripped apart all over the wall and floor. If Cory'bant'ex is with them, she identifies enough to tell the only way that the characters can take Naris'yon back is in a bucket.

CREATURES/NPCs

Liriel of House Delco'sicet (a **drow priestess of Lolth**) is here with two **drow elite warriors**. Three **phase spiders** lurk on the Ethereal Plane watching the area.

Objectives/Goals. Armed with the knowledge that Bregan D'aerthe rebels are in Skullport, Liriel wishes to leave and return with a sufficiently sized and armed host so as to wipe them out.

What Does She Know? Liriel knows there is a bounty on every member of Bregan D'aerthe. If the characters escort her away, she'll make sure they are rewarded when she returns. She knows she cannot trust Sundeth or the Xanathar but cannot turn down an opportunity to obliterate Bregan D'aerthe.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Replace the **drow priestess of Lolth** with a **drow mage**; replace the **phase spiders** with two **giant spiders**.
- **Strong or Very Strong:** Replace the **drow priestess of Lolth** with a **drow arachnomancer**; add one **phase spider**.

PLAYING THE PILLARS

Combat

Liriel begins by attempting to summon her Yochlol ally. The phase spiders protect their mistress and attack spellcasters. The Yochlol seeks to dominate any weak-minded characters. These combatants attack dying creatures without mercy.

Exploration

Liriel doesn't expect to be bothered during her time with the rebel scum, and it is relatively easy for characters to sneak into the torture chamber. Consider her to have disadvantage on her passive Wisdom (Perception) checks until she notices someone.

Social

Liriel can be reasoned with if outnumbered. A successful DC 20 Charisma check can negotiate her leaving peacefully (should the characters not wish to make enemies of a powerful drow house). She'll even give them a ring they can use to prove her death to Bregan D'aerthe. This satisfies **Bonus Objective B**.

The Tower of Seven Woes, Upper Floor



APPENDIX 7: MAGIC ITEM

Characters completing this adventure's objective unlock this magic item. Once unlocked, the item may be purchased using treasure checkpoints. Once this item has been purchased, it's no longer available unless later unlocked by other means.

GLAMOURED STUDDED LEATHER

While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor. This item is found on **Magic Item Table G** in the *Dungeon Master's Guide*.

This armor is made of salmon leather that has been dyed midnight black. While wearing this armor, you cannot become wet unless fully immersed in a liquid.

APPENDIX 8: 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

ROUGHED UP BY THE XANATHAR GUILD

DDALo8-11 Poisoned Words

For bungling their escape, the characters have been rescued by the Zhentarim and Bregan D'aerthe. They're given little time to recover at The Tawdry Nymph and being their next adventure with a level of exhaustion and half their hit dice (rounded down).

☒ SINGLE USE?

Story Award

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ROUGHED UP BY THE XANATHAR GUILD

DDALo8-11 Poisoned Words

For bungling their escape, the characters have been rescued by the Zhentarim and Bregan D'aerthe. They're given little time to recover at The Tawdry Nymph and being their next adventure with a level of exhaustion and half their hit dice (rounded down).

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