

DDAL08-14



RESCUE FROM VANRAKDOOM

A Waterdeep Adventure



Vampires in service to Shar, the Mistress of Night, are somewhere in Vanrakdoom. You must locate them without drawing the attention of the other residents of this dangerous place. Part Two of the *Undying Threat* trilogy. A Four-Hour Adventure for Tier 3 Characters. Optimized for

APL 13.

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ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

BACKGROUND

The Baron of Blood, **ARTOR MORLIN** has tasked our adventurers with discovering the source of vampire activity in **VANRAKDOOM** and their connection to **SHAR**, the Mistress of Night, finding the missing inhabitants of **WATERDEEP**, and learning what fiendish plot the vampires are developing within the depths of the **UNDERMOUNTAIN**.

It has been learned that **SEABORDT**, acolyte to **KERESTA DELVINGSTONE**, a Vampire Cleric of Shar, has devised a secret plan to unseat Keresta and replace her in Shar's eyes.

EPISODES

The adventure's story is spread over three **story episodes** that take approximately four hours to play. These episodes are introduced by a Call to Action Episode. The adventure also includes two 1-hour **bonus episodes** that can be played if time permits, that are introduced anywhere in the adventure.

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

- **Episode 1: Portal to Vanrakdoom.** Due to the defeat of Austra Trumaine, players have learned that there is a portal to Vanrakdoom, where vampires in service to Shar are keeping inhabitants of Skullport captive in some sort of secret plot. This is the **Call to Action**.
- **Episode 2: Your Enemy's Enemy.** The characters explore Vanrakdoom to discover who is behind this nefarious plan and locate the captives. This is **Story Objective A**.
- **Episode 3: A Shadowy Escape.** Using clues found in previous exploration, the characters devise their escape plan to get the captives to safety and out of Vanrakdoom. This is **Story Objective B**.

BONUS OBJECTIVES

This adventure also includes a 1-hour bonus objective 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: A Dwarven Secret.** Players discover a secret connection to the past that brings them treasure and knowledge. **Appendix 5**.
- **Bonus Objective B: Recluse in the Shadows.** Players choose to find Ambergris the dwarf and return her ring to her. This bonus objective is found in **Appendix 7**.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure takes approximately three-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 four **hours**. However, if you wish, you can provide a longer experience for your players by utilizing the **bonus objectives**.

Story Objectives Only. To complete the both of the adventure's story objectives, the characters play in Episodes 1 through 3 in order.

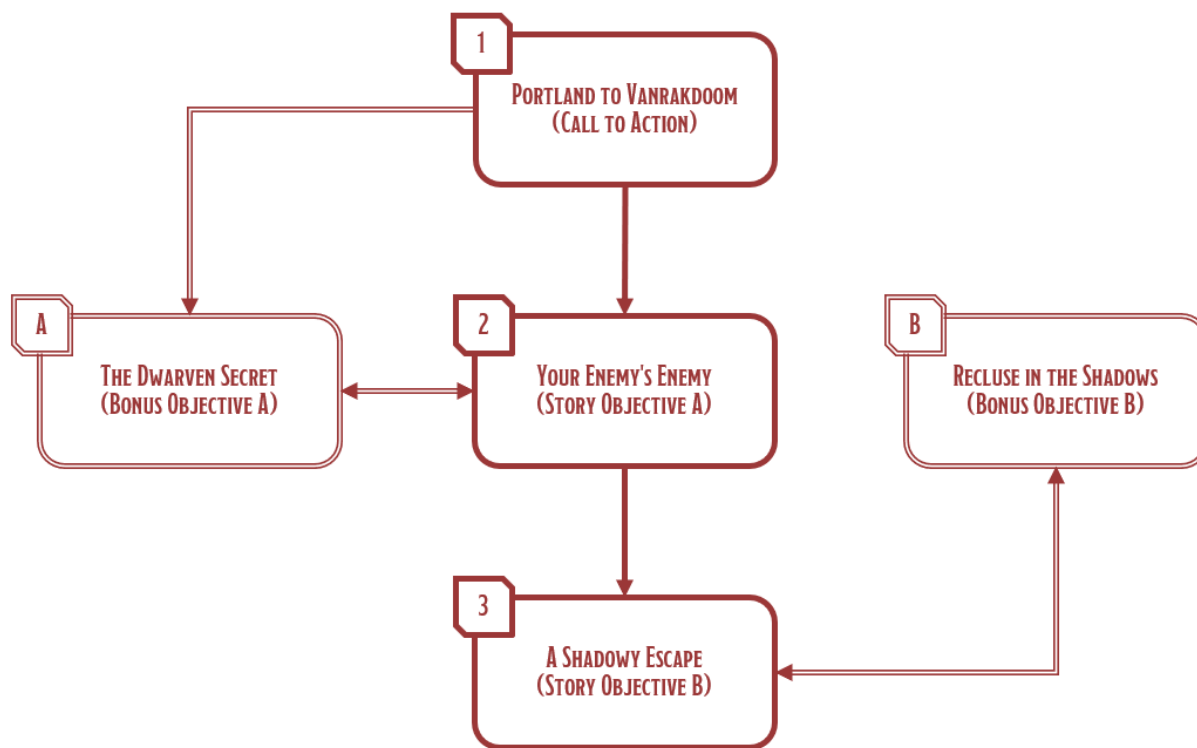
Bonus Objectives. You can extend this adventure by **one- or two- hours** by utilizing the bonus objectives provided in the appendices. These objectives branch off **Episode 2** or **3**.

EVIL NEVER SLEEPS!

In addition to a brief description of each potential scene, if there is a primary villain, creature, or force driving the story, consider including a timeline of what they're up to over the course of the episode. This helps the DM understand their motivation and give the DM a means to move the action along by inserting appropriate scenes that "run into" the adventurers when they may not know what to do next, or if the DM needs to complicate things to increase the challenge appropriately.

