

AGE 12+



DREAMS OF THE RED WIZARDS™

DEAD IN THAY™

AN ADVENTURE FOR CHARACTERS OF 6TH - 8TH LEVEL
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FORGOTTEN REALMS®



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INTRODUCTION

Dead in Thay is a D&D Next adventure for 6th- to 8th-level characters. The adventure is designed for play at home or in stores as part of the D&D Encounters program. Participants in D&D Encounters receive supplementary material, including maps, stickers for tracking progress, NPC cards, and a unique d20 corresponding to this adventure. (If you use this adventure in a home game, the material for playing with and coordinating multiple groups is irrelevant to you.)

This season of D&D Encounters kicks off on May 10 - 11 with a cooperative launch weekend event, and then runs every Wednesday from May 14 until July 23.

Dead in Thay is a tribute to *Tomb of Horrors*, *The Ruins of Undermountain*, and other killer dungeons. The monsters, traps, and hazards in the adventure create a deadly challenge.

BACKGROUND

Near the village of Daggerford on the Sword Coast, the Red Wizards of Thay have plotted to extend the evil reach of their land and its master—the lich lord Szass Tam. Heeding the call of Sir Isteval, groups of heroes recently struck back against the Thayans by assaulting outposts supporting a small fortress known as Bloodgate Keep.

Investigation and interrogation revealed that the Thayans built the keep over a powerful portal with elemental nodes and ritual humanoid sacrifice fueling its magic. The Bloodgate could allow Thayans to transport forces to the heart of the Sword Coast, giving the Red Wizards an army with which to overthrow and control the North.

Using secret teleportation circle sigil keys provided by a renegade Red Wizard, different groups of adventurers can make a coordinated assault against the elemental nodes powering the Bloodgate and then attack the Bloodgate Nexus itself. The Thayan lich Tarul Var is the master of Bloodgate Keep, and he is presently

PLAYTEST WARNING

Dead in Thay uses material from the D&D Next playtest, which ended in December 2013. This adventure includes all the statistics needed to play the adventure, but be warned: These monsters are not finalized, and have undergone limited development. As a result, monsters may vary wildly in difficulty, so consider the number of monsters presented in the adventure to be guidelines. *Dead in Thay* is a deadly adventure, but players should still have a chance at victory. Adjust difficulty based on the capabilities of your group.

tuning the elemental nodes to bring the Bloodgate to full power. If he succeeds and the armies of Thay march forth from the keep, the Sword Coast will fall.

SYNOPSIS

Although the adventure begins in the North, most of it takes place in the Doomvault, one of the deadliest dungeons in Thay and all Faerûn. Kazit Gul, a crazed demilich, built the Doomvault to siphon the souls of those who perished within. Szass Tam and his followers enslaved Gul and repurposed the Doomvault as a monstrous menagerie and arcane laboratory.

Their incursion into the Bloodgate Nexus brings the player characters into the plots of the Thayan Resurrection, rebel Red Wizards opposed to Szass Tam's rule. One of those rebels is a conjurer in control of the Bloodgate portal network. She uses the failing Bloodgate to draw the adventurers across the world to the Doomvault.

For the rebels to succeed and Thay's threat to the Sword Coast to be ended, Szass Tam's power must be broken. The characters make a concerted assault on the Doomvault. Their overall goal is the Phylactery Vault of Kazit Gul, which holds the phylacteries of Szass Tam's elite lich servants. By destroying this vault, the adventurers can deliver a deathblow to Szass Tam's power.

As the assault unfolds, the adventurers discover that Szass Tam's overall plot connects to the Sundering. The gods have divested much of their power into the Chosen, mortals who can help shape the Realms to match the will of their divine benefactors. Szass Tam

and his followers have reshaped the Doomvault's magic, creating laboratories in which the divine power of the Chosen can be extracted and funneled into the lich lord's phylactery to fuel his pursuit of godhood.

ADVENTURE GOALS

Over the course of this adventure, the characters have the following goals:

- ◆ Destroy the Bloodgate by collapsing the elemental nodes in the Bloodgate Nexus.
- ◆ Explore the Doomvault and deal as much damage to the Thayans as possible.
- ◆ Learn how to access the Phylactery Vault, and destroy the phylacteries within it.

The villains' goals are straightforward: defend the Bloodgate Nexus and the Doomvault, and kill the adventurers. However, not all of the characters' potential foes share these goals, so the opportunity exists to turn enemies into allies or, at least, useful tools.

CHARACTER CREATION

This adventure is a sequel to *Scourge of the Sword Coast*. Characters from that adventure can advance to level 6 before starting *Dead in Thay* due to the effort spent fighting Thayan plots along the Sword Coast in the intervening time between the two adventures. A new character for this adventure also starts at level 6.

WHAT IS THE SUNDERING?

The world of the Forgotten Realms has endured one catastrophe after another for the past century or so, from the Time of Troubles through the Spellplague. Time after time, upheaval has reshaped the pantheon, overthrown nations and rulers, and even altered the geography of the world. Now, the world is being shaken and reshaped once again—for the last time.

The gods are thrown into chaos at the promise of a new reckoning of the pantheon, and they scramble and grasp at power in hopes of cementing their positions of authority. Their mortal agents in the world, the Chosen, are charged with carrying out their will.

The Spellplague, the magical catastrophe that reshaped the world so dramatically, has come to an end. The Weave of magic is rewoven, and many lingering effects of twisted magic fade. The intermingling of worlds brought about by the Spellplague also comes to an end, as what belongs to Abeir returns to Abeir, leaving the Forgotten Realms looking much as it did before.

Partly driven by the activity of the gods' Chosen and partly arising from the turbulent political situation at the end of the Era of Upheaval, the nations and factions of Faerûn engage in their own maneuvers, manipulations, and acts of aggression. In particular, the empire of Netheril attempts to conquer the Dalelands, Cormyr, and Myth Drannor, setting off a war that engulfs the eastern Heartlands. The Harpers and the Zhentarim respond to the growing threats in the world by regrouping and refocusing their energies, slowly returning to their former prominence.

Nations, geography, magic, and even the gods are changing forever, in the birth-pangs that herald a new creation. The world needs heroes to ensure that the new age dawns bright and full of hope, in a world where good still shines as a beacon against the darkness.

CHARACTER ADVANCEMENT

The monsters in the appendix are playtest iterations and do not contain XP values. Instead of awarding XP, you can advance the characters depending on how you're running the adventure.

D&D Encounters. If you're running this adventure as part of D&D Encounters, you can simply have characters advance after playing five sessions of the season. This means that characters who attend most sessions will be level 8 by the final couple of sessions.

Playing at Home. If you're running this adventure as a home campaign, you can advance the characters at whatever rate you consider appropriate. Consider advancing the characters one level for every twenty-five rooms the party explores. This means the characters could potentially advance beyond the adventure's standard level range (6 - 8) by the final session.

RUNNING SESSIONS

This adventure provides thirteen sessions of play for one to four groups as part of D&D Encounters. If you're running the adventure at home, you can continue for or as many or as few sessions as you and your players want. Although the adventure can be fun for one group, the adventure is best when multiple groups work together. Interaction is a key feature of this scenario, since sharing information, coordinating exploration, and distributing resources is critical to achieving the characters' goals.

Several people facilitate the interaction between player groups: the event coordinator, the Dungeon Masters (DMs), and the team captains. The following sections describe each role. Every DM and every event coordinator should read all the front matter to prepare for the event.

NO EVENT COORDINATOR?

No problem! Not every D&D gaming community has the luxury of affording an extra person to act as an event coordinator. If that sounds like your community, the DMs will have to take on the extra responsibility. DMs should communicate beforehand to decide on who is performing which duties.

Event Coordinator

An event coordinator facilitates the interaction between different groups and tracks ongoing developments in the Doomvault.

Before the start of the season, the coordinator should:

- ◆ Ensure that DMs understand the launch weekend session and its cliffhanger ending.
- ◆ Become familiar with the Doomvault to help DMs adjudicate exploration.
- ◆ Understand the Doomvault's division into large sectors and smaller zones, as well as the gates that divide and connect these areas.
- ◆ Know how to track lore the characters have acquired, and help facilitate the distribution of that lore. Make sure the players have the lore they need to accomplish their mission in a timely fashion and reach the Phylactery Vault in the final session.

Before each session, the coordinator should:

- ◆ Organize DMs and players.
- ◆ Ensure that all players have characters of the appropriate level.
- ◆ Ensure that each group has a good variety of characters of different classes, unless the players at the table prefer to play together regardless of the class distribution.
- ◆ Ask each group to select its team captain. The team captain is responsible for tracking the group's progress and communicating with the other parties.
- ◆ Share information gained in the previous session among the groups, including lore, updates to the Special Encounters table (see page 23), and so on.

During each session, the coordinator should:

- ◆ Read aloud any introductory material that indicates the coordinator should read it.
- ◆ Ensure that no DM is running the game for more than six players or fewer than four players, and that multiple groups are not exploring the same dungeon area simultaneously.
- ◆ Coordinate interaction among groups, including helping groups divide their forces and resources as necessary. Encourage groups to join for sharing information but to split again to undertake further exploration.
- ◆ Help groups deal with glyph keys, gates, and other common aspects of the adventure.
- ◆ Make suggestions to encourage interaction, offering advice if anyone is unsure about what to do.

- ◆ Insert players into a group after the session has begun. A player can join the adventure at any time.
- ◆ Track the Doomvault's alert level.
- ◆ Watch to make sure that each session finishes on time.

At the end of each session, the coordinator should:

- ◆ Use the stickers that come with the D&D Encounters store kit to mark areas on the large poster map that were explored during the recent session.
- ◆ Determine from the groups which areas they intend to explore in the next session. Ensure that no groups plan to enter the same zone.
- ◆ Work with DMs to organize the next session. Choose the starting locations for session 2 from the entry points. See the "Entry Points" subsection of the "Doomvault" section. It's important to choose the locations now so that each DM can prepare to run a zone for session 2.

At the second-to-last session, the coordinator should:

- ◆ Ensure that all groups are on track to clear the last of the Temples of Extraction, or that those zones have already been cleared. Any zones of this area left intact to this point must be cleared as part of this session.
- ◆ If the adventurers have not yet entered any Temples of Extraction before this session, set up the session so that all groups take part in a combined assault against this sector.

At the last session, the coordinator should:

- ◆ Help DMs coordinate play across different tables and oversee the tables during the assault on the Phylactery Vault.
- ◆ Help explain tasks that allow the adventurers to destroy the Phylactery Vault.

Dungeon Masters

Each Dungeon Master runs a table for a group of four to six players. If you are a DM, before the start of the season, you should be familiar with the D&D Next rules and this adventure.

