



ADVENTURERS LEAGUE™

DARK PYRAMID OF SORCERER'S ISLE

Long unoccupied, the pyramid on Sorcerer's Isle now flows with strange magical energy, warping creatures and the landscape around it. The Cult of the Dragon and Red Wizards of Thay have taken notice, and it's up to you to keep whatever power dwells there out of their hands. An adventure for 5th-10th level characters.

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INTRODUCTION

Welcome to *Dark Pyramid of Sorcerer's Isle*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tyranny of Dragons*™ storyline season.

This adventure is designed for three to seven 5th-10th level characters, and is optimized for five 6th level characters. Characters outside this level range cannot participate in this adventure

The adventure is set in the Moonsea region of the Forgotten Realms, in and near Sorcerer's Isle, on the Stojanow River north of Phlan.

THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the *Player's Handbook*™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will 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 XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes 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 Player's 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 THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 6th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

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

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since

play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*TM has more information on the art of running a D&D game.

DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules). If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

ADVENTURE BACKGROUND

Many years ago, Ren o' the Blade and his companions ventured into the lair of the mad wizard Yarash—a great silver pyramid on Sorcerer's Isle—and stopped his twisted magical experiments which were fouling the river. Having more pressing concerns in Phlan, the adventurers did not stay to fully explore the pyramid. And so, they inadvertently left behind a contingent of mutated lizardfolk—the results of the wizard's experiments—and those adventurers who had become lost in the maze level

of the pyramid.

The last 150 years were not kind to the pyramid and its inhabitants. The wild fluctuations of the Weave combined with the passage of time changed the magical and physical aspects of the maze. Most of the prisoners trapped within the maze died, but even in death they found themselves imprisoned within; others became monsters warped by wild magic. The mutated lizardfolk residing within adopted a level of the pyramid for their own use, forming a new residence for their tribe. Though still relatively small, the tribe has since flourished and, for the most part, remained unmolested by the outside world.

Then the slaadi came. They initially seemed like a ragtag band of adventurers whose leaky boat had become marooned upon the island shore. Most were wounded and a few seemed ill. The sick ones soon transformed into red and green slaadi while tadpole slaadi, both blue and green, clawed their way out of the bodies of the remaining adventurers. One of the adventurers was transformed into a gray slaad. With the gray slaad now in charge, they soon assumed control of the pyramid. Using the collective knowledge contained in the journals of Yarash and its own knowledge, the gray slaad created a device that allowed a small stream of material from Limbo to flow into the world. The slaadi repaired the equipment to pump it out of the pyramid to once more transform the surrounding area.

The changes had not reached far downstream before being noticed by scouts of the various factions. That alone might not have moved the resistance coalition to act. Spies within Valjevo Keep, however, reported that the Cult of the Dragon expressed a growing interest in the pyramid and formed a group to explore it.

Unbeknown to both the factions and the Cult of the Dragon, the Red Wizards have also sent a party to investigate the pyramid in search of its secrets.

THE WEAWE

The Weave is the means by which raw magic is tapped into by spellcasters. It is the way in which magic presents itself to these beings for their use and it flows throughout the world, touching almost every corner of existence, with the exception of dead magic zones; places where magic ceases to function. In some areas, the Weave is damaged or distorted and spells cast within unleash uncontrollable power, causing them to backfire or any have any number of unintended effects.

THE EVER-CHANGING CHAOS OF LIMBO

Limbo is the outer plane of pure Chaos; a place of constant motion and change where the landscape shifts uncontrollably and unpredictably. Limbo is also home to the slaadi.

OVERVIEW

This adventure takes place in four parts.

Part 1: A Task and a Trip. The adventure begins with a meeting in Phlan. The adventurers are briefed and given orders to travel to the island. The island is a four day journey upriver. The characters encounter some flora and fauna along the way which express symptoms similar to that of exposure to the raw stuff of Limbo.

Part 2: The Maze. The maze level originally had a series of linked portals that changed direction whenever someone passed through. These portals now act randomly. There are eight encounter areas within the pyramid, four to six of which the characters should encounter (depending on party strength and time available). As the characters explore this level they may encounter undead, terrain features, traps, cultists and wild magic areas.

Break. If you need to break this adventure into two four-hour game slots then this could be the appropriate point to pause your game. The strength of the group might impact how long the first two parts take, so your experience may vary.

Part 3: The Second Level. There are three separate points of entry to this level. Which point of entry to choose is based on strength of party, the DM's evaluation of the group, and the DM's personal preference. Entrance Option One is a combat with Red Wizards. In Entrance Option Two the characters confront animated items and have an opportunity to take a long rest. Entrance Option Three offers the characters the choice of trying to get the mutated lizardfolk to work with them rather than simply fighting them. During further exploration of this level, the characters might encounter one of the groups they had not interacted with previously, as well as other obstacles before finding the stairs to the third level.

Part 4: Top of the Heap. The slaadi have made their nest here. The characters face the slaadi as well as the device spewing forth chaos.

they are known to the members of the resistance by reputation alone. In this instance, a member of the resistance—a librarian from Mantor's Library—approaches them in a tavern and tries to discreetly learn if they are opposed to Vorgansharax, the green dragon that now rules Phlan. Assuming they are opposed to the dragon's rule, the character is asked to join Phlan's resistance movement and take part in a dangerous task. Upon their agreement, they are given instructions regarding how to enter Denlor's Tower (a knock sequence along with a password "Mountain Laurel") for a meeting at twilight tonight. This different password identifies the character as not being a member of a faction active in Phlan.

ADVENTURE HOOK

The characters are quietly approached by a known member of their faction. They are asked to aid the growing resistance movement in Phlan by taking on a dangerous task. Assuming they agree to the risk, they are given instructions on how to enter Denlor's Tower (A coded knock along with a password "Sycamore") for a meeting at twilight tonight.

If by some chance a character has not chosen a faction,

PART 1: NO SMALL TASK

Denlor's Tower is on the edge of the area oft referred to as Civilized Phlan on maps and just outside of the town walls on the riverbank. A scraggly grove of annonwood trees embraces the tower on two sides. The characters have been directed to a side door on the river side of the tower.

If the players ask what their characters might know or can learn of Denlor's Tower:

- A successful DC 5 Intelligence (History) check reveals it was the home of a powerful wizard who died over a hundred years ago and remained sealed since then. The Lord Sage of Phlan currently owns it.
- A successful DC 10 Intelligence (History) check reveals that Denlor's death, approximately 150 years ago, was a pivotal point in the history of Phlan which resulted in the defeat of Tyranthraxus and the unmaking of the Pool of Radiance. The tower was warded against intrusion and its doors sealed by one of the adventurers involved. No one alive today knows what traps await within.
- It is common knowledge that the Lord Sage of Phlan has made the tower a sort of hobby and spends nearly all of his spare time trying to discover the secrets to breaking the seals of the tower. He has so far been unsuccessful—at least that is the common belief.

A member of any of the Faction within Phlan, however, knows that their group aided the Lord Sage of Phlan to break the seals on the doors of Denlor's Tower shortly after the arrival of the green dragon, and have been continuing work to clear the upper levels ever since.

The fading light mutes the stains of time and battle on the red brick tower. The long shadows caused by the scant slivers of twilight that filter through the thicket help hide your progress to the small door on the river side.

Once the knock sequence and proper password are given, the characters enter a short hallway that opens on the right to a kitchen area with a large fireplace in the corner and a closed door on the right. Note that if the characters do not know each other they would be entering separately. Consider using this time for character introductions.

GENERAL FEATURES

Ceilings. 20 foot high ceilings.

Light. Bright light indoors, dim light outside.

As a result of clearing the traps and unsealing the doors, the inside of the tower does not show many signs of its long abandonment. However, some of the furnishings have fallen apart due to extreme age and neglect so there are piles of wood in places. Furnishings are sparse and utilitarian, at least on this floor.

A lithe young man in a dark gray tunic and leather trousers ushers you into a spacious kitchen. Hot stones in the hearth give off heat without smoke. "Please be seated, the master should be ready for you shortly. I am Kral. Unfortunately I can only offer hot tea or ale for your refreshment while you wait."

Looking about the room, you see along one wall a sideboard with a small keg of ale along with a number of tankards. There is also a large teapot, a honey jar and ceramic mugs. There are two doors on the far side of the room.

Kral encourages the characters to talk about themselves—how long have they been in the city, what have they accomplished, etc. In actuality, he already knows who they are and most of their accomplishments while in Phlan; he is trying to see if any are possessed, a doppelganger, or a possible traitor. Once everyone has assembled and Kral has interacted with them at least briefly, read the following text below.

ROLEPLAYING KRAL

Kral is a Harper agent, but is playing the part of a servant in order to observe the characters and try to determine if they are truly interested in combating the rule of Vorgansharax. By trade he is a bard. He is currently working with the Lord Sage of Phlan to unlock the secrets of the tower. He is a bit paranoid and prefers to be underestimated by foes. Despite this, he is personable and is quick with a joke.

A tall half-elven male of advanced age enters the kitchen from one of the doorways. "Is everything in order Kral?" The man's brow is half-raised. "It would be a disservice to our guests if we delayed any further."

Kral issues a curt nod and the old half-elf beckons for you to enter the room and be seated. The room has piles of old wood along the walls, enchanted light globes float along the ceiling, and a large table is on a raised platform at one end of the room. Three benches are set up in a U formation.

A person in a dark hooded cloak reclines against the wall behind the table.

ROLEPLAYING THE LORD SAGE OF PHLAN

The Lord Sage is quite old but, thanks to his half-elven blood, still retains a bit of youthful vigor. Nevertheless, he is a taciturn and reserved man; slow to display his emotions.

"Please take a seat," the Lord Sage says. "We've got a lot to go over."

The Lord Sage confines his remarks to explaining the history of the island, providing the following information.

- An insane wizard named Yarash built his home on Sorcerer's Isle in a large, silver pyramid. Within the pyramid, he experimented with transmutation magic and physical experimentation; both flora and fauna were subjected to his meddling. The river became so toxic as a result of his work that little could survive in it.
- Ren o' the Blade, a local hero from Phlan, defeated Yarash. Since then, the lure of treasure and power has drawn many to explore the island because of rumors regarding treasure and great magic; none who have ventured within the pyramid have returned to tell the tale.
- It is known that Yarash constructed a vast maze within the pyramid. The journals of Ren o' the Blade detail that the maze itself changed as his group progressed within. It is unknown what, if anything, resides within the pyramid. The maze, however, has no doubt claimed many souls over the years, and some may still wander its halls. Be prepared to fight undead, some of which may be without physical form.
- Though he cannot be certain, the Lord Sage is of the impression that the phenomena surrounding the pyramid are unlike that which plagued the area in the time of Yarash. The corruption around the pyramid now lends the impression of an extraplanar influence. Anything more than that would be up to the characters to find out; the Lord Sage does not deal in guesswork or conjecture, and does not say more without knowing for sure.
- Finally, the Lord Sage is concerned of the speed at which the corruption seems to be spreading. He would like the characters to venture to the pyramid and back in a tenday (or less if able).
- The characters must retrieve any written works they are able to find relating to Yarash and his experimentation, and must also prevent others from doing likewise.
- If successful, the Lord Sage shall pay them a total of

200 gp.

Once he is done, the cloaked figure steps forward to speak. She identifies herself as Welsea Parenthe (female vampire sorcerer), and gives the mission details.

- The Zhentarim has learned that twisted creatures are roaming the area surrounding the pyramid. Most have exhibited relatively benign mutations, such as changes in color or size, but others seem to be more malevolent in nature.
- The Zhentarim has also learned that the Cult of the Dragon has expressed an interest in the pyramid and its fabled contents, and suspects that they have sent agents to retrieve the written works of Yarash along with other items of arcane power.
- Welsea would like the characters to travel to the pyramid, enter it, and ascertain what resides within and if they are a threat to Phlan. Welsea would also like the characters to determine the source of the contamination and, if possible, stem it.
- Welsea instructs the characters to sneak back into the city via the tunnel beneath Valhingen Graveyard.

ROLEPLAYING WELSEA PARENTHÉ

Currently the Zhentarim has taken a leadership role in the fight against the Maimed Virulence. This is due mostly in part to their resources but is compounded by their success in DDEP1 *Corruption in Kryptgarden*. While the opportunity to explore the tower brought Welsea out of the shadows that she normally clings to, she still does her best to keep her features hidden. She has a habit of enunciating very clearly, carefully and quietly. She never raises her voice. She refuses to answer any questions regarding her undead nature.

DEVELOPMENTS

The Lord Sage and Welsea wish for the characters to leave no later than the following morning. This leaves them time to contact their individual factions and to purchase supplies for their journey.

If any of the characters ask the Lord Sage his name, he contemplates the request for a moment before saying:

"I surrendered my name when I assumed this post long, long ago. I presume that there are none still alive in Phlan that can claim to know it—at least none with any sense of honesty. My name is now my title. I am, and will always remain, the Lord Sage of Phlan."

The Lord Sage does not provide this information without solicitation, and only if specifically asked for his name.

SPECIAL MISSION: ZHENTARIM

If any of the adventurers are members of the Zhentarim, Welsea pulls them aside once the discussions have concluded, and provides them with a special mission.

- The Zhentarim recently succeeded in planting a spy within the Cult of the Dragon. This spy—a half-elf named Thilren Sohj—was who originally clued the Zhentarim into the Cult's excursion to the pyramid. Per his last message, the cultists are on their way to the island now and should arrive within a couple days.
- The spy uses an enchanted ring to send short messages to the faction. The ring, however, only permits one-way communication. Welsea provides detailed instructions on how the ring is used.
- Welsea would like the characters to rendezvous with Thilren and order him to return to Phlan. If his cover has been compromised or he has been slain, they are to recover the ring and use it to report back.