EPISODE FLOWCHART

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



EPISODE 1: PORTAL TO VANRAKDOOM (CALL TO ACTION)

Estimated Duration: 30 minutes

SCENE A. INTERROGATION

The adventure begins in Skullport, outside of the hideout of **Austra Trumaine**, a minion of **Keresta Delvingstone**. How the characters have come to be here depends on whether they played in the adventure prior to this one:

- **Played Part 1: The Vampires of Skullport.** After defeating Austra Trumaine's, the party found a secret portal to Vanrakdoom that Keresta Delvingstone had previously managed to keep hidden from Artor Morlin. Unbeknownst to Keresta, Austra Trumaine has actually been working for Seabordt, capturing residents of Skullport to bring to his lair.
- **Didn't Play Previous Adventure.** Artor Morlin contacts the characters after other minions discovered a portal to Vanrakdoom. He asks the characters to explore beyond the gate to the Undermountain and learn what Seabordt, a Vampire Cleric to Shar, is hiding within.

SKULLPORT

This area has the following features:

Dimensions & Terrain. Before relinquishing them to their fates in Vanrakdoom, Austra Trumaine holds her prey here—a hideout that's little more than a run-down shack hidden in Skullport's labyrinthian back-streets. An empty coffin rests in the far corner, resting beneath a painting of a solar eclipse. An iron cage serving as a makeshift cage is set into the wall to the left, beside which is a desk covered with papers, trinkets, and a few various coins. Among the papers is a letter from Seabordt (**Appendix 8**). The solution to this puzzle is provided in **Appendix 4**.

Skullport Caverns. There tunnels through the Mantle of Skullport are lined with skulls that awaken

when living creatures pass by. Some speak when spoken to and many say "Welcome to Skullport" in hive-mind like fashion.

Portal. One of the skulls inside the caverns opens the portal when the passphrase is spoken—bathing the area in shimmering, bright purple light—a one-way portal to Vanrakdoom. The letter from Seabordt is the key to the puzzle, whose description and solution found in **Appendix 4**.

CREATURES/NPCs

If the characters spared her or if she escaped, Austra Trumaine (**vampire spawn**) is here. Otherwise, the hovel is uninhabited.

Objectives/Goals. **Austra** is prone to cooperate due to her fear of Artor Morlin, but only to the extent necessary to save her own skin; Keresta can mete out punishments far more terrible than destruction. Despite her cooperation, she enjoys toying with mortals, and derives a great deal of pleasure from it.

What Does She Know? Austra knows what the passphrase for the portal is. She's reluctant to give it up directly, though, for she knows that if Kerestra finds out, She knows that Kerestra is creating vast numbers of undead within Vanrakdoom, but won't willingly divulge the information.

CALL TO ACTION

The objective of this adventure is to gain access to the portal to Vanrakdoom and find the missing residents of Skullport, as well as what Seabordt is up to in Undermountain.

EPISODE 2: YOUR ENEMY'S ENEMY (STORY OBJECTIVE A)

Estimated Duration: 2 hours 30 minutes

VANRAKDOOM'S HIDDEN EASTERN SECTION

In this episode, the characters must locate the captives and discover what the vampires in the area are plotting. Provide ties to any bonus objectives that become available.

PREREQUISITES

Characters must agree to find the captives and enter the portal, completing the **Call to Action** before beginning this episode.

STORY OBJECTIVE A

Exploring Vanrakdoom, finding the captives, and formulating a plan to escape is **Story Objective A**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Unless otherwise specified, this area looks like ancient dwarven ruins consisting of expertly carved square rooms with 10-foot high ceilings—grown dusty and aged but of smooth, worked stone.

Lighting. There are few sources of light here—occasional candles and torches in each of the chambers of this area. Otherwise, the more distant areas of the room are completely dark.

Shar's Perpetual Darkness. This crystal (encountered in Episode 3) emits large aura of negative energy that encompasses the entire section of Vanrakdoom. At the end of each hour that a living creature spends in the section, their maximum hit points are reduced by 1. The crystal is fed the fresh blood of the Forge of Fangs' living captives.

SCENE A. MORNDINSAMMAN TEMPLE RUIN

The portal location in Vanrakdoom is located in the corner of a large chamber that was once an ornate temple of the dwarven pantheon.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The temple ruin entryway is a vast chamber 40 feet wide and 60 feet long. The floors, walls, and ceiling are all made from bright stone slabs, carefully crafted with exquisite masonry.

Engravings. The walls of the Morndinsamman temple's main chamber are covered in runic carvings and friezes depicting the fourteen dwarven deities—something that a successful DC 10 Intelligence (Religion) check reveals. Dwarves make this check with advantage. Further examination reveals that each deity is accompanied by an iron plaque bearing their name (**Appendix 9**) while the solution to this puzzle is provided in **Appendix 6**.

Candelabras. Eight, 5-foot tall iron candelabras with thick black candles line the center pathway of the temple chamber—each burning with a magical purple flame (though it sheds only dim light). Marks on the dusty floor suggest that they've recently been moved into this configuration. The magical flame can be extinguished normally, and if relit with normal flame, the candles glow brighter (bright light in a 5-foot radius and dim light for an additional 5 feet).

BONUS OBJECTIVE A. If using this additional content, the characters find, the characters notice marks scratched beneath each of the iron plaques.

CREATURES/NPCs

Six **shadows** emerge from behind the frieze if a living creature casts a shadow on it (essentially any creature within 5 feet if a light source is present).

Objectives/Goals. The shadows will occupy any area of shadow that a character casts in the room, making them difficult to see. They have no objective other than to seek out the most good creature, attacking it first.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Each shadow has 10 hit points.
- **Weak:** Remove two of the shadows from the initial combat.
- **Strong:** Each shadow has 30 hit points.
- **Very Strong:** Add two shadows to the initial combat.

SCENE B. CRYPT KEEPERS

This chamber in the tall, circular tower to the West of the temple chamber is dark and quiet, and sounds echo off of the walls with heart-wrenchingly perfect acoustics.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The vampire crypt rests in the bottom of what was once a large tower, at 90 feet in diameter. Several dead rats can be seen in the room, with a nest of them inside one of the unoccupied closed coffins. Upon investigation, they seem to have died from natural causes.

Lighting. Torches to the left and right of each doorway shed bright light that dims toward the center of room.

Stairs to Nowhere. Circular iron staircases that may have once wound up to the upper levels of the tower are located at each of the cardinal points of the room. They are rusty and creak with every step.

Coffins. Some of which are occupied by vampire spawn (**Creatures/NPCs**), but the rest are unoccupied. The coffins can be **destroyed** (AC 15, 18 hit points; immune to poison and psychic damage).