Before each session, each DM should:

- ◆ Prepare for the area your group plans to explore (or must explore) in the upcoming session.
- ◆ Review the "Dungeon Characteristics" section, which covers features common to all areas.

SHARED GROUP COMBAT

For most of the adventure, player character groups are in separate areas, but in a few encounters, the groups fight alongside one another in shared combat. When desired, two or more DMs can run a shared combat as a battle on multiple fronts. Players remain at their normal tables, with enemies attacking the adventurers from different sides. Each DM runs a portion of the monsters. At the discretion of the DMs, players from different groups can swap tables, representing the close proximity of the groups in the shared combat.

If having different player groups fighting alongside one another creates headaches for the DMs, the coordinator should help to reorganize those sessions along single-table lines.

To start each session, each DM should:

- ◆ Ensure that players understand everything their characters should know about the Doomvault, including their current goals.
- ◆ Read any introductory or descriptive text for the sector.

To end each session, each DM should:

- ◆ Update the event coordinator with lore the group gained, developments in the dungeon, and creatures the coordinator should add to the Special Encounters table (see page 23).
- ◆ Discuss which zone the group plans to enter in the next session. Share this information with the event coordinator.
- ◆ Encourage team captains to share information between groups.

Team Captains

To help coordinate the combined assault on the Bloodgate Nexus, Isteval lends each group a *circlet of limited telepathy*. Isteval's former adventuring companion Imani created the items (which some players may recognize from *Vault of the Dracolich*). The circlet allows telepathic communication among characters wearing circlets. Each group selects one player who serves as a team captain and whose character receives the circlet.

During each session, the team captain should track the group's progress and communicate relevant information to the other groups, such as which glyph keys have been obtained, what new lore has been uncovered, requests for assistance or magical resources, and so on.

The players can share information in any way they prefer, including notes passed among the tables, messaging on mobile devices, and periodic meetings.

SESSION 1

Dead in Thy begins a few tendays after the events of *Scourge of the Sword Coast*. During that adventure, the defenders of Daggerford found the location of Bloodgate Keep, a small fortress built over an old temple to Elemental Evil. There, the Thayans have constructed a portal to the Thaymount to transport their armies across Faerûn to the Sword Coast.

Characters who fought through *Scourge of the Sword Coast*, as well as brave souls who have arrived in Daggerford more recently, respond to Sir Isteval's call to take the fight to the Thayans and drive them from the North. Isteval sent word that those willing to face the Thayans are to meet early in the morning at the Floshtin Estate, north of Daggerford, ready for war.

Personages of the Session

People who are especially pertinent to this session are described here.

Sir Isteval

A former adventurer and Purple Dragon knight of Cormyr, Sir Isteval is living out his retirement in Daggerford. Believing that his homeland was a shining example of everything that a nation should be, he assembled several groups of like-minded adventurers to

fight against chaos and evil. His former companions are spread across the Heartlands and the North.

In a fateful battle against an ancient green dragon, Isteval suffered a grievous wound to his leg that has never been able to be fully healed. This wound means that his greatest quests are now behind him. Although he is no longer able to fight as he did in his youth, Isteval still seeks to bring together brave souls to fight against encroaching darkness.

Isteval is a paladin of Amaunator, but he views the god in an outmoded light as Lathander, the god of dawn and new beginnings. In these days of chaos, through his faith, Isteval sees the birth pangs of a new age that he believes will bring peace and prosperity. Although many trials lie ahead, he is convinced that a far fairer place lies at journey's end.

Isteval is slender and tawny-skinned with dark brown hair salted with gray. He often wears the plate armor of a knight, although his left leg is braced and he carries a walking stick as well as his greatsword. His armor is decorated with the holy symbol of Lathander.

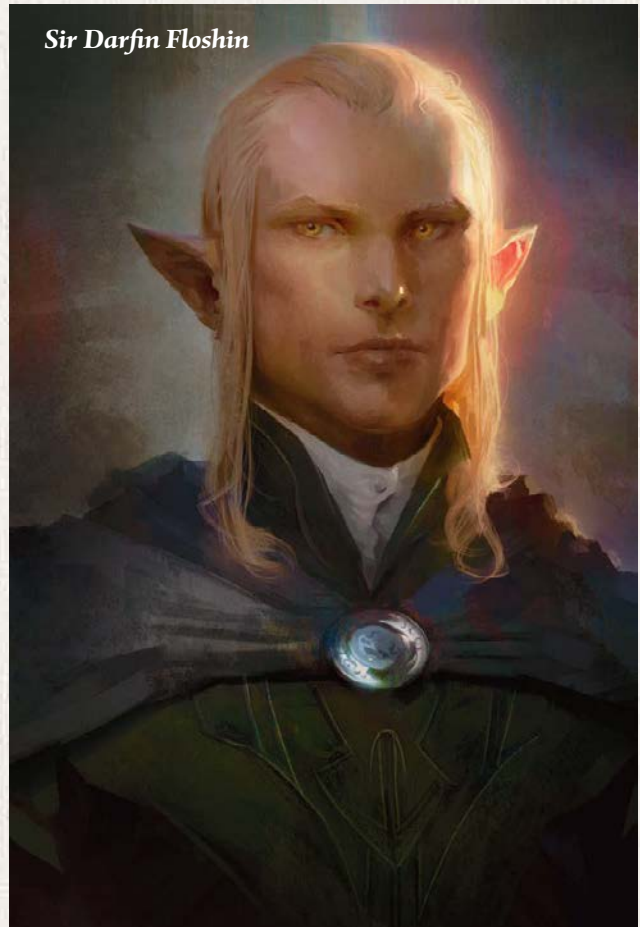
Sir Darfin Floshtin

Darfin "Longwalker" Floshtin has a long history in the region. He has seen local kingdoms rise and fall, and he has advised Daggerford dukes for ages. His father Elorfindar aided and advised the rulers of Daggerford, often

Sir Isteval



Sir Darfin Floshtin



with Darfin's help. Much of the credit for Daggerford's success can be laid at the feet of these two elves.

Duty bound Elorfindar to the Ardeep Forest. The House of Long Silences, a portal nexus that the elves used to travel to Evermeet, required a guardian. This forest structure was a relic of ancient elven high magic and a means of accessing an extraplanar nexus connected to elven portals all over the world.

Long ago, elves of Elorfindar's line were gold-elf supremacists. A few decades before Elorfindar died, this threat rose anew and attempted to gain control of the portal nexus, necessitating its destruction. Upon Elorfindar's death, Darfin, as the firstborn, inherited his father's estate but not his duty. Until Darfin's sister Shalendra returned, the House of Long Silences had been quiet for nearly a century.

Baazka the Pit Fiend

In *Ghosts of Dragonspear Castle*, a gate to the Nine Hells lay open for some time, spewing devils and smoke. The heroes who closed the gate could not know it, but amid the chaos of battle, another threat emerged. This invisible presence is the essence of a pit fiend who has long had designs on the Sword Coast. The devil, named Baazka, once marshaled armies from Dragonspear Castle, and it was into his heart that a priest of Tempus lodged the mighty *Illydrael*, the sword that served as the key to closing the gate.

Smote through the heart but not yet dead, Baazka fled through the gate, the blade of the sword breaking off in his body. Had the blow killed him in the world, the devil could have returned after a century to wreak his revenge. Had it killed him in the Nine Hells, Baazka would have ceased to exist. Instead, the pit fiend's black heart continued to beat around the blade. Fearing that removing the broken sword would mean his end, Baazka has struggled along in the Nine Hells, reminded of his desire for revenge with every painful heartbeat.

Through sympathetic magic, Baazka was unable to enter Faerûn as long as the gate remained closed by *Illydrael*. Once the gate opened, he could pass through only in a ghostlike state. In this form, the pit fiend sought and failed to possess a Red Wizard named Mennek. The attempt alerted the wizard, who alerted his master, Szass Tam. Baazka began to work with the Red Wizards in return for Szass Tam's promise to free the fiend from his cursed and pained existence.

It was Baazka, often through Mennek, who helped the Red Wizards with their designs of the Bloodgate. He is the one who convinced them to use a site dedicated to evil and to employ humanoid sacrifice in powering the portal. He corrupted Shalendra Flosin to aid the Thayans with an ancient elven portal network. But he also wove all these schemes as a way to reach his goal—the removal of the blade of *Illydrael*.

When the Bloodgate's power starts to fluctuate and sacrifices are used to stabilize it, Baazka plans to use that

power to spiritually manifest in the gateway in a state of semireality. Protected from death, he will make an offer the heroes of Daggerford might not be able to refuse.

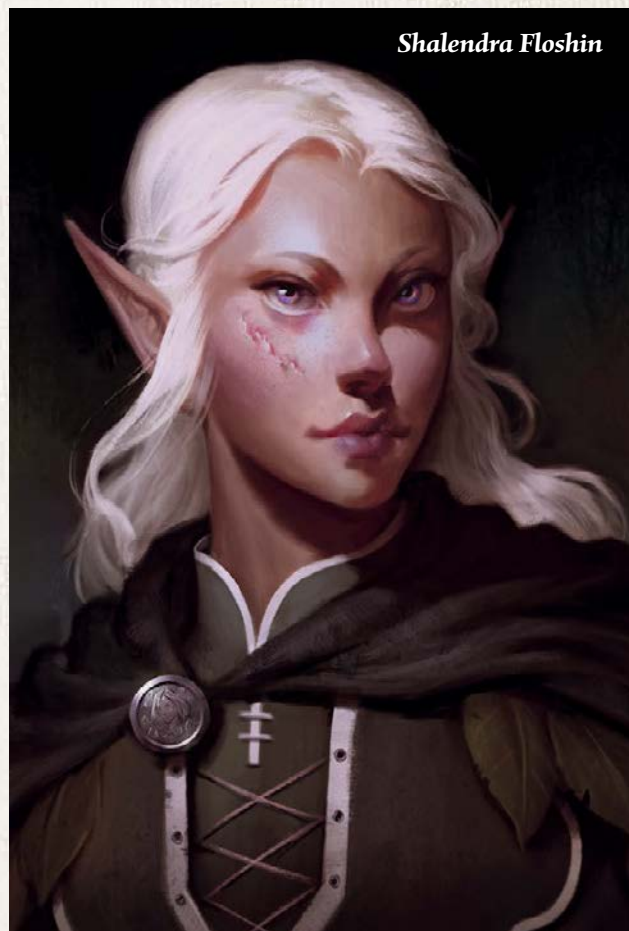
Shalendra Flosin

Shalendra kept many secrets from her brother Darfin. That humans rule in the North after the fall of elves became a source of bitterness for her. While in Evermeet, Shalendra met members of Eldreth Veluuthra, a centuries-old group of elf supremacists dedicated to wiping out humanity and reestablishing the elven empires of old.