PREPARING FOR THE JOURNEY

Note that the only temple (others are shrines) providing spellcasting services was decimated early in Vorgansharax's attack on Phlan, and no one knows where the ranking priests of Kelemvor (Doomguide Yovir Glandon, among them) are currently located or if they are even still alive. As such, **no spellcasting services are available.**

The characters have the following options for traveling to the pyramid:

- Travel a day and a half by horse to Kabel's Hill (DDEX1-8 *Tales Trees Tell*) where a small ferry has been arranged to take the characters on the two-and-a-half day trip up river, though the characters may need to aid the passing by manning the oars or poles;
- The characters' other option is to travel four days by horse to a small farmstead a couple miles upriver of the island. From there it is a relatively quick trip downstream to the island.

In either case the characters are provided maps, two tendays worth of rations, and mounts (normal riding horses), if needed. Any other gear is their responsibility.

RANGERS, DRUIDS, AND THE NATURE DOMAIN

Because of their ties to the natural world, rangers, druids, and clerics with the Nature domain have access to more information during the travel to the island. This should be their turn in the spotlight.

Their ties to nature also allow them to notice the small changes in the environment before others would. The boxed text assumes that there is not a ranger or druid in the party. It therefore glosses over the minor changes that they would otherwise notice.

The following is to assist you when such characters are present:

Up the River

Day 1:	No noticeable changes
Day 2:	Minor changes; feelings of unease
Day 3:	Significant visible changes

Down the River

Days 1 and 2:	No noticeable changes
Day 3:	Minor changes; feelings of unease
Day 4:	Significant visible changes

Additionally, any ranger, druid, or cleric with the Nature domain automatically succeeds on any Wisdom (Survival) check made to notice the changes in local flora and fauna.

OPTION 1: A TRIP UPRIVER

If the characters opt for the shorter overland trip, their day-and-a-half long trip to Kabel's Hill is uneventful. If they departed Phlan in the morning, they arrive at midday. Otherwise, they get to the combine just as the sun sets.

The clouds to the west are streaked with red as the sun begins to set. Ahead you see a small, single-masted ferry is tied up to a rickety dock. A swarthy muscular male human sits in front of a warehouse trying to repair a net.

Cel has been hired to take the characters upstream to the island. His boat is large enough to carry the characters but not their mounts. Animal companions and familiars medium-size and smaller can be squeezed in. Cel's nephew Briac—who knows how to keep his mouth shut about his uncle's business—has been tasked with caring for the mounts while the characters are gone. There is a lean-to on the back of the warehouse that offers shelter and a small paddock that is occupied by the family.

If the characters have arrived at Kabel's Hill at nightfall, Cel offers the characters space on the warehouse floor on the condition that they promise not to make a mess. Cel remarks, "Mr. Marth wouldn't care for that too much." For those that prefer more established accommodations, Kabel's Hill has a small inn called The Leaky Bucket

DARK PYRAMID OF SORCERER'S ISLE

where the characters can get a soft bed and a hot meal for a gold piece. It is relatively expensive, but the fare is superb and the hospitality second-to-none. Plus, the characters must sleep on the deck of the cramped ferry during the journey so this is their last chance at a warm bed. Cel has a tarp that can be set up if weather turns nasty to provide protection from elements.

ROLEPLAYING CEL

Cel is taciturn but not rude. He gives as short an answer as he can, so it might take multiple questions to gain a complete picture of what has been going on.

He has no idea why anyone would want to go to the island, nothing good ever came from there as far as he knows. He supplements his income from fishing and trapping by the occasional trip carrying supplies to villages on the upper reaches of the river.

If the characters think to ask, Cel can relate the following.

- "One of the larger riverboats went upstream late yesterday with a man in dark red robes arguing with the captain about the pace she was setting."
- "Sound travel over water real easy."
- "If the other boat is headed to the island, Cel's smaller ferry should make better time. They may get there a day or so earlier, but not much sooner."
- "The boat ain't got any oars, so if the wind peters out, we're gonna have to pole it up river."
- "Been terrible fishin' lately. Fish're barely bitin' and those reeled in smell funny and haven't made for very good eatin'."
- "Some of the fish are kinds I never seen before. They have odd colors and sharp spines. The little buggers tore up my net good."
- "Can't sell fish that have been dead that long, threw them back in."
- "Sister has had better luck than me, but reeled in a queer lookin' fish. Couldn't eat the damned thing, but she is plannin' to see if she could make use its skin or maybe sell it for a couple pennies."
- "Even though the fish taste pretty foul, the goat has been eatin' 'em up no problem."

There are those for whom travel in the wilderness is a chore best to be done as quickly as possible while others prefer to enjoy all aspects of it. Unless the group has only 3 characters, space is scarce onboard the ship. The cargo hold is not that large—it normally holds fish and it smells like it. Anything in the hold starts smelling like dead fish fairly quickly, characters included.

At least twice a day Cel asks one or more of the

characters to assist poling the boat upriver. When night falls, Cel anchors the boat, lights a small brazier to heat an iron pot in which he makes a surprisingly tasty stew made from dried (not fresh) fish, onions, and potatoes.

The first two days going up river are quiet and uneventful, though there were a few hours each day where some of you helped by manning poles to keep the boat moving when the wind falls still. Aside from an occasional dead fish that Cel points out, nothing unusual happens.

Any character with a passive Survival score of 15 or higher notices odd changes in the landscape at the beginning of the third day. The DC of this check is reduced by 2 for every subsequent hour of travel. The changes have gone from oddly shaped plants or plants not normally found in this area to bright turquoise leaves on trees and plants with fruit that grow upside down, "dangling" from the tops of branches towards the sky. Squirrels, the size of domestic cats, chase one another up and down trees—natural behavior but definitely not naturally sized.

The characters can attempt to identify the causes or verify that the cause of the changes is unnatural.

- **Intelligence (Nature).** A successful DC 10 check confirms that none of these are naturally occurring changes.
- **Intelligence (Arcana).** A successful DC 10 check indicates a slight resemblance to plants found in the Feywild, but only in color and behavior; the plants are obviously native to the area. A character succeeding at a DC 15 check recalls that areas of Wild Magic are known to subtly change local flora and fauna.
- A character casting *detect magic* sees a very faint aura of transmutation magic over both the riverbank and the river itself. Any attempts to dispel the aura have no effect.
- A character that casts *detect poison and disease* finds evidence of neither.
- A clever character may wish to attempt to discern the cause of death from a dead fish. If you feel they demonstrate a good mix of skills, class features, dice rolls, or simply good roleplaying, they are able to discern that the fish appears to have drowned. Further inspection reveals that their gills appear to be unusual—rendering them ill-suited for extracting oxygen from water.

ATTACK!

A few hours after the changes have been noticed, the vessel is attacked by underwater denizens.

The island comes into sight as you come around a bend in the river. The island is a little over a mile ahead and you can easily make out the dark shape of the pyramid rising from verdant foliage. Without warning, the water surrounding your small boat roils and churns as a bright green tentacle reaches out of the water toward the boat.

Two **giant octopi** are in the river to either side of boat. The octopi attempt to grapple people on the boat and pull them into the water. Once someone is pulled into the water, read:

What appears to be a single, odd-looking fish soon turns out to be hundreds upon hundreds of tiny, odd-looking fish—each with rows of wickedly sharp teeth. However, their resemblance to fish is in general shape alone. As they draw nearer, you realize that each of the fish are covered in a variety of different colored and textured scales and some even bear fur or what appear to be feathers.

The river also happens to be infested with two **swarms of quippers**. Once a creature is pulled into the water, the swarms of quippers attack. The swarms of quippers do not attack the octopi.

The river is only about waist deep here and does not hinder attacks made by creatures within it. It does, however, count as difficult terrain.

Use the **guard** stat block for Cel. The boat is fairly sturdy. It has an AC of 15 and 50 hit points.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 1 swarm of quippers and 1 giant octopus
- **Weak party:** Remove 1 swarm of quippers
- **Strong party:** Add 1 swarm of quippers
- **Very strong party:** Add 1 giant octopus and 1 swarm of quippers

DEVELOPMENTS

If the boat is destroyed, the characters can make it to shore and can cobble together a good enough raft (especially if Cel survived) to get them to the island, albeit a few hours behind schedule. Any gear lost in the river can be salvaged (Cel can dive for it, if need be). Proceed to "A Walk in the Jungle."

OPTION 2: A TRIP DOWNRIVER

This section is for those groups that have instead opted for the longer, overland route. The characters have supplies, so there is no need to forage unless they otherwise wish to do so. Game is plentiful, though occasionally there are signs that something has recently spooked the small creatures of the forest.

There are occasional signs of a large party of kobolds ahead of the characters during the first day but the signs are lost as the group passes over a rocky area.

There are no inns along this path, or farmsteads immediately willing to let the characters stay the night. Such requests are met with slammed doors, thinly-veiled threats, or both. Barring impressive roleplaying combined with exceptional Charisma checks, the characters must camp in the wilderness. While they are not attacked during their evening rests, neighboring wolves or local owls might observe the interlopers from a safe, but disconcerting distance.

RANGERS AND TRACKING

The agents of the Cult of the Dragon that set off from Phlan included two human scouts, a dragonborn mage and 45 kobolds. At some point a large, slithering creature joined their retinue. A successful DC 15 Intelligence (Nature) check identifies it as a young purple worm. By the time the group reached the island, they lost seven kobolds to an incident of in-fighting and predators.

Skirting the end of the Quivering Forest your travel has been relatively uneventful. An unlucky rabbit was added to last night's meal but small animals have been scarce on this third day of your trip. The path you are following wanders closer to the river.

Any character with a passive Survival score of 15 or higher notices odd changes in the landscape at the beginning of the third day. The DC of this check is reduced by 2 for every subsequent hour of travel. The changes have gone from oddly shaped plants or plants not normally found in this area to bright turquoise leaves on trees and plants with fruit that grow upside down, "hanging" from the tops of branches towards the sky. Squirrels, the size of domestic cats, chase one another up and down trees—natural behavior but definitely not naturally sized.

The characters can attempt to identify the causes or verify that the cause of the changes is unnatural.

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- A character casting *detect magic* sees a very faint aura of transmutation magic over both the riverbank and the river itself. Any attempts to *dispel* the aura have no effect.
- A character that casts *detect poison and disease* finds evidence of neither.

ATTACK!

Late in the afternoon of the third day, the group is attacked by death dogs and boars.

The sun is high overhead when a tumult of splashing is heard from the woods to the east.

Suddenly, a sound somewhat reminiscent to howling fills the air, breaking the silence. A sharp crack of wood is followed by a group of two-headed dogs that burst through the underbrush, running in your direction! Just as suddenly, creatures emerge from the brush opposite the dogs. They look remarkably like boars, save for the bone spike sticking out of their foreheads.

A total of four **boars** and three **death dogs** emerge from the brush. All of these were all normal animals before they were mutated by drinking the river water.

The attacks spook the horses, but any character succeeding at a DC 15 Wisdom (Animal Handling) check is able to remain mounted, making it possible to outrun the beasts without incident. Those that fail are thrown from their mounts, suffering 1 point of bludgeoning damage and landing prone.

The death dogs prefer attacking prone targets over others.

DEVELOPMENTS

Just as the changes in the landscape increased as the characters drew closer to the island, the changes diminish as they continue on northwards; away from it.

If the characters departed Phlan in the morning as suggested by Welsea, they arrive at the homestead marked on their map at roughly mid-afternoon of the fourth day. Otherwise, they arrive as night begins to fall.

Once there, they can either rest the night or continue

their journey to the pyramid in a boat or two provided by the owner. The farmer is prepared to board their horses.

Since they are going downstream, the trip in the rowboat passes quickly. While the river north of the island is not as contaminated the signs of change are there for the last 100 yards of the journey to the island.

A WALK IN THE JUNGLE

The view is essentially the same coming in from the north or the south. The island is oblong-shaped and approximately a mile and a half long.

The gentle slope of the sand-and-rock-strewn shore leads up to an area of verdant growth. The pyramid towers over the island. Tarnish has turned the north and south sides black.

Many of the shrubs are awakened, but are easily avoided. There are crude farms surrounding the pyramid, but the corruption has turned what may have been normal crops into plants with mouths that bite anything that comes near, snapping at insects or, on occasion, each other.

As the characters arrive at the pyramid, they encounter a rear guard consisting of either cult agents or Thayan mercenaries, depending on which option they chose to reach the island. Alternatively, if there is a member of the Zhentarim among the group and they accepted the special mission, use the Zhentarim Special Mission. The characters should only encounter one of the following.

THE REAR GUARD

Use the encounter corresponding to the option that the characters used to travel to the island.

Arrival from the South (Option 1). The characters find a large ferry moored on the southern shore of the island. A dead human female lay in the muck, her remains being picked at by a number of odd-looking vultures. They fly away as the characters approach, squawking in protest. Any character that examines the body and succeeds at a DC 5 Wisdom (Medicine) check identifies the cause of death as a single stab wound in the woman's back. Whatever valuables that the woman may have been carrying are no longer on her person.

As the characters approach, they are ambushed by three **veterans** and three **scouts** hiding in the brush. Any character that succeeds on a DC 15 Wisdom (Perception) check notices the Thayan mercenaries before they attack.

Arrival from the North (Option 2). Not far from shore there is a large hole about eight feet wide. A trail of trampled vegetation leads from the hole to the pyramid. A DC 20 Wisdom (Perception) check discovers a partial

footprint of a single kobold on the edge of the path. Whatever created the hole left a passable tunnel approximately 5 feet in diameter. Following the tunnel leads northward direction for approximately 100 feet before turning to the west where the tunnel exits on the river's banks.

As the characters approach, they are ambushed by a **gladiator** and four **winged kobolds**. Any character that succeeds on a DC 15 Wisdom (Perception) check notices the cult agents before they attack. Each winged kobold carries three rocks.