DESTROYED COFFINS

Take note of how many coffins the characters destroy in this adventure; any vampire spawn that can't return to theirs won't be able to regenerate if reduced to 0 hit points.

CREATURES/NPCs

Four **vampire spawn** occupy the coffins and awaken and attack if they hear the characters (the

vampire spawns are **asleep**, so they suffer a -5 penalty to their passive Perception score). Two additional **vampire spawns** appear at the end of the third round—drawn by the sounds of combat. Any **shadows** from **Scene A** follow them here.

Objectives/Goals. The **vampire spawns** are bound to protect their master—a task they aren't easily deterred from. However, each has information pertaining to Seabordt, Keresta, and what the disciples of Shar are doing in Vanrakdoom.

What do They Know? The **vampire spawns** are in the service of Shar and each wears a gold pendant with her holy symbol (a lacquered black disc). If characters are able to get them out of combat, they can be convinced or intimidated into giving information about Seabordt's plan for the vampire factory.

TREASURE

The characters may choose to take any pendants previously worn by a vampire spawn, which drop to the floor when they are killed. These may prove useful in later encounters.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove a **vampire spawn**.
- **Weak:** No **vampire spawns** arrive in the third round.
- **Strong:** Replace a **vampire spawn** with a **vampire**.
- **Very Strong:** Replace two **vampire spawns** with **vampires**.

SCENE C. SEABORDT'S DEN

This room is a typical office—bookshelves line the walls, with candles flickering on random surfaces, creating a soft glow in the room. What looks to be a large piece of furniture is missing from the den, as the corner of the room is the only unfilled and undecorated area.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. At 40 feet wide and oddly shaped compared to the rest of this wing, it is apparent that Seabordt's den was built in this space well after the dwarven temple was deserted.

Light. The den is dimly lit by candles scattered about on various bookshelves and Seabordt's desk.

Desk. The desk is cluttered, and a journal atop it is open to a page that reads:

"I saw Keresta in my scrying mirror again, out by the Shadow Dragon, but she has not yet discovered our secret lair. She keeps staring into the nothingness in despair, as if she were watching a ghastly play that nobody else can see. This last time, she stepped into the Shadow Dragon's breath, disappearing again. I know she will be back through the portal in a few days, so we must move quickly on the Forge. The dragon's breath is taking her to Skullport, and my spawn will be using it themselves tonight to snatch more fodder for our contraption...if they can tame the beast."

The characters find an iron key in the desk's drawer.

Bookshelves. Books containing histories and information on Undermountain, the Shadowfell, and vampire lore fill the bookshelves, along with a variety of other curiosities and sundries.

Painting. A painting of a full moon above a three majestic wolves baying in a field of rolling shadows hangs on the wall. A character investigating the painting that succeeds on a DC 20 Perception check, notices that the moon isn't painted canvas—rather a stone disc that when interacted with, spins to reveal a scrying mirror. A character that spends an action gazing into the mirror sees scene (determined by rolling 1d6 and consulting the following table; ignoring results that have been rolled before):

SCRYING SCENES

Roll	Scene
1	A handsome gaunt creature says: "If Keresta finds out what we are doing here, all my hard work will be for nothing." A vampire spawn standing nearby replies "Don't worry, master. All is going to plan."
2	An image of a giant machine, inset with a large purple crystal.
3	A vampire spawn directs another to "prepare the captives for their bleeding. The master says we must feed Shar's Perpetual Darkness." The other says, "It shall be done."
4	A zombie beholder floating down a hallway.
5	A vampire spawn says "The Forge is nearly ready, master. Only a few more days are needed before we begin." A second responds with a grin, "Splendid. We must turn the captives soon. Shar's Perpetual Darkness has kept them weak, but we can't have them dying on us before it is time."
6	A dragon that appears to be made of wisps of shadowstuff disappearing into darkness.

CREATURES/NPCs

If the characters scry long enough to see all three discussions, they're attacked by a swarm of undead bats—a ruckus that draws the attention of the **beholder zombie** and two **vampire spawn** (less those destroyed in the previous room).

Objectives/Goals. The beholder zombie is a guard for Seabordt's Den. If not dispatched, it will defend the den until all living beings are dead. If the additional two **vampire spawn** from Scene B have not yet been killed, they will appear in Seabordt's Den once any commotion is heard.

What do They Know? The vampire spawn that appear here are on their way to bleed a captive to feed Shar's Perpetual Darkness. A DC 20 Charisma (Intimidation or Deception) check will convince them to give the details on the machine and what it does.

EPISODE 3: A SHADOWY ESCAPE (STORY OBJECTIVE B)

Estimated Duration: 1 hour

SCENE A. CAPTIVE'S CELL

In this episode, the characters rescue the captives and make their escape from Vanrakdoom. At the far end of the Eastern Tunnel lies a makeshift cell block with a guarded door.

PREREQUISITES

Provided the characters have received the **Call to Action**, there aren't any prerequisites to this episode, although heading here before completing **Episode 2** will make things more difficult.

STORY OBJECTIVE B

Disabling Shar's Perpetual Darkness and getting the captives safely out is **Story Objective B**.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. Long and narrow at only 55 by 20 feet, the cell is too small for the many captives locked inside. The cell door is locked and can be unlocked with a set of thieves' tools and a successful DC 15 Dexterity check. Alternatively, the key found in Seabordt's desk unlocks the cell door. Six rotting straw pallets are scattered among the cell. The north wall of the cell is a stone wall with small glass windows at the top of the wall. The southern wall consists of iron bars, overlooking an expanse of shadowy haze to the south.

Light. There are torches on the outside wall of the cell, out of reach of the captives, which provide dim lighting to the area. The area outside the cell is shadowy and dark.

Death. The body of a small child is in the cell. Upon investigation, he appears to have died of natural causes.

THROUGH THE WINDOWS?

If players find a way to look through the window on the North side of the wall in the cell, they will see vampire spawn attending to Shar's Perpetual Darkness, a crystal that is being fed with blood to sustain its slow Energy Drain properties.

CREATURES/NPCs

Two **vampire spawn** guard a locked cell containing a dozen and a half humans (**commoners**), among which is Petra Kiko—all of which are suffering the effects of Shar's Perpetual Darkness. Umbraxakar (a **bronze shadow dragon**) can be seen pacing the shadowy expanse south of the cell—occasionally stopping to let out a billow of shadowy smoke. It disappears into the shadows upon noticing the characters watching it from the windows.