Baazka discovered Shalendra as she was investigating her father's work in Ardeep Forest. Drawn to her bitterness and burgeoning evil, he infiltrated her mind. Baazka convinced Shalendra to approach the Red Wizards and make a deal. They could use the power of the elemental nodes to reconstruct the nexus in the House of Long Silences and thereby gain a means of sending their armies all over the North and beyond.

Shalendra believed Baazka's promises to help her take control of the portal network once the Red Wizards rebuilt it. In truth, Baazka used Shalendra as a contingency against what he saw as the inevitable treachery of the Red Wizards.

Under Baazka's influence, Shalendra took over Flosin Estate and turned its wards against her kin.



Shalendra Flosin

Jekk Ironfist



Red Wizards then began using the estate as a test site for bringing monsters and soldiers from Thay. The intervention of heroes from Daggerford ultimately saved her from the dark path she was on. When she recovered, she vowed to fight the Thayans until they were no longer a threat to the North.

Jekk Ironfist

Jekk Ironfist realized the significance of his last name only recently. Like his shield dwarf father, he was a gladiator in Hillsfar's arena. His father, Kellack, was known as Killer Ironfist because of his name and because he fought with a black-iron cestus.

Sir Isteval and the rest of the Company of the Sunlit Sea freed Jekk from the arena (though it was too late for Kellack). Jekk fought beside them until the group disbanded.

With time to contemplate his life, Jekk looked into how his father had come to be a gladiator. Jekk discovered that Ironfist wasn't just a moniker but also the name of a dwarf clan. Fortuitously, that clan had put down roots near Daggerford, the home of Isteval. Jekk seeks to learn more about his ancestors.

Hadarr Karakaya



Recently, Jekk became embroiled in events around Daggerford when he went to Firehammer Hold, a dwarven citadel, to investigate the nature of an object he suspected to be a dwarven relic. Duergar loyal to the Red Wizards captured Jekk, but Isteval guided some of his protégés to rescue the dwarf and free the hold.

Now Jekk wants to pay the Red Wizards back and protect the Sword Coast.

Hadarr Karakaya

Hadarr is a Calishite explorer and cartographer who adventured with Isteval and Jekk more than a decade ago. Even then, he was known to go "off mission" when he saw something worth investigating or plundering. As such, he prefers to work alone.

The Calishite is a folk hero around Daggerford. A number of Calishite refugees live in the town, and Hadarr has used his resources to help them however he can. This altruism comes naturally to the wily Calishite and is one reason he and Isteval get along so well despite Hadarr's impulsiveness. Hadarr is a proverbial thief with a heart of gold.

Kelson Darktreader



Kelson Darktreader

Grandson of Elorfindar Floshin and a nephew to Darfin, Kelson Darktreader is a half-elf approaching two hundred years of age. He has served as Master of the Hunt to generations of Daggerford dukes. No one in Daggerford knows the Misty Forest and High Moor better than Kelson.

The Huntmaster is taciturn, never using two words where one will do. His long hair is silver, and his face shows the weight of long years. He is still spry, however, leading the duke's hunts and taking young rangers into the wilds to teach them the secrets of forests, hills, and moors.

Kelson is not without pride. He couldn't resist the opportunity for one last glorious mission against the evil threatening the North. He has aided Isteval before, but his willingness to assault the Bloodgate has just as much to do with protecting Shalendra and showing her that her half-human relations have more worth than she once thought.

Mennek Ariz



Mennek Ariz

Mennek is a powerful enchanter who has long been forced to contend with the condescension of the Red Wizard necromancers who are his superiors. Since an assignment to Bloodgate Keep uprooted him from Thay and his life's work, the haughty spellcaster has looked for any opportunity to turn his situation around. That opportunity appeared in the form of Baazka.

To Mennek's superiors, he seemed to be a brilliant designer working on the Bloodgate Nexus and the elemental nodes. However, much of Mennek's inspiration came from Baazka. His ability to help the characters teleport into the elemental nodes comes from his work on the nexus.

Mennek was captured in the time between *Scourge of the Sword Coast* and this adventure. His capture seemed to be due to information from Shalendra. Mennek knows it was all part of Baazka's plan.

Mennek is one among many rebel Red Wizards who seek the overthrow of Szass Tam and the necromantic order. The destruction of the Bloodgate is the first step in their plan. But even the rebels don't know of the ties Mennek has to Baazka and the fiend's plan for using the Bloodgate Nexus.

Starting the Session

If everyone agrees, different DMs can take the parts of Isteval, Jekk, Mennek, and Hadarr in this introduction. The event coordinator can serve as narrator.

When everyone is ready to start, the event coordinator reads the following.

The sun is rising high over the eastern ridgeline, illuminating the Floshin Estate, a graceful keep of wood and stone built in the willowy architecture of the elves. Beneath the estate, you meet a number of adventurers, including Sir Isteval, your friend and patron. Also present is a male dwarf with wild brown hair, a smiling and well-dressed male Calishite, a silver-haired half-elf clad in worn leather armor, and a human-sized figure in a dark cloak.

Those who played through *Scourge of the Sword Coast* can recognize Jekk, a friend of theirs and Isteval's. They may also recognize the half-elf as Kelson Darktreader. Isteval speaks first.

"My friends!" Isteval says. "The Sword Coast is safer now, but the Red Wizards still scheme against us. We must end the threat completely, and we now have the chance to do just that.

"We know Bloodgate Keep, the Thayan fortress, stands in the Forlorn Hills. Within that tower is the Bloodgate, which opens the way for Thay's invasion of our region." Isteval glances at the cloaked figure. "We have learned that the time to act is now."

Jekk then speaks.

"I'm Jekk. Some of you know me. We can all guess that trying to take Bloodgate Keep from the outside will take us too long, if we even manage it. So instead, we're going under, with a little help from a new . . . ally."

Jekk motions the cloaked figure forward. Lowering his hood, a human male with Red Wizard tattoos on his bald head haughtily surveys the crowd.

"This is Mennek," says Jekk. "A Red Wizard, to be sure, but a member of the Thayan Resurrection, a rebel faction that wants to overthrow Szass Tam. He's our way in."

Mennek steps forward.

Mennek's arrogance is obvious in his voice as he says, "Bloodgate Keep stands over a site of elemental power. The Thayan lich Tarul Var, a lackey of Szass Tam, is using this power, along with living sacrifices, to hold open the Bloodgate. I have worked the Bloodgate to bring creatures through. I know its power and the threat it holds for you.

"I have the sigil sequences that allow access to several elemental nodes, which power the Bloodgate. Each node contains an elemental key. To destroy the Bloodgate, you'll need to do three things: First, you must seize the elemental key

from the node. Second, you must escape with the key through the gate you entered from. You'll then be transported to the Bloodgate Nexus, where you must perform your third task: Disrupt those performing the sacrifices and destroy the gate. If you succeed, your lands will be safe from Thayan invasion . . . for now."

Mennek steps back. Hadarr steps forward and speaks.

"My name is Hadarr Karakaya," he says. "An old friend of Isteval, Kelson, and Jekk. Like most of you, I'd as soon befriend a red dragon as a Red Wizard, but Mennek's story checks out. With Mennek's help, I teleported into the elemental nodes and took a quick look around. The way seems safe enough."

Sir Isteval steps up again.

"Friends, today we take this war to the Thayans!" Isteval says. "One member from each of your groups will receive a circlet of limited telepathy. I also wear one of these circlets, which will let us communicate. Still, if you have any questions, now is the time to ask."

At this point, groups should choose a team captain for each table. Next, the event coordinator and the DMs choose which group will take on which elemental node. Each DM then goes on to the "Assault the Bloodgate" section.

Assault the Bloodgate

If they wish, the player characters can interact with the NPCs. When you, the Dungeon Master, are ready to begin, read the following.

Isteval leads you into an adjacent room, where the silvery sigils of a permanent teleportation circle shine along the floor. Within are Isteval and Mennek. With them is a tall male elf with blond hair and tan skin, dressed in regal robes of white, crimson, and gold. Alongside him, dressed in green, is a female elf who has a familial similarity to the male.

Anyone who participated in *Scourge of the Sword Coast* recognizes the elves as Darfin and Shalendra. Darfin greets the characters and reassures them. He and his sister are here to oversee Mennek and the use of the Floshin gateway room.

Mennek casts teleportation circle from one of several scrolls Isteval has had scribed for the assault. The Red Wizard keys each circle to a specific elemental node. When the group assigned to a specific node is ready, read the following.

"Step into the center of the chamber. It is time to go," Darfin Floshin says.

“Remember, my friends,” says Isteval, “your task is to seize the elemental key and escape the node through the gate, which will cause its collapse. When your task is complete, please contact me through your circlet.”

“I wish I could go with you,” says Isteval. “My adventuring days are over, but it gives me hope to see heroes such as you taking up the mantle.”

Mennek gives an impatient grunt and then speaks words from a scroll. You feel the slight sensation of movement, and the world fades to silvery light.

Jekk, Hadarr, Shalendra, Kelson, and Mennek make up an NPC party.

One Player Group. If only one player character group is present, the NPC party takes on another elemental node.

Two to Four Groups. If two or more groups of players are present, the the NPCs do not aid in collapsing the nodes. When the first player character group appears in the Bloodgate Nexus, the NPC party arrives shortly after.

ELEMENTAL NODES

Each elemental node is a demiplane that can channel elemental power. The Red Wizards have used this power to reestablish an ancient portal network, connecting Thay to the Sword Coast.

The gate in each elemental node is keyed to the other nodes and to the Bloodgate Nexus. A character standing in an elemental node’s gate can teleport to one of those destinations as an action.

The elemental nodes share a few features. Elemental power illuminates each node and ceilings in each node are 20 feet high.

Three-Stage Assault

The assault on each elemental node is divided into three stages.

1. Incursion

The characters arrive in a node’s nexus through its gate. Until they claim the node’s elemental key, the characters face only the threats currently occupying the node.

2. Alarm

When the first attempt is made to claim a node’s elemental key, Tarul Var learns of the incursion and sounds an alarm for the node. He dispatches 4 Thayan warriors to stop the party’s escape.

3. Collapse

Once its key is claimed, a node endures for 5 rounds, then collapses. While this collapse is happening, energy visibly drains from the elemental key. Any character

trained in Arcana understands what is happening and knows the time limit to escape the node. If an elemental key is taken through a node’s gate, then the node automatically collapses at the end of the subsequent round.

When a node collapses, elementals return to their home plane. Non-elemental creatures in the node, including any Thayan warriors, take 11 (2d10) force damage as they are ejected into the Bloodgate Nexus next to the appropriate elemental gate.