SPECIAL MISSION: ZHENTARIM

Near the pyramid, the characters come across the remains of a small camp. The bodies of a number of dead cultists and a single dead elf are scattered around the clearing. If characters investigate the bodies it is easy to identify the cause of death. The bodies all bear wounds caused by swords and arrows. One of them is a half-elf that matches the description of the Zhentarim agent provided by Welsea. The characters do not find a ring on him, but notice that one of his fingers has been cut off and lay on the ground near him, ringless.

The cultists were slain by an **elf druid** accompanied by two **elf veterans** and three **elf spies**—all hidden when the characters arrive. Any character succeeding at a DC 15 Wisdom (Perception) check notices the elves hiding among the bushes about 30 feet away.

If noticed or if the characters have fully investigated the carnage, the elves attack. The druid is further in the back, and casts *entangle* in the first round of combat. The veterans then engage the characters in melee while the spies use ranged attacks.

The elves were investigating the cult's presence on the island and were attacked in return. In response, they slew the cultists and were recovering when the characters arrived. Assuming them to be more cultists, the elves attacked. They show no quarter in battle, but if spared, they are thankful and apologetic if the characters identify themselves as foes of the cultists.

Once the characters defeat the elves, they find a bloody iron ring in one of her belt pouches. It radiates strong divination magic if a character casts *detect magic*. The elf druid gives the characters the ring willingly if spared.

INVESTIGATING THE PYRAMID

Streams of oily, multicolored liquid run down the sides of the pyramids, rippling with more colors than any rainbow. The liquid continues down the slope of the island and into the river.

DIPPING INTO CHAOS

Since neither all characters nor players are wise, someone might dip an item or appendage in to the chaos matter streaming down the side of the pyramid.

Brief exposure results in a minor change of color or texture, but not shape or function. For example, dipping a hand may result in purple or fuzzy nails while exposing a dagger might turn the blade green or cause an oddly-shaped eye open up on the blade. Any such changes fade in 2d8 hours, but has a 1 in 10 chance of being permanent.

Any character foolish enough to take a drink is wracked with pain as their body reacts violently to the chaosstuff; imposing 1 level of exhaustion. This effect is treated as a disease for the purposes of removing it.

The liquid loses potency 1 minute after being removed from the side of the pyramid, though the container holding it is transformed for 2d8 hours, as above, perhaps to startling or humorous effect.

DEVELOPMENTS

No matter which way the characters enter, they have evidence of a group already in the pyramid and possibly confirmation that the contagion is coming from the pyramid. This would be an opportune time for the characters to take a short rest. Proceed to Part 2.

PART 2: THE MAZE

A steep staircase rises on both the north and south sides of the pyramid to large double doors. The east and west sides of the pyramid are covered by an oily sheen of cascading colors that emits from the very top of the pyramid. The substance pools at the bottom of the pyramid before slowly making its way to the river. Either entrance opens into the central corridor of shifting walls (Area 1).

Maze Encounters. Apart from the winding corridors and dead-ends, the maze comprising the first level of the pyramid's interior features eight special encounter areas. Depending on the strength of the party and the time allotted, the group should interact with four to six of these areas. For simplicity's sake teleportation should not separate the party. If you need to, change what in the text is a teleport square to the floor of the entire area because the characters did something unexpected.

ADJUSTING THE ENCOUNTERS

Each area is rated Easy, Medium or Hard based on the difficulty of the area's contents. This sidebar provides guidance on adjusting the maze's contents to suit your group's abilities. Note that for stronger parties the number of areas increases along with difficulty of the areas encountered. Note that all parties enter the maze via Area 1. This counts as one of the 4-6 areas likely to be encountered by the group.

Easy: 2, 6; **Medium:** 1, 3, 7, 8; **Hard:** 4, 5

Here are recommendations for which combination of to use based on the strength of the party.

- **Very weak party:** 2 Easy, 2 Medium
- **Weak party:** 1 Easy, 3 Medium
- **Target party:** 1 Easy, 2 Medium, 1 Hard
- **Strong party:** 1 Easy, 3 Medium, 1 Hard
- **Very strong party:** 4 Medium, 2 Hard

Traversing the Maze. The exits from each of the encounter areas (including the path used to enter it) act as very subtle teleportation portals. Creatures passing through these portals are teleported into other locations within the maze. To complicate things, the effect is very subtle and an affected creature is unlikely to notice that he or she has been teleported. To their knowledge, a teleported creature simply happens along a different area within the maze after a few moments of walking. A creature that actively searches for some sort of effect as they transition between areas is able to notice the effect should they succeed on a DC 17 Intelligence (Arcana) check and, upon closer examination, can find the runes that the portal consists of. Characters proficient in Arcana

need not actively search for the effect; their passive Arcana score is, if high enough, enough to notice the teleportation.

Some players may attempt to exploit this by trying to bypass areas or even the entire maze entirely by entering and immediately exiting an area. The architect of the maze was crafty, however, and planned for such an event. Ultimately, how you resolve this is at your discretion, but here are some suggestions on how the maze reacts to such base treachery:

- **Exit Leads to Different Area.** Characters that leave an area are teleported to a different area of like difficulty within the maze. If no other areas of the same difficulty remain in the maze, they round a corner in the hallway after two rounds spent walking and find themselves at the same exit they left from.
- **Exit Leads to Same Area.** Characters that leave an area are teleported to the hallway that eventually leads right back into it. They round a corner in the hallway after two rounds spent walking and find themselves at the same exit they left from.
- **Arcane Backlash!** The offending character is hurled bodily into the next encounter and is stunned for 1 minute unless they succeed at a DC 15 Wisdom saving throw. The character can repeat this saving throw at the end of each of its turns, ending the effect early on a success.

Treasure in the Maze. There are several areas that include two *potions of healing* in the treasure. This is to ensure that the group obtains two potions regardless of which route they choose. If your plan for which areas the characters are going to encounter includes more than one opportunity to obtain potions of healing, then either drop one potion from each of the locations or simply remove them altogether from one location.

Thematic Elements. Sound travels oddly here. The characters may hear screams or roars from other parts of the pyramid. One person's voices might echo while the voice of someone standing next to them might not. Temperature fluctuations defy simple physics. Someone or thing smears alchemical substances in hallways that gives off strange light, often of impossible colors or smells. This level has been bathed in raw negative emotions. Even before Yarash was killed the maze level had taken many lives. Creatures rightly despaired of ever getting free, and they left signs of their passage on the walls as well as pieces of themselves.

OH, YOU WANNA MAKE A MAP DO YA?

It is likely that a clever and inventive character may whip out parchment and quill in an attempt to map the maze. They soon learn the futility in such an endeavor. Due to the extra-dimensional nature of the maze, the characters soon find that the corridors don't behave the way that they should. Specifically, corridors intersect where they shouldn't, and don't where they should. The would-be-artist soon discovers that the maze is simply un-mappable.

Resting. For the most part the characters likely won't have the time to rest much in their journey through the pyramid. Be sure to remind the players that they've got one day to almost two days to explore the pyramid if they want enough time to make the four-day trip back to Phlan within their tenday time frame. With that in mind, the party has enough time to take a single long rest and perhaps a few short rests. At what point they take it is up to them, but they do not know precisely how long they'll be in the pyramid, so they should use them wisely.

GENERAL FEATURES

Light. Alchemical or biological substances (depends on area) produce dim light unless stated otherwise.

Corridors. All corridors are 10 feet wide and 10 feet high unless otherwise noted.

Sound. Sound travels oddly in this level of the pyramid. Ability checks involving sound are at disadvantage.

Dust and Cobwebs. Between the slaadi, red wizards, and the cultists, the hallways have seen a lot of recent traffic. The slaadi and cultists entered the pyramid from the north while the Red Wizards entered from the south. Signs of their passage might be found.

Portals and Teleports. The physical shape and size varies, some are doorways or a series of tiles. All are one-way unless a condition is met that reactivates the teleport (moves the characters into an area, but attempts to leave by it before conditions are met are unsuccessful).

Chaos. The pyramid's proximity to Limbo (via the portal in Part 4, below) causes reality warp and shift within its walls. Characters occasionally notice the portal's influence on the pyramid as it manifests in strange ways. Walls and floors occasionally change in color and texture; a wall may turn into translucent blue glass, or the floor might turn into ankle-deep, soupy mud. It might even be raining in one room while in the next the characters are whipped by blustering winds. These effects should be thematic in nature and should not provide any sort of mechanical advantage or disadvantage to the characters, but Dungeon Masters are encouraged to be creative and random.

The stairs deposit you in a dim and dusty hallway. Patches of odd fungus bathe the walls in a pale green luminance.

The hallway proceeds straight for 30 feet before culminating in a featureless wall. Ten feet before the hallway ends, however, another hallway branches off to the left. It appears to be the only option for moving further into the pyramid.

AREA 1. SHIFTING WALLS (MEDIUM)

This is the initial area that all groups (regardless of their composition) or direction of entrance encounter upon entering the maze. The stairway that the characters use to enter the maze ends after 30 feet, but a second hallway branches off to the left 10 feet before the hallway ends. The hallway to the left marks the entrance to the maze.

This area is fashioned with a number of moveable walls that can be slid or rotated. In order to reach the center of the maze, the characters must manipulate the maze using these moveable walls.

GENERAL FEATURES

This area has the following features:

Walls. Each 5-foot section of the walls has 50 hit points. Breaking through the walls in this manner is incredibly noisy and time consuming.

Moving Walls. Some walls slide while others pivot on pins driven into the ground. Despite their age, they are easy to move; a character may spend an action to attempt a DC 10 Strength (Athletics) check to move the walls that are mounted on pivots and rails. Any character actively examining a portion of a wall that moves identifies it as such with a successful DC 10 Wisdom (Perception) check. Identifying whether or not a wall has been moved in the recent past requires a successful DC 15 Intelligence (Investigation) check.

Bodies. There were once far more incorporeal creatures in this area but recent activity of other creatures have thinned their numbers. There are, however, three relatively fresh bodies—a human guard with tattoos common to the Cult of the Dragon and two kobolds—in different parts of this area. An additional poltergeist forms every 1d2 days and an additional ghost every 1d3 days.

Once the entire group has entered this area, the poltergeist moves a wall, blocking the hallway from which they just entered.

The area grows deathly quiet as you pass into the hallway—even the sounds of your own passing seem muted. Without warning, the silence is shattered by the grating sound of moving stone as a wall slides into place behind you, blocking the way from which you came. And then the maze falls into silence once more.

Upon entering, a **ghost** is trying to lure the characters into a section of maze while the two **poltergeists** maneuver the **sliding and rotating walls** in an attempt to divide the party into smaller groups or individuals if possible.

Clever characters may attempt to mark their path in some way. The poltergeists, however, are clever too and are likely to remove the characters' marks, or if possible, move them in order to confuse and disorient the group. Once their way back is blocked, the poltergeists attempt to separate at least one of the characters by shoving him or her into a hallway, then closing the door while the ghost attacks.

Note that due to the nature of the ghost's *possession* ability, it is limited in the type and quantity of actions it can take against its enemies while so possessing a character.

DEVELOPMENT

The ghost is the spirit of an adventurer who happened across the pyramid and became hopelessly lost within its walls. In the waning days of his life, he yearned for escape from the maze that ultimately took his life. His desiccated body is in the room labeled "Exit". With a successful DC 15 Wisdom (Medicine) check, a character learns that the person died of dehydration and has been dead for a long time—likely more than a century. His gear can still be found. He had a haversack containing adventuring supplies, including three empty waterskins. Additionally, he had a journal whose initial entries detail an excursion into the pyramid to search for treasure. These lucid entries devolve into pages and pages of the single word "escape" in its final entries. The journal is devoid of dates or names.

After the characters deal with the ghost and poltergeist they can make their way to the center of the maze unmolested. Similarly, they can choose to backtrack and attempt to exit the maze via the hallway they entered. The latter, however, doesn't provide the outcome that they might expect (see *Traversing the Maze*, above).

The body in the room labeled "Exit" is that of the ghost in life. Should a character take the body along with them and remove it from this maze, the ghost's unfinished

business is resolved and it goes to its final resting place within a couple hours. In order to slake the ghosts thirst for escape, its body must be removed from the maze; moving the body to another area within the maze does not suffice.

TREASURE

The human guard has 50 gp on his person (his companions took his weapons and supplies) while the kobolds each have a sack with a dead rat (ration) and 25 gp.

XP AWARD

If the characters remove the ghost's body from the maze and set the ghost free to its eternal rest, award each player 500 XP.

AREA 2: HANDS UP! (EASY)

This area of the maze shows signs of physical decay. It was originally a spiral maze without an exit (entrance was by portal). Now some of the walls have been knocked down and there are bones scattered about and other dead adventurer refuse. The hallway that the characters enter this area through deposits them into the center of the maze, which is odd because the spiraling maze should logically intersect with the hallway that led them here. Curiously, however, it doesn't.

The hallway's walls begin to show signs and smells of both ancient and recent combat. Bones, broken weapons and pieces of rusted armor are scattered about this 30-foot by 30-foot chamber. Gaping holes pockmark the walls and stone rubble is haphazardly stacked near them. Through the holes you can see additional pathways, some original but others created by violence of some sort. Sticking out of one of the piles of rubble is a chain gauntlet.

The rattling of bones is your only warning as hands begin to crawl towards you and your companions.

This area is currently home to seven **crawling claws** and two **minotaur skeletons**—all parts of former adventurers that died in this maze. The crawling claws are in various piles and all are close enough to reach a single character this round. While the crawling claws swarm a single target, the minotaur skeletons enter during the second round from a pair of nearby hallways.