Objectives & Goals. After some time attempting to unlock the cell door or speaking with the prisoners, any other vampire spawn previously destroyed will respawn and appear here, unless their coffins were destroyed earlier in the adventure. **Petra Kiko** is a human resident of Skullport and the caretaker and appointed leader of the captives. She is first seen covering up a human body with a wool blanket as the players enter the cell. She has eavesdropped on the vampires and knows about Shar's Perpetual Darkness and what it is doing to all living creatures in the area.

SCENE B. FALLEN TO SHADOW

Just south of the cell block is an open area that proceeds to get darker the further it is explored. Wisps of darkened fog creep along the floor and rises taller as the area moves South. Moans of zombies, wails of ghosts, and a feeling of stillness and dread give this area a sense of foreboding.

AREA INFORMATION

This area has the following features:

Dimensions & Terrain. The area south of the prison cell is enveloped in shadowy fog, getting thicker the farther it goes. After about 100 feet, one can no longer see past the shadows, and it seems as if the area is infinitely deep.

Light & Visibility. The entire area feels as if all light and color has been drained from it. Thick, dense fog begins as wisps and get thicker the further back it travels.

Shadowfell. It is easy to get lost into the Shadowfell that has enveloped this area of Vanrakdoom. Exploring too deep will bring about monstrosities of all types.

Shadow Dragon. The **shadow dragon** occasionally appears from the darkness in the area, about 50 feet away from the southern wall of the cell. If it sees any living creature, it growls in contempt before disappearing once more—breathing a strange, shadowy smoke that hangs in the air for a few moments before dissipating.

CREATURES/NPCs

Once the characters step out into the open area that leads to the Shadowfell, they are outside of Seabordt's hidden area. Keresta's monitors sense that someone has entered Vanrakdoom, and eight **giant centipedes** appear along the fog's edge accompanied by one **vampire** for every eight living creatures emerge from the Shadowfell if the characters move beyond the area.

WRAP-UP: CONCLUDING THE ADVENTURE

The characters can make it back out of Vanrakdoom in various ways, once they have rescued the captives, including using the Shadow Dragon's Dimension Door Breath back to Skullport. Using this method allows the players to immediately return back to Vanrakdoom for the next part of this trilogy, using the portal located at the beginning of this adventure.

If the players figured out another way to escape Vanrakdoom, they eventually return to Skullport, give Artor Morlin their update, and prepare for their return to destroy the Forge of Fangs!

BONUS OBJECTIVE B. If utilizing this additional content, the characters may head to the House of the Black Lanterns.

TREASURE

In exchange for their services, Artor gifts the characters with one of his own weapons—a greatsword called *Desolation*.

ADVENTURE REWARDS

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

ADVANCEMENT AND TREASURE CHECKPOINTS

The characters receive **2** advancement checkpoint(s) and 4 treasure checkpoint(s) for each **story** objective **that** they complete, as follows:

- **Story Objective A:** Discover Seabordt's agenda
- **Story Objective B:** Rescue the captives

The characters receive 1 advancement checkpoint(s) and 2 treasure checkpoint(s) for each **bonus objective** that they complete, as follows:

- **Bonus Objective A:** Treat with Ganloch Bayand
- **Bonus Objective B:** Recover Ambergris's ring

PLAYER REWARDS

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

MAGIC ITEM UNLOCK

Characters completing the adventure unlock:

Desolation (Sword of Sharpness). This greatsword of sharpness is made from a strange black material that feels like frigid steel. If commanded to shed light, only you can see the light. This item can be found in **Appendix 10**.

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.

- **Seabordt (SEE bort).** Seabordt is a power-seeking vampire cleric to Shar, who will do anything to gain her favor. He is underhanded and deceitful, climbing over his friends and superiors to get to the top. His softer side reveals the angst of an aspiring artist, and he tends to reflect his thoughts and feelings into his paintings and journals.

Personality: *I treat my minions like subordinates while still expecting them to respect and obey me.*

Ideal: *Power: I aspire to become the most powerful cleric in my faith.*

Bond: *I will stop at nothing to become Shar's favorite.*

Flaw: *I don't trust anyone, yet I am careless with my own secrets.*

- **Petra Kiko (PEH trah KEE ko).** Petra is a human artisanal swordsmith in Waterdeep with connections to many influential people in the city. She is tall and thin, with more strength than her appearance would suggest. A former street rat orphan, she is now a philanthropist, donating her time and money to good causes such as feeding the homeless in Skullport and donating goods to orphans. Because of her fine swordmaking artistry, she is well known among the best swordsmen and nobility and has many connections.

Personality: *I will always help others before I help myself.*

Ideal: *My art is my gift to the world.*

Bond: *I will not allow a child to go through the hardships of living on the streets like I did.*

Flaw: *I am a sucker for the downtrodden and often am taken advantage of.*

- **Ganloch Bayand (GAN lock BAY and).** Ganloch was a dwarven treasure hunter and swindler, always looking for a way to get his hands on gold and rare artifacts. He met his demise soon after a meeting with Jarlaxle to discuss the sale of a rare item he acquired, after which he stole a ring belonging to Ambergris the Dwarf. In retaliation, she locked him in a hidden temple in Undermountain to be slowly drained by shadows. He is now a ghost.

Personality: *I used to cross my friends in lieu of treasure, but I have now learned from my mistakes.*

Ideal: *The artifacts of the past belong to anyone who can acquire them.*

Bond: *I will right my wrongs to finally be free.*

Flaw: *I love all that glitters and am weak in the face of fame and riches.*

- **Ambergris (AM bur GREES).** A dwarf cleric of Dumathoin, Amber Gristle O'Maul (or Ambergris for short), she has long black hair and is part shade, although that is not apparent from looking at her. After two decades of being a spy in the Shadowfell, a punishment for committing a crime in the Citadel Adbar, she has allowed it to become her new home.