When a group emerges in the Bloodgate Nexus inform the event coordinator.

Elemental Creatures

Grues have been attracted to the power and evil in the elemental nodes. They’re not immediately hostile and might listen to attempts to parley, but grues are cunning and cruel, always attempting to use such delays in hostilities to their advantage. The grues speak only their respective dialects of Primordial, so a creature must speak Primordial or use magic to communicate.

Elementals guard the key chambers. They attack any non-elemental that enters their guarded area.

Air Node

The ceilings, floors, and walls of the air node are semi-solid sheets of freezing fog, ice shards, and lightning. A creature forced into contact with any such surface, such as by falling prone, takes 2 (1d4) cold damage, 2 (1d4) lightning damage, and 2 (1d4) slashing damage. A creature can take this damage only once per turn.

A1. Air Nexus

Silver light fades to reveal a swirling wall of cold fog with indistinct light and shadow visible beyond its edges.

Characters traveling to this node appear in this chamber, emerging from the air gate.

Creatures. Four air grues bask in the air element’s power here.

Air Gate. The air gate’s area is heavily obscured. Any non-elemental creature that ends its turn in the gate’s area takes 5 (2d4) cold damage. From within the gate, a creature can use an action to teleport to the gate of another elemental node or to the Bloodgate Nexus.

A2. Air Key

In the center of this space is a short, hourglass-shaped pillar of whirling fog with lightning coursing over it. A glowing, smooth metal orb perforated with holes is held where the hourglass shape is thinnest.

Creatures. As soon as intruders arrive here, two air elementals attack, attempting to block the characters from seizing the key.

1 square = 5 feet



Air Node



Fire Node



E1 Fire Nexus

Fire Gate

F2 Fire Key

Chain and Fire Key



Water Node

W1 Water Nexus

Water Gate

W2 Water Key

Dais and Water Key

Elemental Pillar. The pillar is the object holding the air key—the smooth metal orb perforated with holes.

Lightning arcs toward any non-elemental creature that moves within 20 feet of the pillar. If such a creature ends its turn within 10 feet of the pillar, the creature must succeed on a DC 13 Constitution saving throw (with disadvantage if the creature touched the pillar that turn) or take 5 (2d4) lightning damage and fall prone.

When the orb is taken, it initiates the node's collapse.

Fire Node

The fire node is filled with smoke, and it has hot walls and fissures.

Hot Surfaces. The walls and magma fissures of the node are searing hot. A creature that touches any such surface takes 7 (2d6) fire damage. A creature can take this damage only once per turn.

Thin Smoke. The smoke lightly obscures the node.

F1. Fire Nexus

A blast of heat replaces the silvery light. Walls of fire encircle the area, but they flicker chaotically, sometimes revealing a larger area beyond. That area has rocky surfaces, some of which glow red-hot.

Characters traveling to this node appear in this chamber, emerging from the fire gate.

Creatures. Four fire grues luxuriate here.

Fire Gate. Flames ring the fire gate, but they flicker enough to provide occasional openings. A creature passing through the ring of flame must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) fire damage. From within the gate, a creature can use an action to teleport to the gate of another elemental node or to the Bloodgate Nexus.

F2. Fire Key

At the center of a curving cavern, an orb the size of a human fist hangs from a thick black chain. The orb looks like molten lava, and the chain pulses with volcanic light. A roiling mass of fire swirls around the chain, sending burning tendrils whipping through the air.

Creatures. As soon as intruders arrive here, two fire elementals attack, attempting to block the characters from seizing the key.

Elemental Chain. The chain is the object holding the fire key—the molten orb.

Fire whips toward any non-elemental creature that moves within 20 feet of the elemental chain. If such a creature ends its turn within 10 feet of the pillar, the creature must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) fire damage now and 3 (1d6) fire

damage at the end of each of its turns. A creature can use its action to extinguish the flames, which ends this effect.

When the orb is taken, it initiates the node's collapse.

Water Node

These spherical caverns are filled with liquid air and protected by deadly creatures.

Fire Suppression. Fire damage is halved in this node.

Stalagmites. Great stone spires run between the floors and ceilings of the node.

W1. Water Nexus

Silvery light fades to a blue glow and water that fills a huge, flooded cavern. Looming stalagmites twist up from the rocky floor.

Characters traveling to this node appear in this chamber, emerging from the water gate.

Creatures. Four water grues are here.

Airy Water. The air in the node is of a strange elemental admixture that allows the Thayans to breathe within the node, if necessary. Whenever an air-breathing creature attempts to breathe in the node, it must make a DC 13 Constitution saving throw. On a successful save, the creature can breathe and needs to make no further saving throws for this effect until it leaves the node. The creature can also move in the airy water, including swimming above ground level at its normal speed. A creature that fails the saving throw takes 3 (1d6) cold damage, can't breathe, and can't attempt to breathe the admixture again until its next turn.

W2. Water Key

A sphere of icy haze completely encloses the top of a stalagmite sheared off 15 feet above the floor. Visible through the haze, mystic symbols are carved into the side of this rough dais, whose top is set with a glowing blue orb.

Creatures. As soon as intruders arrive here, two water elementals attack.

Elemental Dais. The dais is the object holding the water key—a glowing blue orb that seems to be made of dense water when seen closely or held.

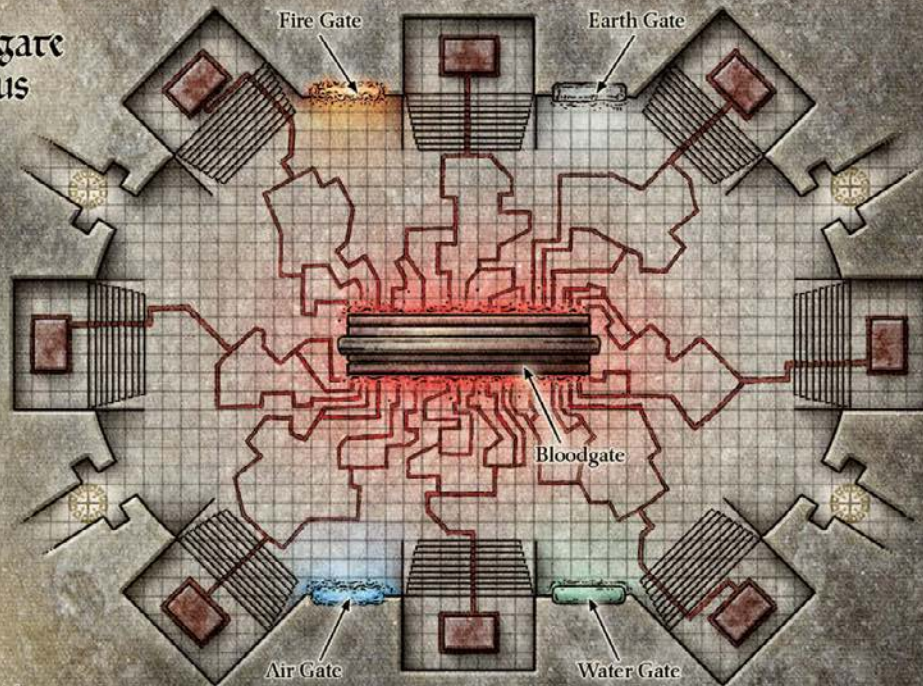
The dais is 15 feet from the floor, but the water around it starts to freeze when non-elemental creatures approach within 30 feet of it. Any such creature that moves more than half its speed on its turn while within 30 feet of the dais, or that touches the dais or the icy sphere around it, must succeed on a DC 13 Constitution saving throw or take 3 (1d6) cold damage and be forced to acclimate to the airy water again (see area W1).

When the orb is taken, it initiates the node's collapse.

Earth Node



Bloodgate Nexus



1 square = 5 feet

Earth Node

The earth node is an unstable series of tunnels filled with shifting soil and dust.

Dust. The dust lightly obscures the node.

Shifting Earth. Patches of shifting earth are difficult terrain for non-earth creatures.

Unstable Tunnels. An X marks an unstable tunnel. Whenever a non-earth creature enters such an area, a quake occurs. Any creature within 30 feet of the X must succeed on a DC 13 Dexterity saving throw or, due to falling debris, take 5 (2d4) bludgeoning damage and fall prone.

E1. Earth Nexus

Silver light fades to reveal a ring of great uneven stone slabs thrust up from the center of a dusty chamber. Most slabs touch the ceiling, and all have gaps between them, revealing a larger area beyond the ring.

Characters traveling to this node appear in this chamber, emerging from the earth gate.

Creatures. Five earth grues are here. The grues try to distract the characters to keep them in the area of the earth gate.

Earth Gate. A creature that passes through an opening between the slabs to enter the gate must succeed on a DC 13 Dexterity saving throw or fall prone in the space just beyond the gate. From within the gate, a creature can use an action to teleport to the gate of another elemental node or to the Bloodgate Nexus.

E2. Earth Key

A low rise of rocky ground is set with a huge boulder whose cracks and fissures glow with golden light. A prickly orb of violet crystal containing a spark of the same golden light has been driven into the boulder's upper surface.

Creatures. As soon as intruders arrive here, two earth elementals attack, attempting to block the characters from seizing the key.

Elemental Boulder. Climbing the boulder requires a DC 10 Strength (Athletics) check. The key is lodged 15 feet from the ground. The elemental power coursing through the boulder glows strongly as any non-elemental creature climbs the boulder. Any such creature that climbs more than 10 feet up the boulder must succeed on a DC 13 Constitution saving throw. On a failure, the creature takes 4 (1d6) force damage and is thrown 10 feet away from the boulder, taking 1d6 bludgeoning damage from the fall.

When the orb is taken, it initiates the node's collapse. Roll to determine which Thayan reinforcements appear at the gate.

BLOODGATE NEXUS

Beneath Bloodgate Keep, elemental power and humanoid sacrifice fuel the Bloodgate, a portal to Thay. When the characters arrive in this area through the elemental gate that corresponds with their node, notify the event coordinator, who should announce the party's arrival. You can then read the following.

You emerge from a swirling gate into an immense oblong room with ceilings 40 feet high along the walls, arching to 80 feet high in the center. Four corridors lead off from this chamber. A pulsing sphere of white light blocks each one.

Red Wizards and their servants take up defensive positions. Apprentices are stationed at red stone altars set about the chamber atop broad staircases. Humanoids sprawl unconscious on the altars, ready for sacrifice. Thin channels etched in swirling patterns across the floor are slick with blood that flows from the altars to an enormous archway of black stone in the center. The arch stands 50 feet tall and glows blood-red.