One of the crawling claws, however, is encased within the gauntlet. As odd as it may seem, the gauntlet increases that crawling claws AC to 16. The gauntlet (and the hand within) belonged to one of the guards

accompanying the red wizards. A successful DC 10 Wisdom (Medicine) check reveals that it was severed less than 24 hours ago. While there is a copious amount of blood surrounding the location where the gauntlet originally was, the guard used a *potion of healing* which stopped the bleeding and had the added bonus of preventing the guard from leaving a convenient trail of blood for the group to follow.

DEVELOPMENTS.

Once the skeletons have been destroyed, the characters can explore this area. Most of the holes in the walls were done a long time ago, but some are obviously much newer. The characters eventually find a wall with a hole blown through it that leads to a ten foot wide hallway lined with crumbling tapestries. The hallway leads out of this area.

TREASURE

A single, mundane (and slightly bloody) gauntlet, several gold and silver rings worth a total of 150 gp, two *potions of healing* and a gold trade bar worth 50 gp.

AREA 3: JELLY WITH A SIDE OF UNDEAD (MEDIUM)

Ideally, this room should be used once the characters discover the nature of the maze's teleportation portals. Once they've entered the area, the only way out is the way they came in, but unless the characters reset the trap within, the hallway by which they entered the room is nothing but a blank wall. Only by resetting the trap are the characters able to leave.

The first thing you notice when you enter this room is the ear-splitting noise. Spine-numbing grinding and screeching that sets the hair on the back of your neck on end.

Over a dozen, three-foot long blades of rusted iron jut from slots in the ground. The blades jerk and shudder violently.

As you enter, a group of men turn their eyes towards you—dead gauging by the look of the terrible, bloody wounds they bear, but sentient judging by the unmistakable glint smoldering in their cloudy eyes.

This area consists of two, 25-foot-square rooms joined by a short, 5 foot by 5 foot hallway (in the middle). When the Red Wizards came through here, they sprung an old **blade trap** which slew four members of their group. The magic of the maze then converted those that were slain into four **ghouls**. Two **ochre jellies** attracted to the sound

of the malfunctioning trap have wandered into the area by seeping through a narrow crack in the ceiling of the far chamber.

Due to the age of the blades and the trap's internal mechanisms, the blades are jammed and stuck. In its current state, the trap is represented by nine blades in the 5 foot by 15 foot area in the center of the first chamber. Despite the age of the blades, though, they are still sharp—any creature shoved or otherwise forced into the blade takes 5 (1d10) slashing damage. The ghouls are intelligent and attempt to use this tactic against the characters as well.

The ochre jellies have only moved 10 feet into the second room but move toward the sound of combat.

SHOVING A CREATURE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

THE TRAP

The area has no exit other than the portal through which the characters enter. Instead of the normal teleportation effect, the portal that led the characters forms a two-way "doorway" in the center of the western-most wall of the first chamber. By design, the portal deactivates once the **malfunctioning blade trap** is sprung (by stepping into the area containing the blades) and would normally activate once the trap reset itself (10 minutes after the trap was sprung). However, time has taken its toll on the trap, and due to the poor condition of the trap's blades and internal mechanisms, it is unable to reset itself. The end result is that any creature that enters the area is unable to leave until they reset the trap.

The trap is designed in such a way that when it is sprung, one of the rune-inscribed bricks that the portal consists of recesses ever-so-slightly into the wall—disrupting the portal. When it is reset, the brick slides back into place, activating the portal once more. The trap is stuck, and that brick has not and cannot be moved back into place. Realizing this is tricky, as the mechanisms that link the portal to the trap hidden away within the walls and floors.

The Portal. The link between the trap and the portal is not readily apparent. A series of complex, but cleverly-

inscribed runes have been carved into the bricks that form the portal. Any character actively investigating the portal that succeeds on a DC 10 Intelligence (Investigation) check notices that one of the bricks is sunk about two inches into the wall. A subsequent DC 10 Intelligence (Arcana) check indicates that this likely disrupts the integrity of the linked runes that form the portal.

The Trap. Investigating the trap reveals some clues as well. If not otherwise apparent from the terrible noise that the trap emits and the jerking blades, a successful DC 10 Intelligence (Investigation) check indicates that something is wrong with the trap, specifically that it appears to be designed to reset itself, but that some of the blades are bent and broken, preventing it from doing so. A successful DC 15 Strength (Athletics) check is required to bend the blades back into shape or otherwise push the blades back into place. Any character attempting to do so that also fails by 5 or more is cut by the blade, taking 5 (1d10) slashing damage.

DEVELOPMENT

Once the trap has been reset, the brick slides audibly back into place, the runes on the wall flare with pale blue light, and a hallway leading out of the area becomes visible beyond it.

XP AWARD

If the characters avoid being damaged by the trap, award each player 150 XP. In addition, award each character 150 XP once they discover how to reset the trap.

TREASURE

Any character actively searching the ghouls that succeeds at a DC 15 Wisdom (Perception) check discovers that the four ghouls each have a gem sewn into their belt, worth 50 gp.

AREA 4: WORMING OUR WAY IN (HARD)

The party of Cultists has been separated into two groups during their progress through the maze. They originally thought that the purple worm would allow them to cut through the maze and get to the heart of the pyramid faster. Alas, the purple worm inadvertently passed through a teleportation area and only a portion of the group was able to get through before the portal changed its orientation.

There are four exits from the area. That is, at least, until the purple worm arrives and creates a new one.

Each wall of this 30-foot by 30-foot square area has a 5-foot wide hallway leading out of the room.

The room is otherwise silent, save for what seems to be little more than a faint thrumming. But it soon grows louder; the sound of grinding and crashing stone assaults your ears. Whatever is making the raucous is getting closer.

A couple rounds after the characters enter this area, a **young purple worm** bursts through one of the walls, sending a shower of bricks and dirt everywhere. Eight **kobolds** follow closely behind along with a dragonborn **thug** a further 30 feet behind (he does not really trust the young purple worm now that none of the mages are with them to protect him should the beast go wild). However, he still comes to its defense and that of the kobolds accompanying it. He begins combat with his breath weapon—from hiding if possible.

DEVELOPMENTS

The cultists did not teleport here; an impromptu "hallway" dug by the young purple worm did the trick. The characters can follow the path of the worm or they may leave via the doors the room originally possessed. Either choice leads them into another section of winding hallways and inevitably, another area of the maze.

TREASURE

The eight kobolds only have 10 gp each (80 gp total) and two dead rats (each) in their pouches. The dragonborn thug has two *potions of healing* and 120 gp. While poison can often be harvested from the corpse of a purple worm, this specimen is too young and its poison glands haven't developed yet.

AREA 5: CULTISTS ABOUND (HARD)

The characters are teleported to a hallway that takes several turns before opening up into a larger area. The other half of the party of cultists is here, having just finished a rather nasty fight with a bone naga.

A thin layer of water covers the floor of the hallway in front of you. Squelching footsteps can be heard from somewhere ahead. Rounding a corner, the hallway opens out into a narrow room with a hallway on the facing wall. In between you and the hallway is a small group of kobolds accompanied by a dragonborn and a tiefling.

The carcass of what appears to be a large skeletal serpent lies over the bodies of a few kobolds and a human.

This room is 20 feet wide and 50 feet long.

The party of cultists consists of a dragonborn **mage**, a tiefling **scout**, and four **kobolds**; all of which are here licking their wounds. The battle was quick and those that are left have just finished resting and are at full hit points. The mage also possesses his full complement of spells. Since they are more afraid of going back empty-handed, they fight to the death and are unwilling to compromise.

As a result of the combat that destroyed a bone naga, the area now has an inch of water upon it. The water is seeping quickly away through cracks in the floor (The shallow water is treated as difficult terrain. Those moving through it may attempt a DC 10 Dexterity (Acrobatics) check to move at full speed, but fall prone should they fail the check. By the end of the second round of combat enough of the water has seeped away through the cracks in the floor that it no longer impedes movement.

DEVELOPMENTS

If the characters opt to exit the area via the portals, the party of cultists follows them into the next area and continues the fight—even if this is the last area the characters are to encounter on this level of the pyramid.

TREASURE.

The mage has 115 gp, a spellbook and a *scroll of gaseous form*. The four kobolds have a combined treasure of 5 gp, a half-eaten cat, and three dead rats in their pouches. The scout has 80 gold and 2 *potions of healing*.

AREA 6: CATCHING TADPOLES (EASY)

The floor of this area is done up in a checkerboard mosaic of light and dark gray tiles. The light gray squares are trapped and a number of lizardfolk slain by the slaadi are infested with slaad tadpoles.

The hallway empties into a 40-foot by 40-foot square room the floor of which is done in checkered tiles of light and dark gray.

Immediately opposite your position, a hallway continues further into the maze, though passage is blocked by a large pile of bodies of some sort of reptilian creature. Bodies are stacked in two other piles—one each against the side walls.

Looking closely you notice movement in among the bodies. Tiny creatures resembling tadpoles move around the piles, stripping the flesh from the bodies.

Each of the light-gray tiles is trapped with a **lightning glyph** that deals 2d10 (11) lightning damage to anyone stepping on it. A successful DC 13 Constitution saving throw reduces the damage by half. If the triggering

creature has just come from Area 5, their feet are still wet and the save is made with disadvantage. The glyphs are noticed by a successful DC 15 Wisdom (Perception) check and their effects identified by a successful DC 18 Intelligence (Arcana) check.

There are 15 **slaad tadpoles**; five on each of the three piles of dead mutant lizardfolk. They know the light squares hurt and avoid them even though they are resistant to lightning.

DEVELOPMENTS

It is possible for the characters to escape this room without killing all of the tadpoles. However, doing that means they are taking the risk that one of the remainder grows up and they must face them later.

If the party is considered very weak or weak, do nothing if they left tadpoles behind. Otherwise if the party left tadpoles behind, roll 1d6. On a result of 6, add one blue slaad to the final encounter. If the group is rated as strong or very strong, add the number of tadpoles left behind to the roll to determine if there is a blue slaad present.

XP AWARD

If the characters avoid or disable the trap, award each player 150 XP.

AREA 7: A ROCK BY ANY OTHER NAME (MEDIUM)

Over time the stone in this area gained sentience and believes that it exists to protect this area and to stop any from traveling through it.

The hallway you find yourself in now ends in 15-foot by 30-foot room filled with rubble. The only other exit is in the far wall.

One of the larger boulders is a **galeb duhr** and it knows no compromise. Due to its *false appearance* trait, it surprises the characters as they enter. In the surprise round, it uses its *animate boulders* ability on two nearby boulders. In the following round, they each perform a *rolling charge* at the single, closest target. On subsequent rounds, they spread out and engage different targets.

The characters travel down a hallway that twists back on itself (like going up a hill on a switch back trail without the incline) three times before passing through a portal that takes them to another area.

AREA 8: CHIMERA'S MAGIC (MEDIUM)

This area has been ravaged by the effects of zones of Wild Magic (see sidebar).

Patches of scintillating light illuminate the dark corners of this vast room. The ceiling soars 40 feet up and the room itself is rectangular, the long side being 80 feet and the narrow 40 feet. Swooping down from the ceiling is a monstrous sight—a creature with three heads, one a lion, one a goat and the other a dragon.

Exposure to wild magic in this area has transformed its previous occupants into a **chimera**, and 10-foot-radius zones of **wild magic** still flit about the room. The chimera was not expecting the characters and as such, does not have surprise.

WILD MAGIC!

Any creature attempting to cast a spell (cantrips included) or use an item that duplicates the effects of a spell (such as a wand, scroll, or staff) runs the risk of a wild surge. If such a spell is cast, the caster rolls 1d6. On a result of 6 a surge occurs; consult the Wild Magic Surge chart on page 104 of the Player's Handbook to discover what happens. Any character with levels in sorcerer who also has the Wild Magic sorcerous origin may roll twice and choose either result.

DEVELOPMENTS

It is possible to bargain with the chimera, but the only thing he wants is a chance at freedom or a good meal. Sadly, however, the beast is too large to squeeze through the exit of the room. If the characters can shrink it to a size that allows him to get through doorways he might consider not eating them.

ROLEPLAYING THE CHIMERA

While the chimera wants out, it has three heads and each head has a different opinion in the beginning. The goat head is convinced that it can ram its way out of here; after all it knocked down all the walls of the maze that had been part of this area. The lion head is interested in the characters as a food source. It has been a while since the last adventurers wandered through and it could do with a snack. The dragon head is the most willing to bargain, though it might want the characters to give up one of their number to appease the lion.

While in Area 8 of the maze, the chimera has limited telepathy. The dragon head can project in Draconic, but the other heads can only project pictures and emotions of what they want. The chimera has no control of the telepathy; thoughts and emotions are projected as the creature experiences them.

TREASURE

The dragon head has accumulated a small hoard of gold and gems (worth 200 gp) in a corner of the room, not having the means to carry it (and the other heads won't fight to keep it). If the characters manage to devise a way to free the chimera, it rewards them with the contents of its hoard.

ESCAPE AT LAST!

When the characters have survived the appropriate number of areas then they either discover the stairs (Entrance Option 1) or are teleported to the appropriate entrance. This marks the mid-point of the adventure, and it is suggested that the break begins mid-teleport or that the players are given a glimpse of the staircase that marks the exit of the maze before a break is taken.

PART 3: THE SECOND LEVEL

In the course of exploring this level, the characters eventually confront either the Red Wizards or the mutant lizardfolk. The group should have no more than two combats during Part 3.

The chosen option (see Which Entrance? sidebar, below) changes the dynamics of the encounters and treasure found as the characters explore this level of the pyramid. Each area contains a general description of the area as well as modifications to its contents. The three Entrance Options and introductory read-aloud text for each of them are listed below.