Personality: *I will aid an enemy to save a friend..*

Ideal: *Someday I will be welcome back in the Citadel Adbar.*

Bond: *I am loyal to my dwarven ancestry, even though I feel abandoned by them.*

Flaw: *I am easily swept up in rage and revenge.*

APPENDIX 2: CREATURE STATISTICS

ALLIP

Medium undead, neutral evil

Armor Class 13

Hit Points 40 (9d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	10 (+0)	17 (+3)	15 (+2)	16 (+3)

Saving Throws INT +6, WIS +5

Skills Perception +5, Stealth +6

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

Damage Immunities cold, necrotic, poison

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft, Passive Perception 15

Languages the languages it knew in life

Challenge 5 (1,800 XP)

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

ACTIONS

Maddening Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) psychic damage.

Whispers of Madness. The allip chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Wisdom saving throw, or it takes 7 (1d8 + 3) psychic damage and must use its reaction to make a melee weapon attack against one creature of the allip's choice that the allip can see. Constructs and undead are immune to this effect.

Howling Babble (Recharge 6). Each creature within 30 feet of the allip that can hear it must make a DC 14 Wisdom saving throw. On a failed save, a target takes 12 (2d8 + 3) psychic damage, and it is stunned until the end of its next turn. On a successful save, it takes half as much damage and isn't stunned. Constructs and undead are immune to this effect.

BEHOLDER ZOMBIE

Large undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d10+33)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	8 (-1)	5 (-3)

Saving Throws Wis +2

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Deep Speech and Undercommon but can't speak

Challenge 5 (1,800 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

Eye Ray. The zombie uses a random magical eye ray, choosing a target that it can see within 60 feet of it

1. **Paralyzing Ray.** The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success

2. **Fear Ray.** The targeted creature must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. **Enervation Ray.** The targeted creature must make a DC 14 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

4. **Disintegration Ray.** If the target is a creature, it must succeed on a DC 14 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

GIANT CENTIPEDE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 4 (1d6+1)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	3 (-4)

Senses blindsight 30 ft., passive Perception 8

Languages --

Challenge 1/4 (50 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4+2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. 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.

REVENANT

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws STR +7, CON +7, WIS +6, CHA +7

Damage Resistances necrotic, psychic

Damage Immunities poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

Senses Darkvision 60 ft., Passive Perception 13

Languages the languages it knew in life.

Challenge 5 (1800 XP)

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

ACTIONS

Multiattack. The revenant makes two fist attacks..

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

UNDEAD WOLF

Small beast, any evil alignment

Armor Class 11
Hit Points 28 (6d8 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	18 (+4)	4 (-3)	7 (-2)	1 (-5)

Skills Perception +3, Stealth +4
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 2 (450 XP)

Undead. The dog has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, stunned, or knocked unconscious.

ACTIONS

Multitask. The Undead Wolf makes two bite attacks.

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

REACTIONS

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

VAMPIRE

Medium undead (shapechanger), lawful evil

Armor Class 16 (Natural Armor)
Hit Points 144 (17d8 + 68)
Speed 30 ft.

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

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

Skills Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 17

Languages the language it knew in life

Challenge 13 (10,000 XP)

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

While in bat form, the vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies. While in mist form, the vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

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

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

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

Regeneration. The vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weakness. The vampire has the following flaws:

- **Forbiddance.** The vampire can't enter a residence without an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire takes 20 acid damage if it ends its turn in running water.
- **Stake to the Heart.** If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

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

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

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

Charm. The vampire targets one humanoid it can see within 30 ft. of it. If the target can see the vampire, the target must succeed on a DC 17 Wisdom saving throw against this magic or be charmed by the vampire. The charmed target regards the vampire as a trusted friend to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can, and it is a willing target for the vampire's bite attack. Each time the vampire or the vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

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

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

LEGENDARY ACTIONS

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

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

Unarmed Strike. The vampire makes one unarmed strike.

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

VAMPIRE SPAWN

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

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

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

Vampire Weaknesses. Lela has the following flaws:

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

ACTIONS

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

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

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

REACTIONS

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

WIGHT

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

ACTIONS

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

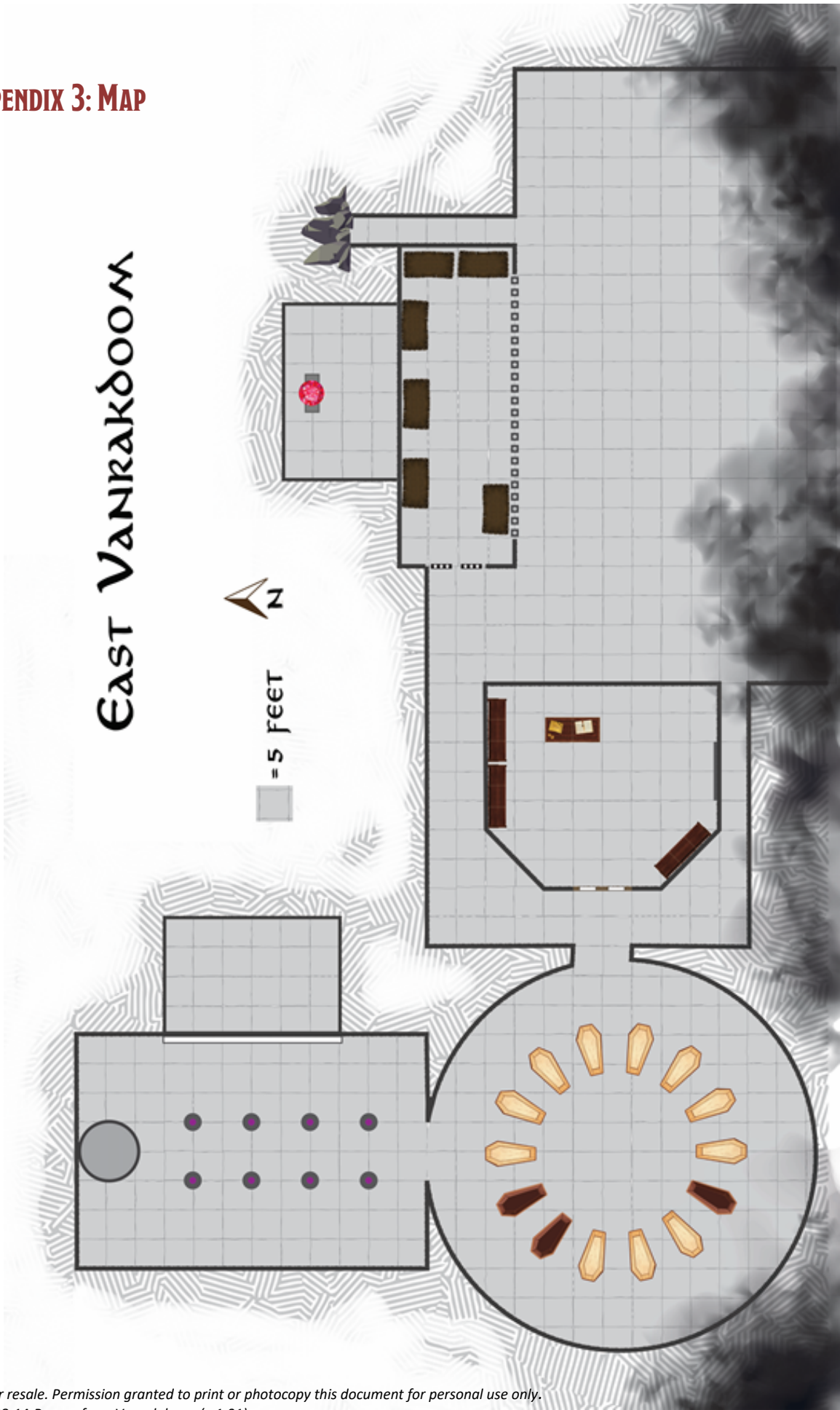
Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