Standing within that arch is a red-robed lich clutching a glowing staff. Energy flows through him as he turns his milky eyes toward you. To the assembled Thayan forces, the lich shrieks, "Slay them all!"

Event Coordination

The event coordinator controls three aspects of this scene.

Allied NPCs. The allied NPC party that includes Jekk, Hadarr, Shalendra, Kelson, and Mennek arrives in the Bloodgate Nexus just after the first player group does. If the NPCs were working on collapsing an elemental node, they succeeded, lowering the Bloodgate power (see "Power of the Bloodgate" on page 17). They attack the general Thayan forces, per the "NPC Versus NPC" sidebar (see page 16), leaving the player characters to take on more significant tasks.

Sacrifices. For each player group participating in the session, two altars are active. Pick which altars on the map are active and assign numbers to them. Each active altar has a sacrificial victim who is attended by two Thayan apprentices. Inform the DMs which altars are active.

Tarul Var. When the first group enters the Bloodgate Nexus, roll initiative for Tarul Var, and have that

ROLEPLAYING TARUL VAR

A devious and arrogant mage, Tarul Var knows that his continued existence hinges on the success of the Bloodgate. However, he doesn't believe he can fail. The lich also thinks all lesser creatures are beneath him. He berates the characters at every opportunity, and he drives his underlings to cruelty.

group's DM track his initiative. That DM should inform the event coordinator whenever it is Tarul Var's turn.

When the first elemental node collapsed, instability in the Bloodgate forced Var to intervene to prevent the portal's failure. As long as the lich remains within the Bloodgate arch, he uses his action and movement to stabilize the portal. If Var is forced out of the Bloodgate arch, he uses his movement on his next turn to move back into the arch. If he can reenter the arch and take another action, Var uses his action to cast a spell against the enemies responsible for forcing him out of the arch.

The event coordinator also tracks Var's condition and position for all groups. Each DM should tell the coordinator about anything that happens to the lich. While Var remains within the Bloodgate arch, he is immune to all spell damage, which the Bloodgate absorbs (see the "Power of the Bloodgate" section), and he has damage resistance against all other damage.

Mennek's Escape. At a moment of the event coordinator's choosing, Mennek enacts Baazka's plan. The coordinator should read the following, perhaps with other DMs taking the part of NPCs other than Baazka.

Mennek breaks away from the battle and rushes toward the Bloodgate, shouting, "Baazka, the way is open! Now help me escape."



Tarul Var

Hellish crimson flame ripples in the Bloodgate, and the ghostly form of a huge winged fiend appears, towering over Tarul Var. As the figure kneels, it gains more solidity, and the broken blade of a sword can be seen jutting from a festering wound in its chest.

Mennek surges past the astonished Tarul Var, and in a burst of crimson light, disappears.

"Baazka!" shouts Shalendra Floshin. She charges toward the gate.

Energy flares from the Bloodgate as Baazka's gaze falls on Shalendra. When the flare touches her, it pulls her toward the gate. Kelson cries out in dismay and lunges after her. The energy engulfs him, and both disappear into the gate.

Baazka speaks again. "Now, for those who care to listen, I have a bargain for you. Pull the blade from my chest, and I will shatter the Bloodgate for you."

Baazka speaks truly. He knows and reveals, if asked, that Shalendra and Kelson are now in Thay.

A character can pull the blade of *Illydrael* free with a successful DC 15 Strength check. Given the spiritual nature of the interaction, a successful DC 15 Wisdom check also suffices.

If someone removes the blade, Baazka is freed on Faerûn and attacks the Thayans. Read:

Baazka howls in triumph and stands. The wound on his chest begins to close, and his spiritual form takes on a red hue. The Bloodgate shudders and cracks. The fiend is materializing.

He is nearly solid as he steps out of the gate arch. Laughing in hellish delight, he says, "You shall be legendary. The gate falters and I am free, our bargain sealed. I give you one more opportunity at a pact. As I set to slaying these Thayans, stay out of my way. Do so, and you die last."

With that, Baazka attacks Tarul Var, shoving the lich out of the gate arch.

NPC VERSUS NPC

A few scenes in this adventure require NPCs to attack other NPCs. Unless otherwise indicated, when NPCs fight one another, the event coordinator makes sure that each NPC deals average damage to an enemy NPC every other round and declares casualties. In the case of spell use, the NPC might catch multiple enemies. In this case, player characters always receive the normal saving throw the spell allows, suffering lessened consequences on a successful save.

If a player character falls in a battle in which allied NPCs are available, the DM is empowered to let the player take over an allied NPC. If the player chooses to do so, the event coordinator works with the player to bring the NPC to the player's table as soon as possible.

If a character instead twists or pushes the blade, Baazka is banished back to the Nine Hells. Read:

The pit fiend howls in pain and its spiritual manifestation crumbles. It snarls, "I will find you and your kin, mortal. I will destroy you and all you love."

Tarul Var laughs and says, "Fool! You have just thrown away your best chance to thwart me and close this gate."

Power of the Bloodgate. When the first player group enters the Bloodgate Nexus, the Bloodgate has a power of 5 plus the number of player groups participating in the assault. Throughout the assault, the event coordinator tracks the Bloodgate's current power and announces changes to it. The Bloodgate Power table shows events that can change the portal's power, as well as the amount of change. When the Bloodgate's power falls to 0, the portal overloads. Go to "Conclusion."

BLOODGATE POWER

Event	Power
Elemental node collapses	-1
Sacrifice succeeds	+1
Tarul Var leaves the arch or dies	-1
Bloodgate takes spell damage of 15 or more	-1
Baazka enters the Bloodgate	+1
Illydrael banishes Baazka	-2
Illydrael removed from Baazka	-4

Creatures

Enemies. Along with the lich Tarul Var and the Thayan apprentices performing the sacrifices, present at the start of this encounter are two Red Wizards, eight wights, and two darkenbeasts.

Since the allied NPC party arrives in the Bloodgate Nexus at the same time as the first group of player characters, the Thayan forces initially divide between both enemy groups. The event coordinator may decide to further divide the forces as more groups arrive.

Reinforcements. Starting the round your player group arrives in the nexus, each round on initiative count 0, skeletal reinforcements emerge from the Bloodgate and attack your party. A number of skeletons appears equal to half the current power of the Bloodgate (round down).

Sacrifices. Two altars are active for each player group present in the encounter. The event coordinator should inform you which altars are active.

At the end of the second round after your player group arrives in the nexus, roll a d8. If the roll corresponds to one of the active altars, then a sacrifice occurs there. Announce to the event coordinator and the other DMs that a sacrifice has been made there. If you roll an inactive altar, no sacrifice happens, so you need not inform the coordinator. If a sacrifice is made, the remaining apprentices at that altar attack your player character group.

Features

Altars. Red stone slabs render ritually prepared victims unconscious so they need not be bound. A character can take an action to remove a victim from an altar. Freed victims flee to alcoves near the white barriers and play no further part in the adventure.

Bloodgate Arch. The Bloodgate arch is full of crimson energy. Anyone who succeeds on a DC 15 Intelligence (Arcana) check can tell that spell damage should further disrupt the portal's cohesion. A *detect magic* spell reveals the same weakness.

Elemental Gates. Glowing portals set into the walls connect the Bloodgate Nexus to the elemental nodes. Active gates glow blue (air node), gray (earth node), red (fire node), or green (water node). If a node has collapsed, its gate goes dark.

White Gates. The spheres of white force are white gates that prevent all movement through the passages they block.

Conclusion

If the session is running short, fighting can continue for a few rounds. When the event is coming to a close, the event coordinator should read the following.

A pulse of eldritch power explodes from the Bloodgate, knocking down everyone in the room. The chamber shudders, and a shrieking sound suggests that the next wave will be worse.

The characters can telepathically alert Isteval that the Bloodgate has fallen. If someone does, read:

Isteval responds, "Hold on, friends. Darfin shall now use the nexus to bring you back."

Lines of light begin to radiate within the crimson glow in the Bloodgate arch. Silver lightning arcs across the chamber, seeking out you and your allies. The Bloodgate Nexus starts to fade into silvery luminance.

After that, or if no one calls for aid from Isteval, read:

Unearthly shrieking fills your mind as the Bloodgate suddenly pulses again. Red light fills your vision, and as the edges of your sight blacken, you feel yourself losing consciousness.

Suddenly, through the telepathic bond of the circlets that your group leaders wear, a woman's voice rings out. "The nexus is collapsing in a cascade, but we can control it! Hold on!"

An unseen force wrenches your body through space. Then all goes black.

The session is over. This cliffhanger takes the characters to one of the most perilous dungeons on Faerûn—the Doomvault of Thay.

The Doomvault

1 square = 5 feet

- | | |
|-------------|------------|
| Statue | Black Gate |
| Door | White Gate |
| False Door | Stairhok |
| Secret Door | Pit Trap |



DOOMVAULT

When the adventurers assaulted the Bloodgate Nexus, a Red Wizard named Syranna, leader of a cell of the Thayan Resurrection, saw an unusual opportunity. As a skilled conjurer, she was a primary Thayan agent in rebuilding the ancient portal network of which the Bloodgate was a part. When the Bloodgate failed, Syranna used her powers and that of the faltering gate to save the characters and snatch them away to Thay. She hopes to coax them to assault the Doomvault beneath Thaymount and disrupt Szass Tam's power.

From the second session on, the characters explore this dungeon. The following sections describe general parameters for doing so.

Dungeon Characteristics

The following characteristics are common to all areas of the Doomvault, unless otherwise noted in a specific description.

Area Divisions

The Doomvault is divided into nine **sectors** that are labeled on the map: Abyssal Prisons, Blood Pens, Masters' Domain, Far Realm Cysts, Forests of Slaughter, Ooze Grottos, Predator Pools, Golem Laboratories, and Temples of Extraction. Each sector is subdivided into four **zones**, each of which is also labeled on the map. A zone consists of distinct but related rooms, which are numbered on the map.

Each zone has a specific function or theme that connects to the overall theme of its sector. Magical gates (see that section) isolate zones. Adventuring groups work their way through the Doomvault zone by zone, exploring and clearing one part of the dungeon at a time.

Dimensional Barriers

Strong abjuration magic tightly secures the dungeon. No spell or trait allows anyone to evade the dungeon's security. For instance, a mage might use a *dimension door* spell to teleport from one part of a zone to another, but no spell permits teleportation out of the zone in which the spell was cast. Similarly, a mage might cast a *pass-wall* spell to burrow from one area to another. However, if the tunnel would pass from one zone to another, circumventing security, the tunnel ends half way between the origin point and the possible exit point. In any case, the caster knows why the spell didn't work as intended. Further, an incorporeal or ethereal creature can't pass between zones despite the benefit of such a trait.