Entrance Option 1: The Stairwell. This option results in the characters encountering the red wizard, Rorreth, and his contingent in the laboratory. From there, they encounter members of a nearby tribe of lizardfolk—hostile descendants of Yarash's experiments who are not particularly happy to see more intruders in their home. Consider this option if the characters are not too taxed on resources and they seem to prefer combat. Read the following and proceed to the hallway south of Area 1a.

The stairs are carved stone and open into a small foyer area from which there is access to a short hallway, though the crumbling remains of a wall indicate that at one time the hallway was longer. The crumbling wall is four feet high. Around the corner, you can hear muted voices.

Entrance Option 2: The Storage Area. This option results in the characters being teleported into what was once a storage room, now occupied by a host of animated objects. They also find themselves in the one place that is actually secure enough to complete a long rest. They later encounter a tribe of lizardfolk recovering from a battle. If the characters choose to negotiate with them, they learn that a red wizard is occupying another part of this level of the pyramid. The lizardfolk are in no shape to help the characters, but defend themselves if pushed. Either way, the characters later encounter the red wizard, Rorreth, and the remnants of his personal guard. Consider this option if the previous encounters were particularly rough on the characters and they likely need a long rest in order to successfully complete the adventure. Read the following and proceed to Area 5.

You have luckily been teleported to one of the few clear areas in this oddly shaped room. Under a thick layer of dust a mixture of items are haphazardly stored on shelves that line the far corner of the room.

The area behind you has roughly carved areas instead of straight walls, almost forming a half circle. A pile of rotting wood and skin is off to one side of that area.

Entrance Option 3: The Hidden Home. The option results in the characters encountering the tribe of mutated lizardfolk who reside in the pyramid. When the characters first encounter them, they are preparing an attack against the red wizard who they know has entered the pyramid. Charismatic characters may be able to avoid drawing their ire and, in doing so, may also be find an ally in combating the red wizard, Rorreth. Consider this option if the group is particularly charismatic or enjoys resolving conflict through diplomacy. Read the following and proceed to Area 3.

You suddenly find yourself facing a set of double doors in what appears to be a hallway that extends both to the left and the right. An argument in a strange guttural tongue seems to be taking place on the other side of the doors. The argument is punctuated with the occasional crash of a weapon on a shield.

WHICH ENTRANCE?

This is entirely up to you. However, it is suggested that you consider the following when deciding which option to use:

While each entrance option has adjustments for strength of party, groups that qualify as weak or very weak perhaps should start in Entrance Option 2. You should also consider this option if the characters are very low on hit points or in desperate need of a long rest, as it is the most secure area.

Groups with strong Charisma skills might appreciate the opportunity to interact with the mutant lizardfolk in Entrance Option 3 first. Note that groups on this option do not have an opportunity to take a long rest until after combat on this level of the pyramid. The lizardfolk insist on fighting the Red Wizards before helping the characters reach the upper level.

GENERAL FEATURES

Parts of this level have been altered by the mutant lizardfolk, who have been using this area for those of their tribe that are more comfortable on land than in the water.

Ceilings. All ceilings are 10 feet high

Light. Alchemical or biological substances (depends on area) produce dim light unless stated otherwise.

Sound. Due to the solid areas and intervening doors, noise from the three different entrance areas does not travel beyond that area unless otherwise noted.

Mutant Lizardfolk. The lizardfolk that the characters encounter are the offspring of some of Yarash's rare, true-breeding experiments. Their mutations manifest in a number of ways; some examples of which are:

- One or more extra arms
- Unusual, brightly-colored or metallic scales
- One or more extra eyes
- Fur
- A pair of vestigial wings or arms
- Spines that ooze bright blue fluid
- Unusually long teeth

Their abilities often mimic those of sahuagin instead of normal everyday lizardfolk.

AREA 1A: THE RESEARCH FLOOR

This space was once used by Yarash as a place to conduct his experiments and observe the subjects. It has since fallen into disrepair. As the characters climb the stairs, read the following.

Beyond the stairs is an open area; the remains of a cell take up one corner of the room. A ten-foot-wide hallway pierces the far wall on the left side.

Bodies of dead mutant lizardfolk and a single human lay about the room.

The Red Wizard, **Rorreth**, and his retainers have just finished searching this area. The wizard is in Area 1b going over what he's found while Antela, the **spy** is searching for secret doors. A total of four **guards** are in this room; one is stationed at the entrance to the hallway leading to Area 2, two guards guard the hallway leading to Area 1b, and a fourth guard stands near Antela packing a haversack. A fifth guard lay dead in a pool of blood against the wall beside the cage—seemingly run through with a trident. The dead guard is missing a hand, which a clever character may relate to the armored crawling claw in Part 2, Area 2 (if they encountered it).

Those characters who participated in the events of DDEX1-4 *Dues for the Dead* recognize Rorreth as the red wizard in the service of the Cult of the Dragon who had attempted to mobilize a host of undead in the catacombs beneath Valhingen Graveyard.

WHAT'S RORRETH BEEN UP TO?

Since the events that transpired in DDEX1-4 *Dues for the Dead*, Rorreth has since abandoned the cause of the Cult of the Dragon. He is here purely for personal reasons. He knows that the Cult of the Dragon seeks information about Yarash and his experiments, and feels that should the Red Wizards of Thay obtain them first, his colleagues may want extra bargaining chips should the Cult actually succeed in its goals.

Because of the losses already sustained on this mission the guards are alert and cannot be surprised.

ENTRANCE OPTION MODIFICATIONS

Apply the following modifications to this area depending on the entrance option chosen at the beginning of Part 3.

Entrance Option 1. There are three dead lizardfolk in this room.

Entrance Option 2. There are nearly a dozen dead lizardfolk in this room. If the characters parleyed with the lizardfolk, Rorreth and his party are at full hit points and the wizard has his full complement of spells at his disposal. If the characters fought the lizardfolk in Area 4, Rorreth is currently at 30 hit points and has only one 4th-level spell and no 5th-level spells available.

Entrance Option 3. If the characters successfully negotiated with the lizardfolk, there are an additional five guards resting around the corner beyond the crumbled wall. The five lizardfolk that accompany the characters engage with these guards once combat begins. At the end of each round, roll a die. If the result is odd, one lizardfolk dies. If the result is even, one guard dies.

If the characters are not accompanied by the lizardfolk, there are no modifications.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 1 guard and spy
- **Weak party:** Subtract 2 guards
- **Strong party:** Add 1 guard and 1 spy
- **Very strong party:** Add 1 mage and 1 spy

TREASURE

Precisely what the characters find in this room varies by the entrance option chosen by the DM.

Entrance Options 1 & 3. Rorreth carries a *horn of blasting*, a spellbook, a component pouch, a *scroll of dispel magic*, and a pouch containing gems worth 200 gp. The spy carries a 50-foot coil of silken rope. The wizard also carries a collection of pages taken from Area 1a. They appear to be notes from Yarash's experiments. The writing is faded and hard to read. If studied it becomes obvious that there are a large number of pages missing. Lastly, the dead guard is wearing a suit of full plate armor that can be kept as equipment or sold as treasure (worth 750 gp if sold).

Entrance Option 2. Rorreth does not possess the *horn of blasting* and the dead guard is not wearing a suit of full plate armor.

AREA 1B. THE LAB

Yarash used this room as a surgery for his experiments and the rusting remains of various implements and restraints are here.

The shelves once held bottles of various substances which have either dried out or been broken. A small desk in one corner appears to have been thoroughly searched and the area has the look of a place that has been ransacked recently.

When the characters enter area 1a, **Rorreth** (see Area 1a, above) is in this area poring over documents found in the desk. When combat starts, he emerges from this room to assist his allies in Area 1a.

On the desk are a stack of notes and documents that Rorreth was inspecting when the characters arrived. The room is otherwise empty.

XP AWARD

If the characters recover the documents that Rorreth was reviewing, award each player 150 XP.

AREA 2. ALCHEMY STORAGE

These two rooms once held supplies for Yarash's experiments, but most of them have long since crumbled to dust, dried up, or in some circumstances, crawled away. Both rooms are identical in size and general description.

Long shelves line one walls of this room. A row of tall stone urns lines the opposite wall. There are some broken bottles and rusted metal boxes on the shelves, but most of the shelves are empty.

One of the rooms has a secret door leading to Area 3. Since the mutant lizardfolk have been using the secret passage recently, it is fairly easy to discover for anyone who is actively searching the room. Any creature actively searching the room that subsequently succeeds on a DC 12 Wisdom (Perception) check notices the secret door.

TREASURE

The characters are able to find a flask of alchemist acid after searching each room.

AREA 3. THE ARMORY

This room was an armory in the days of Yarash, but is currently used as a refuge by the lizardfolk of the pyramid.

This large room is littered with a large number of pallets fashioned from sticks, leaves, and ragged strips of cloth and leather. Barrels of water are set in a corner near the door and a rack of spears, clubs, and shields rests against the wall on the far side of the room.

The weapons are crude and of little value.

ENTRANCE OPTION MODIFICATIONS

Apply the following modifications to this area depending on the entrance option chosen at the beginning of Part 3.

Entrance Option 1. No modifications. This room is empty.

Entrance Option 2. No modifications. This room is empty.

Entrance Option 3. Inside the room are the tribe's current fighting force—four **lizardfolk**, a **lizardfolk shaman**, and a **lizardfolk queen**. The lizardfolk are currently lathering themselves into a frenzy, preparing to attack the Red Wizard's group in Area 1. Should the characters open the door, the shouting and posturing stops immediately. They are not pleased to see the characters, but do not recognize them as being companions of the wizard. The lizardfolk draw weapons on the characters and ask if they are "tribemates of the manling in red" in an archaic form of Draconic. If none of the characters speak Draconic, the queen and shaman both speak broken Common. Convincing the mutant lizardfolk that they are not affiliated with the Red Wizard in Area 1 requires a successful DC 15 Charisma (Intimidation or Persuasion) check. This check is made with disadvantage if attempted by someone who is not proficient in Draconic. If the characters fail this check, the lizardfolk attack.

The mutant lizardfolk (translated by the shaman if need be) relate that the Red Wizard and his companions intruded on the tribe's home and not only refused to trade in exchange for passage, but also slew three of the tribe's warriors, including the chief's daughter. The remainder retreated here to collect their weapons and prepare for battle. If the characters inform that they intend to stop the Red Wizard, the lizardfolk happily offer their assistance in doing so.

If the characters are successful in defusing the potential conflict, they are able to glean the following information.

- A successful DC 10 Intelligence (Nature) check reveals that, with the exception of the shaman, all of the lizardfolk here are female. If asked, the lizardfolk

reveal that the males of their tribe protect the young in their home on the northern end of the island.

- A character succeeding at a DC 10 Wisdom (Insight) check notices that the mutant lizardfolk shield or avert their eyes from any light sources that the characters might carry. If asked, the mutant lizardfolk say that they disdain the light and that they believe that only the sun should shine brightly.
- The shaman resides in the pyramid permanently with a handful of guards, but the others—including the queen—came to the pyramid to investigate the changes to the surrounding wilderness. Game and fish have been sparse since it began "a moon ago."
- The "conquerors" upstairs slew many of their tribe who came to the pyramid. The rest of the tribe is hiding in caves under the north side of the island. The Red Wizard's group killed three of their tribe, including the chief's younger sister. They are relieved that the characters are not allies of the Red Wizard.
- The shaman provides them a rough sketch of the top level of the pyramid.

After the adventurers have defeated the Rorreth and his guards, the shaman also relates information about the *guards and wards* effect in his refuge.

"With your eyes closed, make ten and ten and ten steps (*he points at his feet*) within my refuge. After the first ten steps close your mouth and do not take in the air—it is bad. When you have stepped ten and ten and ten times reach out with this hand (*he waggles his left hand*) the way is there. So are the stairs to the highest place."

THE LIZARDFOLK AND "THE CONQUERORS"

The shaman describes them as:

- Tall, upright walking toads of different colors; some red, some green, some blue and some gray.
- They very strong and some have magic.
- "At first they appeared to be like you (pointing at a human character or someone who looks the most like a human), but weak. They had odd bulges that later burst and small creature comes out of bulge and eats host before growing big, others transformed".

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the lizardfolk queen
- **Weak party:** Remove 2 mutant lizardfolk
- **Strong party:** Add 2 mutant lizardfolk
- **Very strong party:** Add 2 mutant lizardfolk and 1 mutant lizardfolk shaman

TREASURE

If the characters fought and defeated the lizardfolk, the queen has 1,000 gp worth of gems in the satchel she wears.

AREA 4. THE INFIRMARY

Long ago, this area was used as an infirmary—a facility where Yarash would perform medical procedures on his subjects. Now, the mutant lizardfolk have adapted it for use as a sort of refuge for their Queen.

The largest sits in backless chair at the very back of the room. Two large barrels filled with water are to one side of the room. Along the other side are a few cushions covered in leather. At the end of each side wall is a curtained doorway.

There is nothing of value in this room.

ENTRANCE OPTION MODIFICATIONS

Apply the following modifications to this area depending on the entrance option chosen at the beginning of Part 3.

Entrance Option 1. If the characters found the secret entrance in Area 2, Alchemy Storage, they approach this room from the west. Otherwise, they approach from the hallway to the south. The characters enter this room from the west. Before they enter the room by either pushing aside the curtain or open the doors, read the following.

Hissing voices can be heard on the opposite of the doorway, possibly having an argument.

Inside the room is the remaining fighting force of the pyramid's mutant lizardfolk. The contingent is comprised of four **lizardfolk**, a **lizardfolk shaman**, and a **lizardfolk queen**. As the characters enter, they all clamber to their feet—grabbing weapons and shields as the queen sitting in the chair hisses a command to "Attack!" in an archaic form of Draconic. Two of the lizardfolk are in the water barrel and attack with advantage during the first round of combat.

Entrance Option 2. The characters enter this room from the east. Before they enter the room by pushing aside the curtain, read the following.