APPENDIX 3: MAP



APPENDIX 4: A LETTER FROM SEABORDT (DM SOLUTION)

A parchment with a broken black wax seal, stamped with a moon symbol, lies on the desk in Austrum Trumaine's hideout.

THE PUZZLE

It reads:

"Everything is going to plan.

Come to the gate with our first pledges to Shar's service and whisper to the skull to enter.

Look to the beginnings of this letter and then to my gift to you for the right words, and I shall expect to see you in one day's time.

I do hope you enjoy the gift, as I am still learning. Perhaps I am being too hard on myself, but I think it looks best with the lights out.

*Seabardt
Esteemed Cleric of Shar"*

PUZZLE SOLUTION

The "beginning" refers to the first letter of each sentence in the letter, above. In order, they spell: "ECLIPSE," which to the painting hanging on the wall; painted by Seabardt

The painting is a simple white ring on a black painted canvas. A character that examines the painting that also succeeds on a DC 15 Intelligence (Arcana) check of DC15 notices that the patterns in the white ring are miniscule runes—signaling that the painting is likely magical (something that *detect magic* or similar effects confirms). When bathed in complete darkness, the painting radiates a purple glow, revealing artistic sunbeam shapes pouring from the white circle and the words in the center: "MAY DARKNESS SWALLOW THE SUN."

APPENDIX 5: THE DWARVEN SECRET (BONUS OBJECTIVE A)

Estimated Duration: 60 minutes

In this bonus objective, the characters solve the mystery of the Dwarven Temple Frieze and discover a lost member of the clan who once lived here.

SCENE A. MORNDINSAMMAN TEMPLE RUIN

The portal location in Vanrakdoom is located in the corner of a large chamber that was once an ornate temple of the dwarven pantheon.

PREREQUISITES

Characters must enter the portal, completing the **Call to Action** before beginning this episode.

BONUS OBJECTIVE A

Finding the hidden chamber and treating with the ghost of **Ganloch Bayand** is Bonus Objective A.

AREA INFORMATION

This area has the following features:

Wall Carvings and Frieze. The friezes bear odd marks etched into the stone beneath each dwarven deities (**Appendix 6**).

Hidden Chamber. Behind the frieze is a hidden chamber with unlit torches lining the walls. Within is a wooden chair resting in the middle. The door opens upon solving the frieze in **Appendix 6**.

Old Bones. The skeletal remains of a dwarf sit in the ornately carved wooden chair—covered in dust. Casual examination reveals nothing about how the

dwarf may have died, but a successful DC 17 Wisdom (Medicine) check suggests that it's likely that the dwarf succumbed to an effect that drained its vitality away (the shadows' Strength Drain). The skeleton wears a thick iron ring.

CREATURES/NPCs

A **shadow** emerges from the dwarf's remains if they or the ring are disturbed. If the shadow is destroyed, the undead spirit manifests once more, but this time as a **ghost**.

Objectives/Goals. The **shadow** is the shadow of the deceased dwarf, turned into the very thing that killed him. It attacks just like the previous shadows, and if they were not all taken care of before the frieze was opened, they join in the fight. As a **ghost**, **Ganloch Bayand** tells the characters that he stole the ring from a dwarf named Ambergris who lived in the Shadowfell, who locked him in this chamber many years ago as punishment. He can't rest until the ring is returned to its rightful owner and provides them with a poorly drawn map to her cottage if they choose to take on the quest.

TREASURE

If the characters placate the dwarf, it gifts them:

- A thick iron band engraved with an ancient Dwarvish prayer to Dumathoin.

PLAYING THE PILLARS

COMBAT

While fighting the shadow of Ganloch in this room is imperative to completing the objective, fighting the ghost of Ganloch is not. If the characters engage in combat with the ghost, the ghost will defend itself and attack back, but it will try to speak to them in between blows.

EXPLORATION

It is possible that the characters will defeat the ghost without giving him the opportunity to tell them about Ambergris or the ring. If this is the case, the players may search the room, where a loose floorboard will reveal Ganloch's journal, describing the story of what he did.

SOCIAL

If the characters choose to speak with the ghost, it will be guarded yet receptive to their attempt. With a DC 15 Charisma check, the ghost will tell the entire story of how he deserved this fate after betraying Ambergris and stealing her ring.

APPENDIX 6: THE FRIEZE PUZZLE (DM SOLUTION)

Estimated Duration: 60 minutes

THE FRIEZE PUZZLE

The following deities are identified by iron plaques by their carved likeness in the frieze.

THE CLUES

Each has a hastily scratched number and a line of verse scratched into the bottom of the wall.

FRIEZE PUZZLE CLUES

Deity	Number
Moradin	4
Dumathoin	3
Berronar Truesilver	1
Clangeddin Sil	No number
Haela Brightaxe	3
Marthammor Duin	3
Verga	No number
Gorm Gulthyn	5
Abbathor	8
Tharme	No number
Sharindlar	5
Hanseath	4
Thard	No number
Dugmaren Bright	No number

THE VERSE

The following verse has been scratched into the wall beneath the carvings of the above deities:

“Look into the gods for pieces of the spell, each one a part you’ll have to tell.