A *detect magic* spell can't penetrate the structure of the Doomvault far enough to allow a spellcaster to sense the dimensional barriers.

Magical Gates

Two types of magical gates, white gates and black gates, secure the Doomvault.

Gate Features. Someone who touches the edge of a gate's energy field can assess its nature with a successful DC 10 Intelligence (Arcana) check. A creature that enters a gate's area without a proper glyph key is pushed back 10 feet. The first time a creature does so on a given turn, the creature takes 5 (2d4) force damage.

White Gates. Each of the white gates is a circle of runes and pure quartz fragments set into the floor, filling the passageway with white mist that gives off dim light and renders its area heavily obscured. A white gate dulls any sound and scent passing through it as well as a closed door does. The gate is also a wall of force that blocks access to those without a glyph key. The gate's blocking power disappears while a properly attuned glyph key is applied to the gate's field, so a creature that has an attuned glyph key can hold a white gate open for others to pass through.

Black Gates. Teleportation circles that were part of the Doomvault's original construction, black gates connect different areas of the complex. Each gate is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy that looks like curling black smoke. To teleport to a black gate, a creature that has a glyph key attuned to the destination gate's zone enters another black gate while visualizing the desired zone or thinking about its name. The gate's power can also be used to create a temporary portal when a properly attuned glyph key is applied to the gate's field. Therefore, a creature that has an attuned glyph key can hold a black gate open for others to pass through, but the key's holder decides the destination.

Gatehouse. The Red Wizard rebels maintain control of an unmapped magical gatehouse, wherein the characters first arrive in Thay. The gatehouse contains several permanent teleportation circles. Syranna can key these circles to any **entry point**. Further, any creature that possesses a glyph key can use a black

BESHABA SHRINES

The Red Wizards of Thay commonly have shrines to Beshaba, Maid of Misfortune, outside their ritual chambers to ward off unfortunate mistakes. Most white gates in the Doomvault have such a shrine near them. A shrine is a red triangle with stylized black antlers inside it and a stone bowl. Many Red Wizards carry flasks of liquor, and when passing a Beshaba shrine, they sometimes pour the drink into the bowl and burn it in propitiation.

DISRUPTING BLACK GATES

As the adventure progresses, the characters learn that disrupting some of the black gates is essential to reaching the Phylactery Vault, where the party can upset Szass Tam's plans and loosen his grip on power in Thay. Szass Tam's channeling of Chosen life force has created instability in the black gates' magic. To reach the Phylactery Vault, a total of six black gates per group participating in the adventure must be disrupted. Once enough gates are disrupted, the black gates can be forced to connect the Temples of Extraction to the Phylactery Vault of Kazit Gul, which is otherwise accessible only to Szass Tam.

Once the characters learn that they need to disrupt the gates, anyone who understands the nature of the gates knows how to perform the disruption (and reverse it). As an action, a character that has the glyph key attuned to a black gate's zone can disrupt the gate. To do so, the character must touch the edge of the gate's energy field and succeed on a DC 15 Intelligence (Arcana) check. A *dispel magic* spell cast on the gate up to 1 minute beforehand grants advantage on this check. On a failure, the character performing the check takes 7 (2d6) force damage.

To reverse the disruption, a character must make the same check (though a *dispel magic* spell doesn't grant advantage on the check). Creatures patrolling the Doomvault pay no heed to the disruption. A disrupted black gate continues to function as a teleportation portal. However, the gate is in a state of higher energy output, and it deals 10 (3d6) force damage (instead of 2d4) to a creature that enters it without the proper glyph key.

gate to teleport from the Doomvault to a permanent teleportation circle in the gatehouse.

Entry Points. DMs and the event coordinator work together to choose starting locations for the second session from seven entry points in the Doomvault. Black gates in the following areas have entry points labeled on the map: area 1 (Abyssal Prisons), area 23 (Blood Pens), area 33 (Masters' Domain), area 38 (Far Realm Cysts), area 49 (Forests of Slaughter), area 61 (Ooze Grottos), and area 77 (Predator Pools).

Glyph Keys. A magic crystal pendant on a bronze chain, a glyph key allows creatures to manipulate certain magical gates within the Doomvault. Glyph keys can be attuned to dungeon zones, allowing a creature to safely use a black gate in the attuned zone and move through white gates around that zone. For example, a glyph key attuned to the Temple of Chaos zone (areas 4 through 7) allows its user to access the black gate in area 7, as well as to pass through the white gates

between area 4 and area 2, between area 6 and area 8 or area 16, and between area 7 and area 12.

Touching a glyph key provides a telepathic sense of the name of its zone. Thus, when the characters find glyph keys, they know which zones the keys are for.

A creature that has an glyph key attuned to a zone can use that key to attune another key to that zone. Doing so is an action and requires a successful DC 15 Intelligence (Arcana) check. A different creature must hold each key. If the check fails, both creatures take 2 (1d4) force damage. If the check fails by 10 or more, the original glyph key is destroyed.

Common Features

This section details generalities about the Doomvault. Descriptions in specific areas take precedence over this overview.

Atmosphere. Abjuration magic keeps the dungeon dry and at a comfortable temperature. A *detect magic* spell reveals this magic as a faint aura on all the Doomvault's surfaces.

Construction. Regular rooms and their features are of worked and finished stone, mostly marble. Caverns are rough-hewn stone.

Ceilings rise from 20 feet to vaults of 30 feet. Caverns have natural ceilings roughly 30 feet high. Corridor ceilings are 20 feet high.

Contact Stones. Each zone contains a circle of glowing magical glyphs (transmutation) or an object that has such glyphs. These glyphs allow someone who has a glyph key for that zone to contact the gatehouse. The characters can use these points to speak to Syranna and have her attune glyph keys to the zone where the contact stone is located.

TEMPLES OF EXTRACTION GLYPH KEYS

The Temples of Extraction are the site of Szass Tam's dark experiments with the Chosen of the gods, and security there is tighter than anywhere else in the Doomvault. Only four glyph keys to this sector, one for each zone, are outside the Temples of Extraction sector. They are in area 10, area 25, area 31, and area 63. The adventurers need to find and possibly duplicate these glyph keys to gain access to the temples.

Doors. The Doomvault's doors are wood reinforced with steel, and they open easily. Most doors lack latches, bars, or any built-in means of locking. Those that are locked require a successful DC 15 Dexterity check to pick or DC 20 Strength check to force open.

A successful DC 20 Intelligence (Search) check is required to find a typical secret door in the Doomvault.

False doors look like normal doors. A character must succeed on a DC 20 Intelligence (Search) check to tell a door is false without opening it.

Light. Magic orbs of insubstantial light brightly illuminate areas that indicate no other lighting conditions. Read-aloud text assumes that someone can see the described area.

Magical Features. Most magical features in the dungeon are magic items of a sort. Because of this fact, the *identify* spell can be used to discern the nature of most of these features. Time is the only factor in such assessment.

Pit Traps. A typical pit trap is under a 5-foot-square section of floor, which forms a lid hinged on the inner side and lined with lead. A character within 5 feet of the lid might notice it with a successful DC 20 Wisdom (Perception) check. A character searching the area notices the lid with a successful DC 15 Intelligence (Search) check. The lid can be shimmed to remain closed (successful DC 15 Dexterity check to disable). Otherwise, the lid falls open when a Small or larger creature places weight on it.

A creature that triggers the lid must succeed on a DC 15 Dexterity saving throw or fall 20 feet onto a bed of stone spikes, taking 7 (2d6) bludgeoning damage and 13 (2d12) piercing damage. The pit walls are smooth stone. The lid closes magically 5 minutes after being triggered. The lead on the lid prevents the transmutation magic of a closed trap from being detected.

Prisoners. Most humanoid prisoners are terrified and have only enough strength to avoid battle. Prisoners do hard labor or end up as food for the dungeon's monsters. They have no glyph keys and can't leave the zone in which they reside without help. If able, freed prisoners beg for aid in escaping. If given glyph keys, they make their way to the gatehouse. Use the human commoner statistics for prisoners if needed.

Reduced Threat. A reduced-threat monster uses a normal monster's statistics, but it has half the normal hit point maximum and takes a -2 penalty to attack rolls, checks, saving throws, and saving throw DCs for its abilities. You may also want to reduce the creature by at least one size category.

A monster designated as "incomplete," "young" or similar is always a reduced threat. In addition, such a creature can't use traits or attacks that require the monster to be of the size of its normal adult or fully developed version.

Thayan Foes. Thayan humanoids in the dungeon, especially Red Wizards, prefer to survive encounters with

the adventurers. When hard pressed, a few might be convinced to surrender. Under interrogation, however, most of these villains lie or otherwise mislead the characters, aiming to kill them with misinformation. Thayans who escape the characters' assault and have no other purpose either leave the Doomvault through the gatehouse or join patrols in attempts to hunt down the adventurers.

Sessions

Each Doomvault zone is designed to fill a single in-store play session of D&D Encounters. To ensure that all groups arrive at the last session at the same time, it's best if a given party explores one zone per session. Here are some parameters for playing out each session.

Dungeon State

This adventure describes each area as it exists when the characters first arrive in the Doomvault. As they explore, they change the dungeon's state. DMs should record the state each area is in when the characters leave. At the end of the session, they should inform the event coordinator of the dungeon state. The event coordinator will log relevant information and use the large poster map and stickers in the D&D Encounters store kit to track which rooms have been explored.

Security

Security is intended to help keep groups limited to one zone at a time. The event coordinator (acting as Syranna) also uses the security to help keep different adventuring parties in diverse areas, so the characters can cover more ground and find what they need to succeed.

These constraints are not intended to force players to adhere to a timeline or overtly limit their exploration. If a group fails to finish a zone in one session, exploration can continue at the start of the next session. Likewise, if a group clears a zone before the end of a given session, the characters can use the remaining time to start on the next zone. The important guideline is that players should average about one zone per session.

Resting

The incursion into the Doomvault is a fast-paced assault in which the characters have little time for typical rests. Some areas of the dungeon offer access to special magic that allows characters to gain the benefit of a rest.

The characters also have access to the Seclusion Crypt, an unmapped part of one of the traps Kazit Gul built into the original Doomvault. The crypt isolated victims in time and space on a demiplane. A square chamber 50 feet on a side and 15 feet high, the crypt is otherwise dark and bare. Time passes within the demiplane, but no time passes in the world.

However, the crypt is dangerous because some of the trap's magic still functions. This magic causes those

on the demiplane to age one month for each hour they spend in the crypt. This aging immediately catches up with those who leave the demiplane.

See “Session 2” for details on accessing the Seclusion Crypt. Each time after the first that a character uses the crypt, that character’s hit point maximum drops by 5 until the character completes a long rest outside the Seclusion Crypt. A *remove curse* spell can end these effects.