Hissing voices can be heard on the opposite of the doorway, possibly having an argument.

Inside the room is the remnants of the fighting force of a local lizardfolk tribe come to investigate the cause of the

area's corruption. They are recovering from a battle with the Red Wizard in Area 1. There are four **lizardfolk**, a **lizardfolk shaman**, and a **lizardfolk queen** in this room. As the characters enter, they clamber to their feet and grab weapons and shields and hiss a warning in an archaic form of Draconic. A character succeeding at a DC 15 Charisma (Intimidation or Persuasion) check is able to prevent the lizardfolk from attacking the party. If successful, the characters find that the shaman speaks broken, stilted Common. He relates that the lizardfolk recently fought "a tribe led by a manling in red" who slew most of their kin. They are recovering from their wounds. The characters also learn the following during the course of their encounter with the mutant lizardfolk:

- A successful DC 10 Intelligence (Nature) check reveals that, with the exception of the shaman, all of the lizardfolk here are female. If asked, the lizardfolk reveal that the males of their tribe protect the young in their home on the northern end of the island.
- A character succeeding at a DC 10 Wisdom (Insight) check notices that the mutant lizardfolk shield or avert their eyes from any light sources that the characters might carry. If asked, the mutant lizardfolk say that they disdain the light and that they believe that only the sun should shine brightly.
- The shaman resides in the pyramid permanently with a handful of guards, but the others—including the queen—came to the pyramid to investigate the changes to the surrounding wilderness. Game and fish have been sparse since it began "a moon ago."
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Entrance Option 3. No modification. This room is empty.

THE LIZARDFOLK AND "THE CONQUERORS"

The shaman describes them as:

- Tall, upright walking toads of different colors; some red, some green, some blue and some gray.
- They very strong and some have magic.
- "At first they appeared to be like you (pointing at a human character or someone who looks the most like a human), but weak. They had odd bulges that later burst and small creature comes out of bulge and eats host before growing big, others transformed".

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove the lizardfolk queen
- **Weak party:** Remove 2 mutant lizardfolk
- **Strong party:** Add 2 mutant lizardfolk
- **Very strong party:** Add 2 mutant lizardfolk and 1 mutant lizardfolk shaman

DEVELOPMENT

The hallway leading west out of this room contains a hidden passage that the lizardfolk have dug which leads out of the pyramid. Detecting the passage requires a successful DC 17 Wisdom (Perception) check.

TREASURE

If the characters fought and defeated the lizardfolk, the queen has 1,000 gp worth of gems in the satchel she wears.

AREA 5. THE STORAGE ROOM

This had been one of the wizard's treasure storage areas. Here he kept a mixture of magic, gold and mundane items. Many years ago the lizardfolk hollowed out more of the rock to enlarge the room so they could dry meat. It has been unused for some time.

Under a thick layer of dust, a mixture of items are haphazardly stored on shelves that line the far corner of the room. A number of suits of armor rest on upset stands leaning against the wall to your left. The area behind you has roughly carved areas instead of straight walls almost forming a half circle. A pile of rotting wood and skin is off to one side of that area.

There is nothing of interest here except the rusted and rotted remains of various ancient items.

ENTRANCE OPTION MODIFICATIONS

Apply the following modifications to this area depending

DARK PYRAMID OF SORCERER'S ISLE

on the Entrance Option chosen at the beginning of Part 3.

Entrance Option 1. No modifications.

Entrance Option 2. The return of the Weave and the influence of the chaos material have awakened some of the items in the room. A handful of smaller items—iron pots, a merchant's scale, a tankard or two—now act as if they were four **flying swords** (inflicting bludgeoning damage instead of slashing) while the suits of armor have become two **helmed horrors**. A moment after the characters enter the room, read the following.

Clattering and rustling emanates from the shelves as a large tankard, an iron pot, and what appears to be a merchant's scale float into the air, bobbing and weaving through the air towards you. A heartbeat after you process this, the room is also bathed in menacing, red light as suits of armor stand up, their visors aglow, as each draws a pitted, rusted sword from a nearby pile of refuse.

Entrance Option 3. No modifications.

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 helmed horrors, remove 1 flying sword, add 3 animated armor
- **Weak party:** Remove 1 helmed horror, add 1 animated armor
- **Strong party:** Remove 2 flying swords, add 1 animated armor
- **Very strong party:** Remove 2 flying swords, add 1 helmed horror

TREASURE

Precisely what the characters find in this room varies by the entrance option chosen by the DM.

Entrance Options 1 & 3. There is nothing of value here—the only items that have survived the ravages of time are a couple racks of dried fish, and a handful of rusted and rotted tools.

Entrance Option 2. The characters find a *horn of blasting* and one serviceable suit of full plate armor that can be kept as equipment or sold as treasure (worth 750 gp if sold).

AREA 6. THE SHAMAN'S REFUGE

This area is under a permanent *guards and wards* effect. The shamans of the tribe have used the area for their rituals and know where the real walls and rooms are. If the characters made an agreement with the lizardfolk then the shaman suggested previously that they close their eyes and use touch to find their way.

Opening the door to this room, you find the darkness of the interior of this unlit room impenetrable. It seems to be not only empty, but filled with incredibly dense fog.

Guards and Wards Effects. The guards and wards spell has the following effects:

- Area 6 is heavily obscured by fog. Even those with darkvision and other abilities that allow them to see in the dark are unable to see in this room.
- All doors are locked as if an *arcane lock* spell is in effect.
- There are two areas with a *stinking cloud* effect; the first is centered by the door to the stairs, the second by enclosed area toward the back of the room. A successful DC 13 Constitution saving throw against poison negates this effect. Any character that follows the advice of the shaman and holds his or her breath makes this saving throw with advantage.

Even with the shaman's guidance, the characters only know approximate distances; they need to find their own way to bypass the obstacles. Note that a *dispel magic* does suppress the *stinking cloud* for ten minutes, a moderate wind disperses the spell in 4 rounds, but it returns in 5 minutes while a strong wind disperses it in 1 round for 30 minutes. See *stinking cloud* spell in the *Player's Handbook* or basic rules.

There are a total of three doors in this area, as described below. If the mutant lizardfolk are not helping, then the characters need to find the correct one. Though they are not concealed by design, the fog in the room prevents them from being visually noticed. The doors can be located by touch with a successful DC 12 Wisdom (Perception) check. Dwarves make this check with advantage due to their stonecunning racial feature. The rooms beyond the doors are not heavily obscured by the *guards and wards* spell.

Small Room by the Stairs. This room has items crafted by the shamans to use in their rituals. This room is not heavily obscured.

Square Room in Rear of Area. The shelves of this room bear a number of polished and engraved skulls—the remnants of the tribe's previous shamans and chiefs.

Staircase. This staircase leads to the topmost level of the pyramid. Due to the *guards and wards*, the staircase is full of cobwebs that duplicate a *web* spell. They can be burned away. They reappear after 10 minutes if destroyed.

To open any of the doors the characters can cast *knock*,

break the door down, or succeed at a DC 20 Dexterity check using a set of thieves' tools. The door is made of stone and has an AC of 17 and 100 hit points.

Alternatively, they can use the *scroll of gaseous form* to bypass the door. The slaadi in Part 4 hear the characters' attempts to break the door down. Once beyond the door, they find a latch on the other side that opens it.

DEVELOPMENTS

Eventually the characters should reach the door to the stairs and unlock it. Those who do not have the help of the lizardfolk might need to retreat once they discover what the obstacles are in this area in order to get through the area and still be in shape to confront whatever awaits them above.

The door opens revealing a set of stairs, the first few feet of which are filled with thick, clinging cobwebs. A loud rhythmic noise can be heard from above. In between the loud "*vwwhoomp, vwwhoomp, vwwhoomp*," a voice can be heard, but it seems to be gibbering madly; if it's a language, it's not one you've ever heard before.

The characters easily realize that the unusual noise likely conceals normal sounds of passage up the stairs. Proceed to Part 4.

If the characters parlayed with the lizardfolk, they are able to take a short rest before proceeding to Part 4; they are unmolested for a short period of time. If they take any longer than a short rest, however, the lizardfolk—uncomfortable with outsiders within their pyramid—urge them to continue and grow angry if they delay any more.

PART 4: TO THE TOP!

The upper level of the pyramid contained Yarash's living quarters and the pump room for the contagion that once corrupted the local area. The slaadi have opened a small portal to Limbo in the pump room. Thankfully for the characters, only a few of the slaadi are currently on this side of the portal and the characters have the opportunity to close the portal, stopping others from coming in addition to ending the flow of chaosstuff.

GENERAL FEATURES

Ceilings. All ceilings are 15 feet high.

Light. The room is well lit.

Sound. Due to the noise from the bellows and the gibbering of the lizardfolk chained to the portal, Dexterity (Stealth) checks to move silently are made with advantage.

The sound also grants advantage to saving throws against spells and effects like *command* that require the target to be able to hear the character using the effect.

Sights & Smells. The exposure to the raw stuff of Limbo has made this place mind-twistingly horrific. The Plane of Chaos's proximity to this level of the pyramid has manifested in a multitude of ways—walls of oozing mud, twinkling motes of light with no obvious source, patches of bright pink and green mist which smells different depending on who is smelling it. There is no limit to what the characters might see here, though not to the characters's detriment; it is purely thematic.

At the top of the stairs the noise is even louder. The floors are fairly clean, surprisingly devoid of dust and debris.

INFORMATION FROM THE LIZARDFOLK

If the characters parlayed with the lizardfolk below, then they were given a rough diagram of the level above. The diagram includes walls, but no other details. The area on your map labeled study the shaman refers to as "The Creator's Shrine" and the pump room as "The Creator's Pool." He does not mention the nests or the fact that the lizardfolk routinely use this area. Even if they didn't attack the lizardfolk, the characters are still not trustworthy.

1. THE FOYER AND GUARD POST

This area was once a hidden room used by Yarash's guards.

At the top of the stairs is a small area that gives the characters cover from the creatures in the rooms beyond. The area just past the stairs was previously used by the lizardfolk as storage. There are piles of hides, sewing twine, bone needles, dried meats, dried plant material and large ceramic jars of water. There is also a pile of broken stone blocks.

The walls here have cleverly-designed eye ports so that a person within could see outside of the room without being noticed. The door that concealed once did as well, but it has since been removed. It is currently unoccupied.

Upon examination the doorways reveal that at one time these were secret doors and the likely source of the broken stone.

2. THE MAIN CHAMBER

This area comprised a majority of Yarash's living space. It also housed the pipe and workings of the pump.

Gears, gauges, valves, and hand wheels are scattered about the walls of this room. A glass pipe rises from the center of the room through which flows a bizarre, multi-colored fluid. The fluid is being pumped into the column from a second glass pipe that runs horizontally along the ceiling and through a large hole in the upper portion of the wall to the northeast. A number of makeshift patches and repairs have been made to the pipe, but despite them, the fluid leaks from a number of areas.

On the floor of the room are three large nests made of dried plant material and supple leather.

One of the two **red slaadi** on this level is located in this room. The other is in Yarash's room. If the characters encountered Area 5 during their trip through the maze and left some of the **slaad tadpoles** alive there may be more creatures here than listed. Aside from those held captive in Area 3, below, any mutant **lizardfolk** in this area (excluding that chained to the portal) have been convinced that aiding the slaadi is to the ultimate benefit of their tribe. They see any interference as a threat to their kin, and respond accordingly; joining the slaadi in attacking starting in the second round. The slaadi focus their attacks on any characters that appear to be trying to stop the fluid from being pumped out of the room.

If the characters left slaadi tadpoles behind in Part 2, Area 6, a **blue slaad** may also be here.

THE PIPE

This pipe system was originally used by Yarash during his experiments, but has been retrofitted for use by the slaadi. Through the pipe, raw chaosstuff is pumped up

and out of the top of the pyramid to flow into the land and rivers surrounding the structure. This is the cause of the changes to the local flora and fauna.

The liquid is identical to that which the characters may have interacted with outside of the pyramid. The pipes leak from a dozen or more different places and changes whatever the fluid touches. Though the effects are as unusual as before, the fluid is highly concentrated here and can be dangerous to the characters. Here are some suggestions for the effects of the fluid on the area.

- A patch of wild flowers spontaneously grows
- A 2-foot-wide storm cloud forms a foot or two above the ground and begins raining and casting lightning on the ground beneath it
- The ground sizzles and spits as if being burnt by acid
- The ground opens like a pair of eyelids that open, revealing a large eye with an unusual pupil that glances around before stopping and glaring at a particular character
- A small crystal formation begins growing

In addition, at initiative 20 of each round (losing ties) roll 1d6 to see if a small leak forms on the pipe. On a result of 5 or 6, the thin jet of chaosstuff spurts out onto a random creature in the room. The fluid causes a random effect as above, but is in sufficient quantity to heal or harm any creature it touches. Any creature who comes in contact with the chaosstuff rolls one die. If the result is even, the fluid interacts violently with the creature's flesh, dealing 5 (1d10) necrotic damage. Otherwise, the creature regains 1d10 hit points. Slaadi and characters with the Wild Magic sorcerous origin may roll twice and keep either result.

STEMMING THE FLOW

Due to their age and their ramshackle construction, the pipes, as well as the pumps gauges, valves, and hand wheels are susceptible to damage. Each five foot section of pipe or particular device has an AC of 15 and 20 hit points. If broken, chaosstuff sprays into the area surrounding it. The effects are identical to the "leak" effect, above, but affects each creature in a 5-foot-radius sphere around the broken section or device. It also heavily obscures a 5-foot-radius sphere around the broken section or device.

It is also possible to stem or stop the flow altogether by simply turning the pump off or by closing the portal.