“My name revealed and spoken thrice, shall thwart protections on this device.

“Hand to my god whose name shares mine’s length, grants the source of my strength.”

THE SOLUTION

The number beneath each deity refers to the letter in that deity’s name that is part of the clue. For example, the number “4” is etched beneath Moradin’s name, and the fourth letter of his name is “A”. When used in this way, the clues spell out the word “*Ambergris*.” When **thrice** spoken and the finger of the carving labeled Dumathoin is touched, a 10-foot section of the frieze opens. If the characters are stuck, a character may recall that dwarves use number codes—particularly those where numbers correspond to certain letters in a word.

APPENDIX 7: RECLUSE IN THE SHADOWS (BONUS OBJECTIVE B.)

Estimated Duration: 60 minutes

SCENE A. SURROUNDED BY SHADOW

In this bonus objective, the characters make their way into the Shadowfell to find Ambergris to return her ring. Deep in the Shadowfell, all light and color has been drained from the area. Tiny echoes of familiarity can be seen here but are obscured by darkness and death.

PREREQUISITES

Characters must complete **Bonus Objective A** before beginning this episode.

BONUS OBJECTIVE B

Finding **Ambergris** to return her ring and then getting back to Skullport is **Bonus Objective B**.

AREA INFORMATION

This area has the following features:

Lighting. There is no natural light in this area. Any non-magical light will only illuminate for half its brilliance or distance within the Shadowfell.

Map. Ganloch's poorly drawn map is based on his memory of the Shadowfell and shows two marked paths to the home of Ambergris: one through the forest (**Scene B**) and a second through the Cult of Night hideout (**Scene C**).

Fork. A fork in the road ahead of the characters clearly shows a distinction between a forest path or clearing path.

Howling. Any character with a passive Perception of 12 or higher hears faint howling coming from behind the party. A character that succeeds on a DC 15 Intelligence (Religion) recognizes the sound as that of a large group of **allips**. Listening to the sounds, the listener is able to easily deduces that they're getting closer.

CREATURES/NPCs

Three **allips** emerge from the darkness 25 feet behind the characters. If they delayed in making a decision on which fork to take for more than a few minutes, they see the characters and attack.

Objectives/Goals. The **allips** are tormented by their curse and will mindlessly attack anything in their path.

SCENE B. FANGS IN THE FOREST

If the characters choose the path of the Cult of the Night hideout, skip this scene

Dimensions and Terrain. Black, twisted trees line the narrow path through the forest area. The path to the other side of the tree line is not very far, but the large roots spanning the 15-foot wide "road" make for a difficult trek.

More Howling. The characters hear more howling up ahead, distinctly different from those of the allips that were behind them.

CREATURES/NPCs

A pack of six **undead wolves** surround the characters from within the forest.

Objectives/Goals. Being undead, the wolves don't need to eat, they always hunger for flesh.

SCENE C. CULT OF NIGHT

If the characters choose the path of the forest, skip this scene. As the characters make their way into the clearing, they notice some shadowy figures circling a purple-flamed bonfire.

AREA INFORMATION

The area has the following features:

Lighting. A deep light radiates from the bonfire in the clearing, casting a purple haze onto the black mist and shadows here.

Bonfire. The fire here is magical, perceived with a DC 15 Intelligence (Arcana) check. It is similar to the candles seen in Vanrakdoom.

Hideout. Worn by time and shadow, a building at the edge of the clearing looks to be deserted. Upon close inspection, markings of symbols to Shar are carved into the disintegrating wooden door.

CREATURES/NPCs

Two **revenant** cultists are chanting prayers to Shar by the bonfire. With lifeless eyes, they turn to look at the characters, demanding who approaches. ppear out of the darkness 25 feet behind the characters if they delay making a decision on which fork to take for more than a few minutes.

Objectives/Goals. The revenants are focused on avenging their fate and all those who oppose Shar, whose enemies were those that killed them. They will attempt to question the characters' motives of passing through these parts. While fairly wise, they willingly accept any reason that supports their revenge plot.

SCENE D. RETURN OF THE RING

Up ahead on the path, a lone cottage sits beyond a stretch of rocky terrain. The cottage consists of a small living space with cooking area, filled with books and ornately carved wooden figurines and weapons, all with dwarven markings. A wrinkled, dark-haired dwarf with a crooked nose sits in a recliner, sipping her cup of dark ale.

Dimensions and Terrain. The cottage is cozy and cluttered, with many trinkets and weapons occupying its 800' square room.

Lighting. A purple-flamed fire roars in the fireplace, and candles are lit on the table.

CREATURES/NPCs

Ambergris is startled when she hears the characters approach, as she has not had a visitor in a long time. Very few know her whereabouts, and those are only people with whom she has the utmost trust.

Objectives/Goals. Ambergris is quick to react and defend herself, a trait acquired from her years as a spy, posing as a Cavus Dun mercenary. She's hard and gruff but softens upon seeing her ring—her only connection back to her past.

What do They Know? Ambergris knows her side of the story of Ganloch's betrayal: that he condemned her for ruining her family name, turned her into her clan's leadership on a false charge, and stole her ring as punishment, saying she did not deserve the honor of Dumathoin's grace. She also knows the quickest way back to Skullport: there is a magical tavern in the Shadowfell called the House of the Black Lanterns, which appears to those in need of it, and inside there is a portal. All the characters must do is stand outside in complete darkness with a true desire to enter the tavern, and the House of Black Lanterns will appear.

SCENE E. THREE BELLS

When the characters are outside in complete darkness, they hear three bells. Before them, a quaint inn appears, as out of thin air. A stone path, illuminated by tall black lanterns emitting a purple glow, leads up to the three-story building.

Dimensions and Terrain. The House of Black Lanterns is deceptively large, with the tavern area able to accommodate at least 60 patrons.

Lighting. Magical lanterns flickering with an indigo flame light the tavern.

Portal. A portal that can only be activated by the bartender is blockaded by the bar.

CREATURES/NPCs

Yarol (a tiefling) owns the House of the Black Lanterns and stands behind the bar, wiping a glass.