Alert Level

The Doomvault is an active complex. Over successive sessions, as effects of the adventurers’ assault grow more widespread, the Doomvault’s alert level rises. The alert level increases the likelihood of certain random encounters. The event coordinator tracks the alert level and keeps players and DMs informed of it. The level starts at 0, and it increases either as a result of specific events in the dungeon or under the following circumstances. A few events in the adventure can lower the alert level.

- ◆ The level increases by 1 every time a number of zones is cleared equal to the total number of groups participating in the event. For example, if three groups are participating in a D&D Encounters session and each clears a zone during that session, the level increases by 1.
- ◆ The level increases by 1 if two groups operate in the same zone during a session.
- ◆ Encounters with dread warriors may raise the alert level (see below).

Dread Warriors

Szass Tam devised the ritual to create dread warriors. The lich has since altered the ritual to interact with another spell of his devising, enabling a Red Wizard to take control of a dread warrior that he or she has created. By casting this spell, the Red Wizard creates a psychic link to the dread warrior and can, for a time, experience the world through the dread warrior’s senses, speak with its mouth, and even cast spells through it. The wizard is limited to casting his or her own prepared spells, but a powerful wizard can control more than one dread warrior at a time.

When a party in the Doomvault encounters a dread warrior that isn’t in the company of a Red Wizard, it has two effects. First, if the dread warrior survives until the end of the first round of combat (or approximately 6 seconds if not in combat), Tarul Var (see area 10) becomes aware of the group’s presence if he has not been already destroyed. This raises the alert level by 1. In addition, Tarul Var takes control of the dread warrior and casts any of his available spells using the undead.

Random Encounters

Random encounter tables are used to determine when adventurers in the Doomvault interact with other creatures moving through or patrolling the dungeon. A DM rolls a random encounter in either of the following circumstances:

- ◆ A group enters a zone that has been previously cleared for any reason other than to disrupt a black gate there
- ◆ A group moves between zones while the Doomvault has an alert level of 6 or higher

These encounters are more for atmosphere than challenge, and they should be omitted whenever they would hinder exploration of new areas. The presence of a random encounter should be foreshadowed with noise or other cues. If a creature you roll makes no sense for a given area, select a different creature that does.

At least one creature in a random encounter has a glyph key attuned to the zone it is in or an adjacent zone. In cases where foes have no way to enter an area, they instead follow the party into that area.

Random Encounters

First roll on the Encounter Type table, adding the alert level to the roll. Then roll on the indicated table to determine the encounter specifics.

ENCOUNTER TYPE

2d4	Encounter Type
2-3	None
4-5	Minor encounter
6-7	Dread Legion patrol
8	Thayan patrol
9-10	Sector encounter
11+	Special encounters table

MINOR ENCOUNTER

1d4	Encounter
1	1 Thayan apprentice, 4 Thayan warriors, 2d4 prisoners
2-3	1 wight
4	1 wight, 2d6 skeletons or 2d4 zombies

DREAD LEGION PATROL

1d4	Encounter
1	2d4 gnolls
2	1 dread warrior + 10 zombies
3	2d4 orcs
4	1 troll

THAYAN PATROL

d4	Encounter
2	1 deathlock wight, 2d4 Thayan warriors, 2d4 prisoners
3-4	1d3 deathlock wights, 1d3 Thayan apprentices, 2d4 Thayan warriors
5-6	1 Red Wizard, 1d3 Thayan apprentices, 1 dread warriors
7-8	1 dread warrior + 2d4 wights

Sector Encounters

Unless the dungeon is on high alert 1d2 Thayan apprentices, and 2d4 Thayan warriors are herding any monster marked with an asterisk (*) or a monster in any sector marked with an asterisk.

ABYSSAL PRISONS*

d4	Encounter
1	1 hezrou (reduced threat)
2	2d8 manes
3	2d4 quasits
4	1 vroock (reduced threat)

BLOOD PENS

d4	Encounter
1	2d6 giant centipedes
2	1d4 giant spiders
3	Thayan patrol
4	1 shambling mound*

MASTERS' DOMAIN

d4	Encounter
1	1d2 wraiths
2-4	Dread Legion patrol

FAR REALM CYSTS*

d4	Encounter
1	1 gibbering moulder
2	1 grell
3	1d4 gricks
4	1 otyugh

FORESTS OF SLAUGHTER*

d4	Encounter
1	1d2 barghests
2	1d4 cockatrices
3	1 displacer beast
4	1 troll

OOZE GROTOS

d4	Encounter
1	1 black pudding*
2	1 gelatinous cube*
3-4	1d4 + 1 sentient gray oozes

PREDATOR POOLS

d4	Encounter
1	2d4 giant crabs*
2	1d4 + 1 kuo-toas
3	1d2 merrows*
4	1 scrag*

GOLEM LABORATORIES

d4	Encounter
1	1d3 incomplete flesh golem (reduced threat)
2	1 flesh golems
3	1d2 incomplete clay golems (reduced threat)
4	1 clay golem

TEMPLES OF EXTRACTION

d4	Encounter
1	1d2 will-o'-wisps
2	1d4 + 1 shadows
3	1d4 gray oozes
4	1d2 wraiths

Special Encounters Table

The special encounter table lets an event coordinator or Dungeon Masters track possible encounters with specific NPCs or monsters within the dungeon.

When creatures noted in the text leave their encounter areas to roam the dungeon, they are added to the special encounters. If necessary, Syranna covertly helps such creatures move about the dungeon to add to the confusion and aid the overall mission. When a DM rolls a special encounter, he or she can choose an encounter or roll randomly. If a special encounter is resolved or its enemies are slain or captured, the encounter is deleted from the table.

If this result is rolled while the table has no possible special encounters, then the group has no encounter.

Treasure

The Doomvault has some treasure, but the characters might be able to find more.

Changing Treasure

DMs should feel free to change the treasure in the Doomvault or add more. It's especially appropriate to change treasure to something the characters in the party can use—and it's satisfying to let them claim it from a defeated monster or Thayan. For instance, if you'd like to give a character a magic weapon, change a dread warrior's statistics to account for the weapon.

Thayan Treasure

In addition to treasure specifically noted in the text, Thayans carry coins and useful magic. Each group of Thayans has among them 1d4 – 2 (minimum 0) potions from among the following.

2d4	Potion
2	Flying
3-4	Climbing
5-7	Healing
8	Invisibility

Red Wizards. Each Red Wizard encountered in the adventure carries 4d10 gp. A Red Wizard also carries 1d4 – 2 (minimum 0) scrolls, each containing a random

arcane spell of 1st or 2nd level, most often *darkvision*, *daylight*, *detect magic*, *identify*, *invisibility*, or *thunderwave*. Twenty-five percent of Red Wizards (determine randomly using a d4) instead have one 3rd-level scroll containing *dispel magic* or *remove curse*.

Dread Warrior. A dread warrior carries no gold, but you can roll on the following table.

2d4	Item
2-6	None
7	+1 <i>battleaxe</i> , +1 <i>javelin</i> , or another you choose
8	+1 <i>studded leather armor</i>

Character Death

When a character dies, the player has a couple of options.

Walking Dead

The rebel Red Wizards can use the mighty magic of the Doomvault, which traps souls, to raise fallen adventurers as soul-bound undead. If a player chooses this option, a character who dies (including in session 1) returns to play with half hit points. The character's other resources are the same as he or she had just before death, ready to rejoin the party. Undead characters retain their normal racial and class features. The undead character also becomes immune to disease, hunger, sleep, suffocation, and thirst while he or she remains undead.

Syranna warns such characters that a soul-bound undead creature created in this way will die permanently if he or she leaves the Doomvault. Furthermore, such a creature ultimately loses its identity and becomes a wight under the control of the Red Wizards if it remains in this state of undeath for too long. To have any hope of exiting the dungeon, the character must return to life.

Syranna conveys that the undying laboratory (area 31) allows such characters to transform back to living beings, but she lacks the knowledge of how this feat is accomplished.

New Character

The player selects or creates a new character that joins the group. The event coordinator (acting as Syranna) can coordinate uniting newcomers with a group in the dungeon. Such characters might be Thayan Resurrection members anxious to join the fight against Szass Tam. The new character could have been a prisoner in the Doomvault, released to help the rebels. No matter where the character comes from, he or she arrives with the necessary resources and information to join the party.

USING ALLIED NPCs

Hadarr and Jekk arrive in Thay with the characters. These NPCs have a *circlet of limited telepathy*. They stay in the gatehouse to help the Thayan rebels cover for the characters and contain escapees from the dungeon. Hadarr uses his expertise to make excursions into the dungeon or Thay to learn and confirm lore (see the "Doomvault Lore" section) while disguised as a Thayan. Syranna helps him and the other NPCs with this ruse. Shalendra Flosin and Kelson Darktreader can be freed from the Doomvault.

These NPCs can be used to help the characters in other ways. For example, a player whose character dies might be able to use one of these NPCs to finish out the session, as long as a feasible way to access the party's location exists. The event coordinator can use these NPCs to expedite events if the characters need a hand. Anyone who wants to use an NPC in an unusual capacity should discuss it with the event coordinator and other DMs. In any case, the event coordinator should make sure that everyone running the game is aware of what's happening with these NPCs.

Doomvault Lore

Some creatures the characters encounter can divulge important information about the Doomvault. When giving out lore, a DM consults the event coordinator to determine available lore and then chooses the piece of information revealed, as appropriate to the creature being questioned. DMs can choose to make information more specific and useful, but the basics of the lore must be conveyed.

Each DM informs the event coordinator which pieces of lore the characters obtained, and coordinator crosses that item off the list of available lore.

If key pieces of lore are not revealed naturally during play, the event coordinator can use Hadarr to reveal that information at the end or start of a session. It's fun if Hadarr shows up every once in a while, disguised as a Red Wizard or another Thayan, laden with scrolls, maps, or other means of conveying information.

Sectors

These are threats and rumors known to those without firsthand experience of a sector. Creatures inside a sector are likely to know more:

- ◆ In the **Abyssal Prisons**, the maze of undoing has no easy exit, but fiends that can climb are said to have somehow escaped the magic there.
- ◆ In the **Far Realm Cysts**, the creatures of chaos keep intruders away from a powerful shrine.
- ◆ In the **Forests of Slaughter**, the most cunning of hunters seek to steal glyph keys.
- ◆ In the **Forests of Slaughter**, magic pools can heal creatures that drink from them.
- ◆ In the **Golem Laboratories**, no Red Wizard will enter the glowing green archways.
- ◆ In the **Masters' Domain**, the Temples of Despair are used for the torture and execution of those who oppose Szass Tam.
- ◆ In the **Masters' Domain**, necromancy can be reshaped to restore life.
- ◆ In the **Ooze Grottos**, the power of the white pillar can heal or harm.
- ◆ In the **Predator Pools**, the hag seeks allies in her plot against the naga.
- ◆ In the **Predator Pools**, vats hold power over life.