Hand Wheels. Determining if a given hand wheel stops the flow of the fluid into the pipe requires a DC 15 Intelligence (Arcana) check. A total of 3 successes at

three different locations are required to stop the flow.

The Pump. Stopping the flow of the fluid is not enough, however. If the flow of the fluid through the pipes is stopped but the imprisoned lizardfolk continue to work the pump, the pipes burst 2 rounds after the flow stops. Chaosstuff fills the entire room—wreaking all sorts of havoc on the characters's perception of reality and causing the floor to be treated as difficult terrain. A successful DC 15 Dexterity (Acrobatics) check allows creatures to ignore the difficult terrain.

The Portal. Once the portal has been closed, the supply of chaosstuff evaporates in an hour.

Closing the Portal. Closing the portal is the only way to truly stop the flow of chaosstuff. In order to do so, the runes that the gate is comprised of must be defaced or removed. The portal's magic, however, prevents this from happening. A *dispel magic* suppresses the gate long enough for the arcane symbols to be destroyed. Closing the gate, however, is instantaneous and anything partially immersed in it is gone. This includes the lower extremities of the lizardfolk bound to the portal. The lizardfolk's legs can be pulled out, albeit with a surprising amount of effort. Any character attempting to pull the lizardfolk free must succeed on a DC 15 Strength check. Characters may work together to make this check, but may not do this as a group check. If successful, they pull the lizardfolk free, only to find that the utter chaos of Limbo has ravaged her legs. One of them is little more than charred bone and the other seems to have changed into inflexible stone. Her manacles are easily unlocked with a DC 5 Dexterity check (anyone who has proficiency with thieves' tools open them automatically).

ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 1 red slaad; add 5 slaad tadpoles
- **Weak party:** Remove 1 red slaad; add 2 mutant lizardfolk and 2 slaad tadpoles
- **Strong party:** Remove 1 red slaad; add 1 blue slaad, 1 mutant lizardfolk, and 2 slaad tadpoles
- **Very strong party:** Remove 1 red slaad; add 1 blue slaad, 3 mutant lizardfolk, and 5 slaad tadpoles

3. THE VAT AND PUMP ROOM

A huge vat full of the same brilliant liquid that churns in the glass pipes overhead lay in the center of this room. Beside it, a bellows pump is being operated by a pair of emaciated lizardfolk who are both bound to the strange device by thick chains around their necks. At best guess, their labors push the fluid up the pipe that emerges from the pump at through what is likely a relatively new hole at the top of the wall.

But the pump and the lizardfolk chained to it is the least remarkable thing in this room. The far wall is dominated by what can only be described as a jagged tear in the air itself. Bordered by arcane symbols drawn in a dark brown ink, incomprehensible visions dance in the space beyond it. A lizardfolk is bound at the wrists by chains, and likely its ankles, as its lower extremities partially immersed in the portal. A viscous, multi-colored slime courses over his body and into the vat in the center of the room. Its gibbering is periodically interrupted as a wave of the slime slides over its face.

Unless the characters can prove to the two **mutant lizardfolk** working the bellows that the slaadi are dead, they keep working and rebuff any attempts to get them to stop with violence.

The lizardfolk chained to the portal is in no shape to fight, and is unable to do anything other than mewl and blubber. If freed from her bonds, she curls up into a ball and does not move of her own free will. The slime dissipates soon after the portal has closed and as it does, the effect of her exposure to the slime becomes apparent. A single, vestigial wing has sprouted from her left shoulder and her scales are twisted, malformed, and discolored. She is unable to speak and the characters are unable to disclose anything from her in her current state. In time, however, she may recover.

4. YARASH'S CHAMBERS

This was his study and sleeping area. Though the slaadi did look through it, they left everything relatively intact.

There is a single bed in this room, though the bedding has long since rotted away leaving behind a musty smell. Books on magical theory crumble at your touch.

Any character actively searching under the bed finds a small chest containing a handful of high-quality gems as well as the journal of Yarash.

DEVELOPMENTS

While not ideal, the characters can retreat and attempt this after taking a rest; the slaadi do not follow them down to the level below. Note that the cleric spell *lesser restoration* cures even magical diseases, as does the paladin's *lay on hands* ability and can remove the egg implanted by the slaadi. Also the lizardfolk shaman does have access to druid spells third level and lower.

XP AWARD

If the characters recover Yarash's journal, award each character 500 XP. In addition, if the characters successfully close the portal and stem the source of corruption, award each player 1,000 XP.

TREASURE

The chest under the bed contains 100 gp worth of gems as well as the journal of Yarash. If the characters worked with the lizardfolk and saved all three of the lizardfolk chained to the portal and bellows-pump, the shaman (or the queen if she is alive) gifts them with another 1,000 gp of gems.

CONCLUSION

The characters trip back is uneventful. The area is still bearing the effects of the portals corruption, but recovers in time.

If Cel brought them, he has moved his boat upstream to cleaner area and awaited a signal from the characters (he was paid to wait three days—any longer than that may be dangerous considering the wildlife). If his boat was destroyed, he rafts a day's travel downstream to borrow a boat from a friend. If the characters arrived in the row boat they can row their way back (with some effort) to the farmstead in order to ride back to the town.

If the characters located Yarash's journal, the Lord Sage is ecstatic upon the characters's return. He is otherwise pleased with the characters's success in locating the source of the recent corruption.

REWARDS

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

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Swarm of quippers	200
Giant octopus	200
Boar	50
Death dog	200
Scout	100
Veteran	700
Gladiator	1,800
Winged kobold	50
Elf druid	450
Spy	200
Ghost	1,100
Poltergeist	450
Crawling claws	10
Skeleton	50
Minotaur skeleton	450
Ochre jelly	450
Ghoul	200
Young purple worm	1,800
Kobold	25
Dragonborn thug	100
Mage	2,300
Tiefling scout	100
Slaad tadpole	25
Galeb duhr	2,300
Chimera	2,300
Guard	25
Flying sword (animated objects)	50
Helmed horror	1,100
Animated armor	200
Sahuagin (mutated lizardfolk)	100
Sahuagin baron (mutated lizardfolk queen)	1,800
Sahuagin priestess (mutated lizardfolk shaman)	450
Red slaad	1,800
Blue slaad	2,900

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Avoid the blade trap	150
Disable the blade trap	150
Avoid or disable the lightning trap	150
Obtain lab notes from Rorreth	150
Free the ghost from the maze	500
Obtain Yarash's journal	500
Stop the source of chaos contagion	1,000

The **minimum** total award for each character participating in this adventure is **6,000 experience points**.

The **maximum** total award for each character participating in this adventure is **10,000 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP Value
Maze Area 1	100
Maze Area 2	200
Maze Area 3	200
Maze Area 4	200
Maze Area 5	200
Maze Area 8	200
Rorreth's gold pouch	200
Yarash's chest	100
Lizardfolk reward/treasure	1,000
Lord Sage's reward	200

HORN OF BLASTING

Wondrous item, rare

This horn is made of polish brass, and has a script engraved in Gnomish. The script relates the story of a mighty gnome king and triumphant victory over a large tribe of kobolds. A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF HEALING

Potion, common

A description of this item can be found in the *Player's Handbook*.

VIAL OF ACID

A description of this item can be found in the *Player's Handbook*.

SPELLBOOK

The Dragonborn Mage's spellbook has the following spells in it that may be scribed into a character's spellbook using the rules in the *Player's Handbook*.

1st level: *detect magic, mage armor, magic missile, shield*

2nd level: *invisibility, mirror image*

3rd level: *haste, fireball, fly*

4th level: *Evard's black tentacles, polymorph*

5th level: *cone of cold, Bigby's hand*

RORRETH'S SPELLBOOK

The Red Wizard's spellbook has the following spells in it that may be scribed into a character's spellbook using the rules in the *Player's Handbook*.

1st level: *false life, mage armor, magic missile, shield*

2nd level: *invisibility, misty step, web*

3rd level: *animate dead, fireball, remove curse*

4th level: *ice storm, stoneskin*

5th level: *cloudkill, hold monster*

SPELL SCROLL: DISPEL MAGIC

Scroll, uncommon

This spell scroll contains a single *dispel magic* spell. A description of spell scrolls can be found in the basic rules or *Dungeon Master's Guide*.

SPELL SCROLL: GASEOUS FORM

Scroll, uncommon

This spell scroll contains a single *gaseous form* spell. A description of *spell scrolls* can be found in the basic rules or *Dungeon Master's Guide*.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

RENOWN

All faction members earn **one renown point** for participating in this adventure.

Zhentarim characters of rank 2 (Wolf) or higher who complete their special mission earn **one additional renown point** and should note the **completion of a special mission** on their adventure logsheet.

DOWNTIME

Each character receives **twenty downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **800 XP** and **twenty downtime days** for running this session.

APPENDIX 1:

MONSTER/NPC

STATISTICS

ANIMATED ARMOR

Medium construct, unaligned

Armor Class 18 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	13 (+1)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The armor is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the armor must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the armor remains motionless, it is indistinguishable from a normal suit of armor.

ACTIONS

Multiattack. The armor makes two melee attacks.

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

BLUE SLAAD

Large aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (–2)	7 (–2)	9 (–1)

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 7 (2,900 XP)

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

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

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a *wish* spell can reverse the transformation.

BOAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (–4)	9 (–1)	5 (–3)

Senses passive Perception 9

Languages —

Challenge 1/4 (50 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Relentless (Recharges after a Short or Long Rest). If the boar takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

CHIMERA

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (–4)	14 (+2)	10 (+0)

Skills Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages understands Draconic but can't speak

Challenge 6 (2,300 XP)

ACTIONS

Multiattack. The chimera makes three attacks: one with its bite, one with its horns, and one with its claws. When its fire breath is available, it can use the breath in place of its bite or horns.

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

Horns. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

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

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (–3)	10 (+0)	4 (–3)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

Languages understands Common but can't speak

Challenge 0 (10 XP)

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

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

DEATH DOG

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (–4)	13 (+1)	6 (–2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages —

Challenge 1 (200 XP)

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

ACTIONS

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. This reduction lasts until the disease is cured. The creature dies if the disease reduces its hit point maximum to 0.

DRAGONBORN THUG

Medium humanoid (dragonborn), neutral evil

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.

Breath Weapon. Each creature in a 5 foot by 30 foot line must make a DC12 Dexterity saving throw. A creature takes 7 (2d6) lightning damage on a failed save, half as much damage on a successful one. The breath weapon cannot be used again until a short or long rest is completed.

ELF DRUID

Medium humanoid (elf), neutral

Armor Class 11 (16 with barkskin)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Common, Druidic, Elvish

Challenge 2 (450 XP)

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

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*,
thunderwave
2nd level (3 slots): *moonbeam*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

FLYING SWORD (ANIMATED OBJECTS)

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

GALEB DUHR

Medium elemental, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d8 + 45)

Speed 15 ft. (30 ft. when rolling, 60 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	11 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, petrified

Senses darkvision 60 ft., tremorsense 60 ft.,

passive Perception 11

Languages Terran

Challenge 6 (2,300 XP)

False Appearance. While the galeb duhr remains motionless, it is indistinguishable from a normal boulder.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to two boulders it can see within 60 feet of it. A boulder has statistics like those of a galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

GIANT OCTOPUS

Large beast, unaligned

Armor Class 11

Hit Points 52 (8d10 + 8)

Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	13 (+1)	4 (–3)	10 (+0)	4 (–3)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost 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

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

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's

Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (–2)	10 (+0)	6 (–2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 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 itself on a success.

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.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

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

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

Challenge 4 (1,100 XP)

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

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

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

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

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

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

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

ACTIONS

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

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

DRAGONBORN MAGE

Medium humanoid (dragonborn), lawful 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)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Elven, Infernal

Challenge 6 (2,300 XP)

Breath Weapon. Each creature in a 5 foot by 30 foot line must make a DC12 Dexterity saving throw. A creature takes 7 (2d6) lightning damage on a failed save, half as much damage on a successful one. The breath weapon cannot be used again until a short or long rest is completed.

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.

MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (–2)	14 (+2)	2 (–4)	6 (–2)	1 (–5)

Damage Resistances acid

Damage Immunities lightning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

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

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

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

REACTIONS

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

POLTERGEIST (SPECTER VARIANT)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder;

bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

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

Challenge 2 (450 XP)

Incorporeal Movement. The poltergeist 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.

Invisibility. The poltergeist is invisible.

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

ACTIONS

Forceful Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) force damage.

Telekinetic Thrust. The poltergeist targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 150 pounds.

If the target is a creature, the poltergeist makes a Charisma check contested by the target's Strength check. If the poltergeist wins the contest, the poltergeist hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the poltergeist hurls it up to 30 feet in any direction. The poltergeist can use the object as a ranged weapon, attacking one creature along the object's path (+4 to hit) and dealing 5 (2d4) bludgeoning damage on a hit.

RED SLAAD

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

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

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease—a minuscule slaad egg.

A humanoid host can carry only one slaad egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a slaad tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the tadpole's emergence, the unborn slaad is disintegrated.

RORRETH, RED WIZARD (MAGE)

Medium humanoid (human), 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)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages Common, Draconic, Dwarvish, Elvish

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*, *prestidigitation*, *shocking grasp*

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

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

3rd level (3 slots): *animate dead*, *fireball*, *fly*

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

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.

SAHUAGIN (MUTATED LIZARDFOLK)

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	12 (+1)	13 (+1)	9 (–1)

Skills Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Sahuagin

Challenge 1/2 (100 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

SAHUAGIN BARON (MUTATED LIZARD QUEEN)

Large humanoid (sahuagin), lawful evil

Armor Class 16 (breastplate)

Hit Points 76 (9d10 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +6, Int +5, Wis +4

Skills Perception +7

Senses darkvision 120 ft., passive Perception 17

Languages Sahuagin

Challenge 5 (1,800 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

ACTIONS

Multiattack. The sahuagin makes three attacks: one with his bite and two with his claws or trident.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

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

Trident. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or 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.