Objectives/Goals. Yarol runs the inn to help travelers in the Shadowfell and will always come to their aid. This is not entirely altruistic, as it is customary for travelers to always buy a drink here in exchange for the respite it provides. He tolerates neither drawn weapons nor spellcasting in his establishment and doesn't hesitate to "summon the skulls" to deal with those that offend.

What do They Know? Yarol knows how to activate the portal and for 10 gp, sends patrons to the portal of their choosing. He also knows how to pour a perfect Shadow Stout, the recommended ale on the menu.

APPENDIX 8: SEABORDT'S LETTER (PLAYER HANDOUT)

Everything is going to plan.

Come to the gate with our first pledges to Shar's service and whisper to the skull to enter.

Look to the beginnings of this letter and then to my gift to you for the right words.

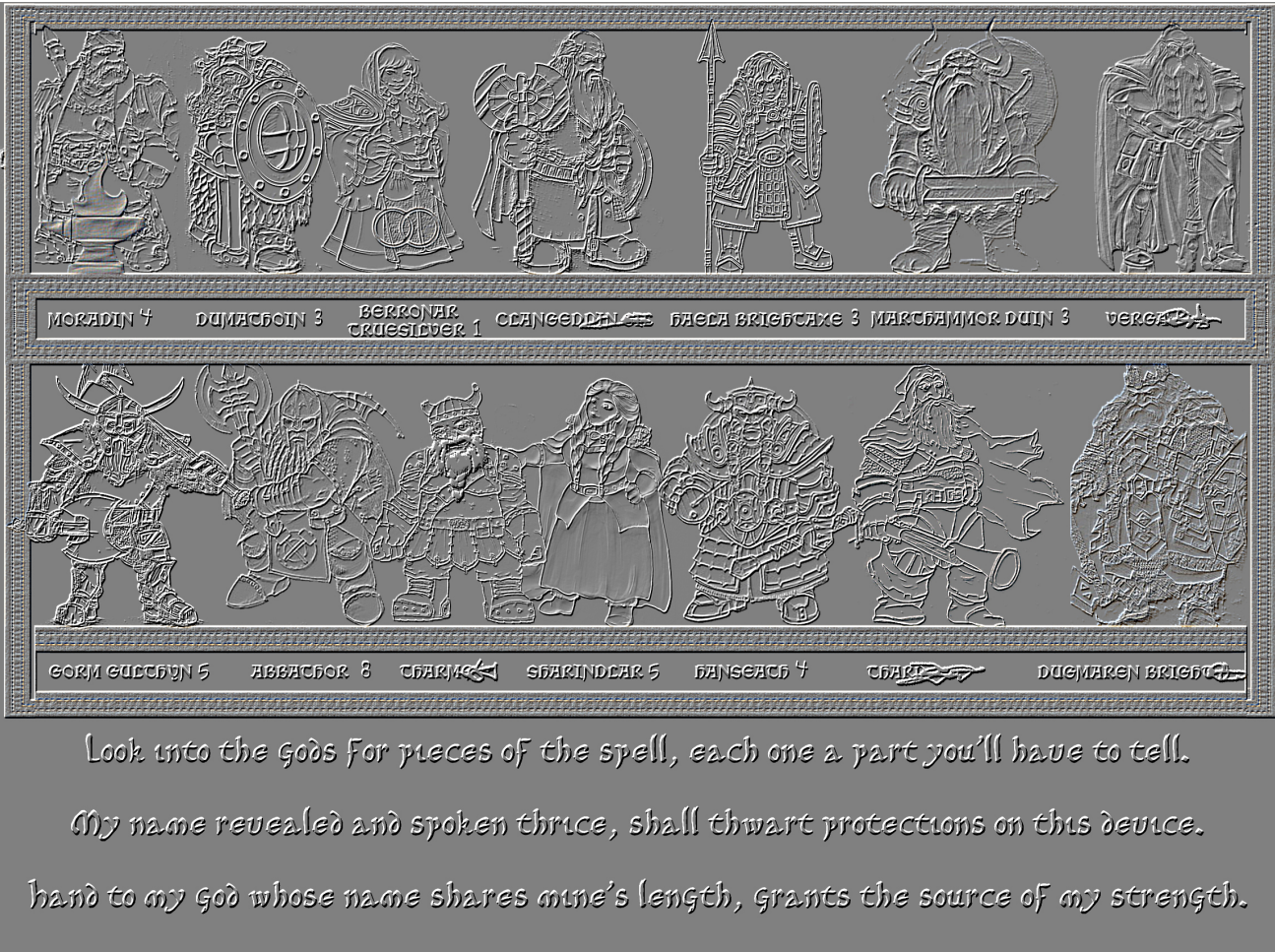
I do hope you enjoy the gift, as I am still learning.

Perhaps I am being too hard on myself, but I think it looks best with the lights out.

Seabordt

Esteemed Cleric of Shar

APPENDIX 9: THE DWARVEN FRIEZE (PLAYER HANDOUT)



FRIEZE PUZZLE CLUES

Deity	Number
Moradin	4
Dumathoin	3
Berronar Truesilver	1
Clangeddin Sil	No number
Haela Brightaxe	3
Marthammor Duin	3
Verga	No number
Gorm Gulthyn	5
Abbathor	8
Tharme	No number
Sharindlar	5
Hanseath	4
Thard	No number
Dugmaren Bright	No number

THE VERSE

The following verse has been scratched into the wall beneath the carvings of the above deities:

"Look into the gods for pieces of the spell, each one a part you'll have to tell.

"My name revealed and spoken thrice, shall thwart protections on this device.

"Hand to my god whose name shares mine's length, grants the source of my strength."

APPENDIX 10: MAGIC ITEM

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

DESOLATION (SWORD OF SHARPNESS)

Weapon (greatsword), very rare (requires attunement)

When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target.

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 14 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light. This item is found on **Magic Item Table I** in the *Dungeon Master's Guide*.

This greatsword of sharpness is made from a strange black material that feels like frigid steel. If commanded to shed light, only you can see the light.

APPENDIX 11: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 1st-4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

NEW TO D&D ADVENTURERS LEAGUE?

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

NEW TO THE ANNUAL STORYLINE?

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

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

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

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

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

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

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

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

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