SAHUAGIN PRIESTESS (MUTATED LIZARDFOLK SHAMAN)

Medium humanoid (sahuagin), lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

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

Skills Perception +6, Religion +3

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 2 (450 XP)

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Spellcasting. The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance*, *thaumaturgy*

1st level (4 slots): *bless*, *detect magic*, *guiding bolt*

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

3rd level (3 slots): *mass healing word*, *tongues*

ACTIONS

Multiattack. The sahuagin makes two attacks: one with her bite and one with her claws.

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

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

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

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

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

*Some scouts in this adventure are tieflings, and possess the following traits and actions.

Damage Resistance fire

Infernal Legacy. The scout knows the *thaumaturgy* cantrip.

Hellish Rebuke (1/Day). Once per day the scout can cast *hellish rebuke* as a second level spell.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (–2)	8 (–1)	5 (–3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

SLAAD TADPOLE

Tiny aberration, chaotic neutral

Armor Class 12

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (−2)	15 (+2)	10 (+0)	3 (−4)	5 (−3)	3 (−4)

Skills Stealth +4

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 7

Languages understands Slaad but can't speak

Challenge 1/8 (25 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing 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.

*Some spies in this adventure are elves, and possess the following trait.

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

SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 − 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (−1)	1 (−5)	7 (−2)	2 (−4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

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

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

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:* 5 (1d10) piercing damage.

*Some veterans in this adventure are elves, and possess the following trait.

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

WINGED KOBOLD (URD)

Small humanoid (kobold), lawful evil

Armor Class 13
Hit Points 7 (3d6 – 3)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/4 (50 XP)

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

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

ACTIONS

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

Dropped Rock. *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

YOUNG PURPLE WORM

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft., burrow 20 ft.

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

Damage Immunities cold, fire
Senses darkvision 60 ft., tremorsense 60 ft.,
passive Perception 10
Languages —
Challenge 5 (1,800 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

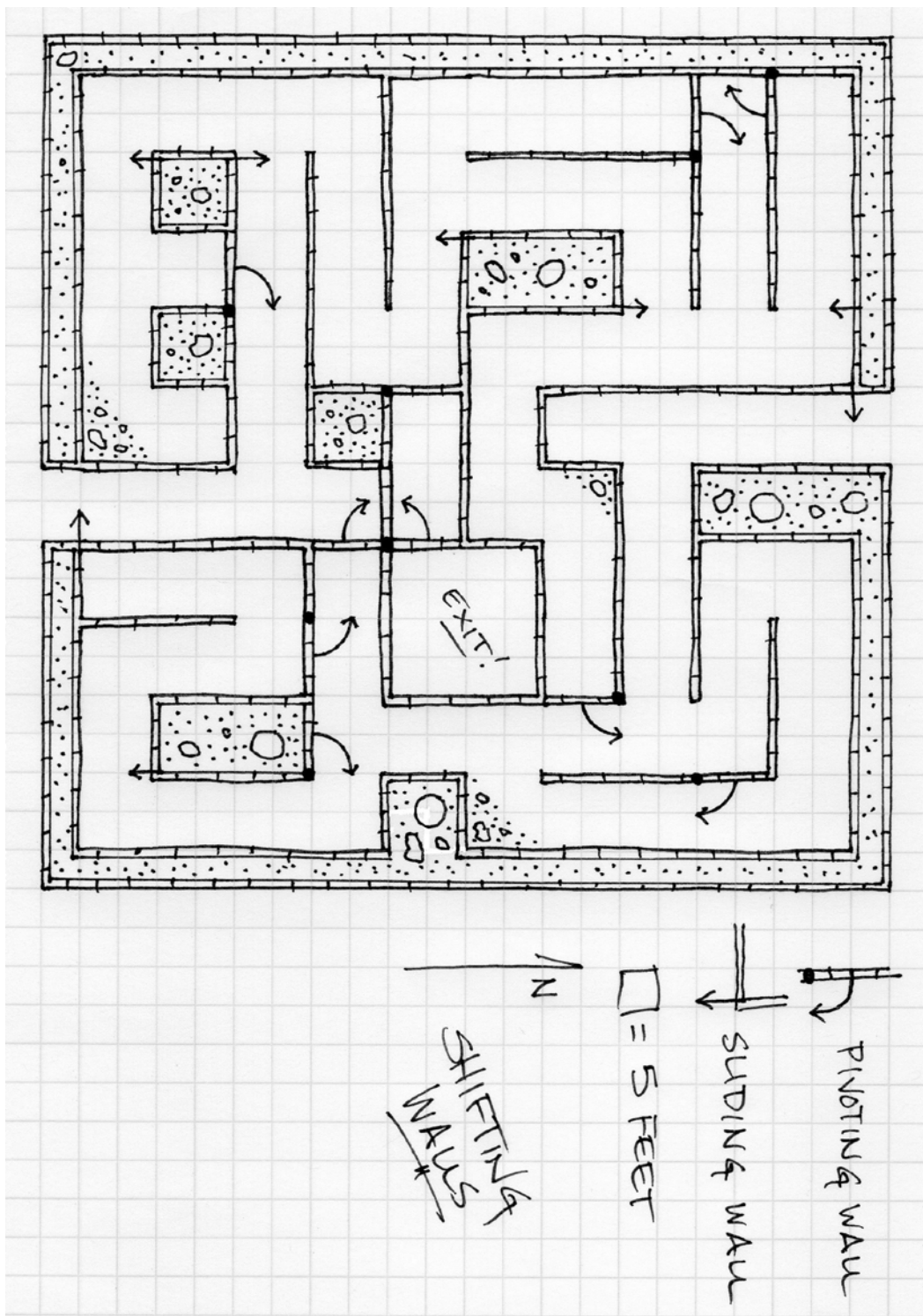
ACTIONS

Multiattack. The worm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage.

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

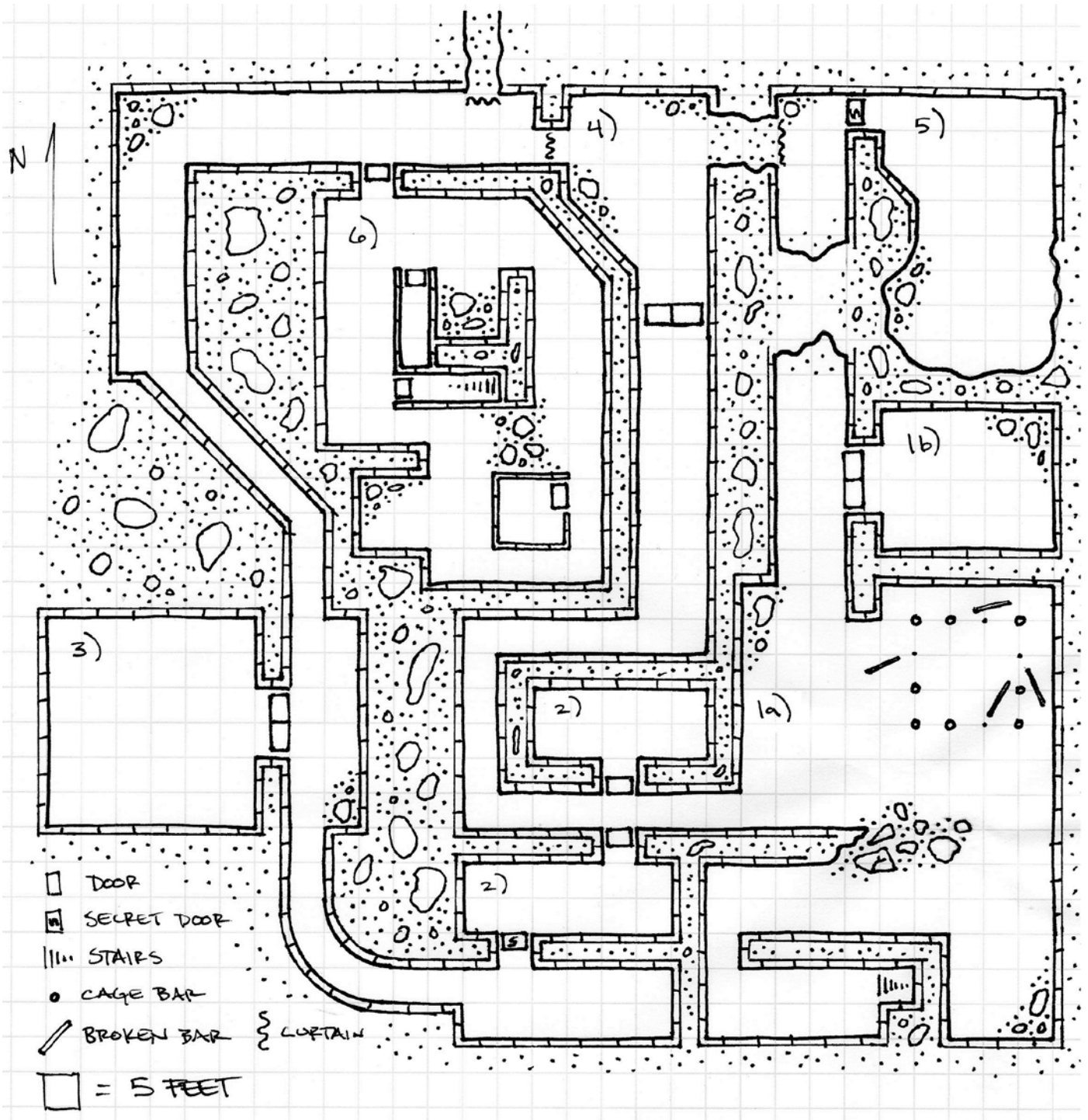
MAP 1: SHIFTING WALLS



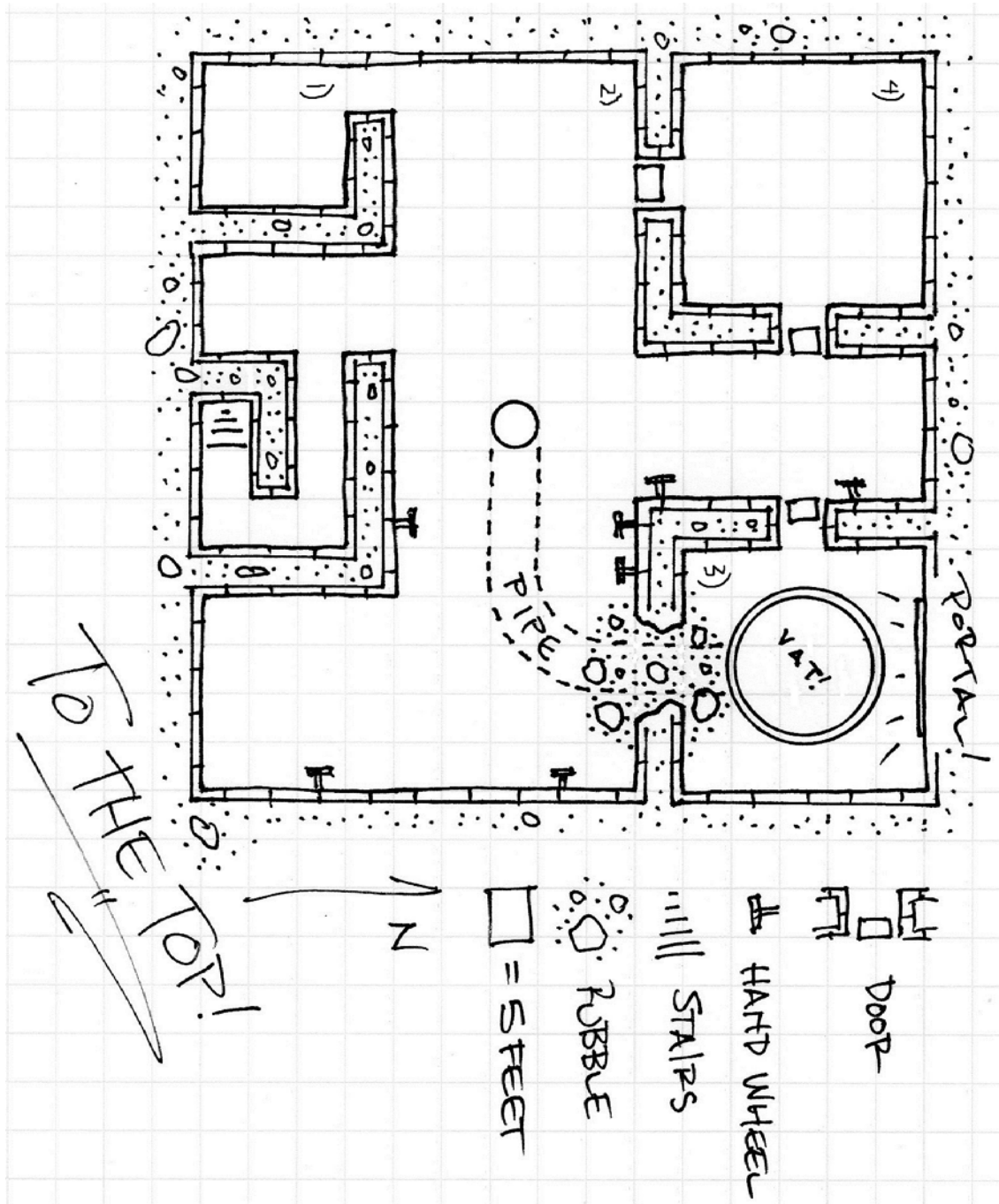
DARK PYRAMID OF SORCERER'S ISLE

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MAP 2: THE SECOND LEVEL



MAP 3: TO THE TOP



DEBUT RESULTS CODE: FEBRUARY-MARCH 2015

If you are DMing this adventure at during the months of February or March 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