Temples of Extraction

These pieces of lore are presented in the order in which they should be revealed:

- ◆ The Temples of Extraction are not temples at all but research facilities where Szass Tam's followers conduct profane magical experiments. Few know the specifics of what happens there.
- ◆ Mennek Ariz is in the Temples of Extraction.
- ◆ Only black gates allow access to the Temples of Extraction. Only Szass Tam's most trusted servants have the glyph keys attuned to that sector.
- ◆ Szass Tam's latest plan to become a god is his most ambitious. He intends to feed the souls of the Chosen into his phylactery through the Temples of Extraction.
- ◆ Szass Tam is making sure that his plan will work by channeling the souls of the Chosen into the phylacteries of his underlings, which are stored in the Phylactery Vault beneath the Doomvault.
- ◆ Disrupting the flow of soul energy into the phylacteries should destroy them, dealing an incalculable blow to Szass Tam's power.

Phylactery Vault

These pieces of lore are presented in the order in which they should be revealed:

- ◆ Beneath the Doomvault, the demilich Kazit Gul slumbers in his Phylactery Vault.
- ◆ Szass Tam repurposed the Phylactery Vault for his own magical experiments.
- ◆ The phylacteries of the highest-ranking liches in Szass Tam's service rest in the Phylactery Vault, protected by powerful magic. Szass Tam holds the phylacteries there to keep his lackeys in check.
- ◆ If enough black gates across the Doomvault are disrupted, the black gates in the Temples of Extraction can be forced to connect to the Phylactery Vault.

SESSION 2

At the start of the second session, characters find themselves teleported half a world away. They have been unconscious for a day and gain benefits as if they completed a long rest.

To start the session, the event coordinator reads the following text.

You awake in a shadowy hall with glowing teleportation circles etched into the floor. Other adventurers who assaulted the Bloodgate Nexus are also here. You seem to have survived the destruction of the Bloodgate.

Before you have time to consider your situation, the image of a female Red Wizard suddenly appears and speaks.

"I am Syranna," she says. "It was I who saved you when the Bloodgate shattered and your allies were too slow to extract you. Trust that I am no threat. Welcome to Thay."

Syranna is present only as an image through which she can sense and communicate. She goes on as follows.

"Many Red Wizards chafe under the rule of Szass Tam. Once, Thay was a land of learning and power. Now, death scourges Thay while the lich lord ignores all concerns other than his quest to become a god. If his mad plans are left to run their course, none will be left alive here to worship him.



Syranna

"You are in the heart of the lich lord's domain, deep beneath the Thaymount. This is a magic gatehouse, a point of entry to the Doomvault. The Doomvault is a secret laboratory and containment structure, beneath which lies a hidden storehouse where the phylacteries of Szass Tam's elite liches are held. There, the lich lord's power can be broken . . . with your aid.

"I saved your lives. Now I ask you to repay that boon. The Bloodgate has fallen, but if you believe your homelands are safe, you are wrong. I offer you an opportunity to take the fight to the lich lord. With the destruction of the Bloodgate, the Thaymount has been locked down. I can't teleport you back unless Szass Tam's power is broken. The Phylactery Vault is where you can make that happen.

"What say you?"

Allied NPCs speak to the characters.

"I say we do it," Hadarr says quietly. "We won't have a better chance than this to take the fight to Thay. I can use my abilities to work with this sorceress, find things out, and watch out for our interests. And if she's lying, well," the Calishite smirks, "I'll root her out and end her."

"I can help with that last part," growls Jekk.

The event coordinator, acting as Syranna, can relate the following information:

- ◆ For centuries, the Doomvault was a legend. Kazit Gul, a Red Wizard who spent his life studying the deadliest dungeons on many worlds, planned it. As a living man and a lich, Gul fashioned the vast complex based on his research. The purpose of the dungeon was to lure explorers to their deaths and harvest their souls to fuel Gul's phylactery.

ROLEPLAYING SYRANNA

Syranna is a rebellion leader who knows that her life could end at any time. She means to make every moment count. She doesn't rest while the adventurers assault the Doomvault.

Syranna is lawful neutral. She has a sense of righteousness colored by fatalism. Her belief is that death is better than being raised as another of Szass Tam's undead servants. With the characters, she is honest and forthright, as well as cynical.

Unfortunately for the characters, Syranna isn't familiar with the inside of the Doomvault. Her position as overseer of the gatehouse has given her only general knowledge of the dungeon. She explains that her ignorance is an intentional part of the dungeon's security structure. If given time, however, she can confirm lore that the characters learn.

- ◆ As Thay became more hostile to outsiders, fewer people sought the Doomvault. Eventually, unable to fuel his phylactery, Gul became a demilich. Szass Tam discovered the Doomvault and saw the opportunity to rebuild and repurpose it.
- ◆ The Doomvault is a vast, active complex of laboratories and menageries dedicated to creating the monstrous armies with which the Red Wizards plan to conquer first the North, then all Faerûn. The dungeon is divided into sectors dedicated to the creation and control of specific types of monsters.
- ◆ Each sector is subdivided into protected zones for security, defending against attack from outside and betrayal from within, as well as the escape of confined creatures. Magical white gates block corridors, preventing physical access between zones. Magical black gates are teleportation circles that connect different parts of the dungeon.
- ◆ Magic crystals called glyph keys, when attuned to a zone, allow access to that zone's gates. Syranna describes the use of glyph keys, including how to transfer attunements. She also describes contact stones and how the characters can use them to contact her directly. Through contact stones, the characters can also gain glyph key attunements for the zone in which the contact stone is situated. Syranna can provide each party with one glyph key initially.
- ◆ Through their glyph keys, Syranna also grants the characters access to the Seclusion Crypt. Anyone who has a glyph key can use a black gate to which the key is also attuned to teleport from the Doomvault to the crypt.
- ◆ The adventurers have three goals. (1) Destroy the Red Wizards monstrous creations and experiments to end the threat to Faerûn. (2) Gain access to the Phylactery Vault deep beneath the dungeon. (3) Destroy the phylacteries within the vault.
- ◆ Tarul Var's quarters lie in the Doomvault. Although the lich was defeated, he may have already rematerialized thanks to the power of his phylactery. Protected by his dread warriors, he is a deadly threat.
- ◆ Any information on dread warriors from page 22.
- ◆ Szass Tam controls entry to the Phylactery Vault. Syranna knows that the vault connects to the greater Doomvault, but the rebels have not yet discovered how to access it.
- ◆ The rebels will use their power to stop magical communications to the outside and contain any enemies who escape from the Doomvault. They'll make sure that no one outside the dungeon knows of or reacts to what's happening until the characters succeed.

- ◆ The characters need to work quickly. Small teams should take on different sections of the dungeon to make the assault.
- ◆ Thayans have taken Shalendra Floschin and Kelson Darktreader prisoner. They are likely dead or within the Doomvault.

Once the characters are finished talking, Syranna teleports in a map of the dungeon for each party. **Give out player maps if you haven't already done so.** If you're not playing the adventure as part of D&D Encounters, you'll find a copy of the map at the back of this adventure that you can print out. The party can look at the maps to determine which entry point it will take. The event coordinator should work to ensure each group enters through a different point. Syranna delivers a glyph key for the zone that each party will initially assault.

Each group also has its *circlet of limited telepathy*. Groups can use these circlets to communicate with each other, as well as with Jekk and Hadarr. However, Isteval is now thousands of miles away and beyond the reach of the circlet. The other NPCs, Shalendra Floschin and Kelson Darktreader, have been taken prisoner and cannot communicate using the circlets at this time.

ABYSSAL PRISONS

Originally an area containing summoning traps, this sector has been repurposed for confining demons. Thayans break the will of imprisoned fiends and bind them into service. Dim light radiates from walls, floors, and ceilings here, a manifestation of the strengthened dimensional barriers, which prevent fiends from teleporting or summoning other demons within the sector.

Fiendish Arena

In this zone, a vampire named Issem culls the weakest demons using arena combat. When the demons fight, the battle can be heard in every chamber in this zone (see "Pit Battle" in area 2 to aid in narrating the noise).

1. Chandelier Chamber

Scorched and shattered plaster shows faint signs of frescos that once covered the walls here. A half-dozen ruined chandeliers hang from the cracked ceiling. In the northeast corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. Two vampire spawn keep watch here, along with two wights and two zombies. A quasit perches invisibly on a chandelier.

Negotiation. Prisoners regularly move through the black gate here. The adventurers can bluff their way through by talking to Eldrath, a female human vampire spawn that challenges them. If the characters fail to

talk their way through or make it obvious in any way that they don't belong here, the monsters attack.

2. Arena

This area might once have been a columned temple, its rotting tapestries showing foul creatures tormenting humanoids in scenes of slaughter and sacrifice. At the center of this vast space, the stone floor has been hewn to create a pit. This pit is covered with the gory remains of past bloodshed.

Creatures. A pale human vampire in lavish clothes, Issem is normally in this area, watching battles.

Fighting Pit. This rough-hewn arena is 15 feet deep and imbued with powerful binding (abjuration) magic. Any living creature that approaches within 10 feet of the edge must succeed on a DC 13 Wisdom saving throw or leap into the pit. Such a creature can't leave the pit until all demons within it are destroyed. The pit is otherwise easy to climb.

Pit Battle. In the pit, a vrook is fighting prisoners, nine of whom are human commoners. The tenth is Shalendra Floschin. Half the humans each deal the vrook 1 slashing damage each round, and Shalendra deals the demon her normal damage every other round. The vrook is weakened from prior combat and torment in area 11, so it is a reduced threat. It focuses on one target each round (roll randomly). If the characters join the battle, the vrook attacks them.

ROLEPLAYING ISSEM

An old curse binds Issem to the Doomvault and Thayan service, but he hates the Red Wizards, so he is willing to talk. He can offer two pieces of lore, and he allows prisoners and the characters to flee the area. He is willing to lie to any Thayans seeking the adventurers and help them cover their tracks.

The vampire warns anyone who tries to enter area 3 against doing so. If someone does anyway, Issem and his allies attack.

Treasure. Issem has a glyph key attuned to this zone. He is willing to share the key only for a taste of a character's blood. Any character who agrees to this bargain automatically suffers the effects of Issem's bite attack.

Dungeon State. If the characters take Issem up on his offer to cover for them, and the vampire survives the session, tell the event coordinator to subtract 1 from the dungeon's alert level.

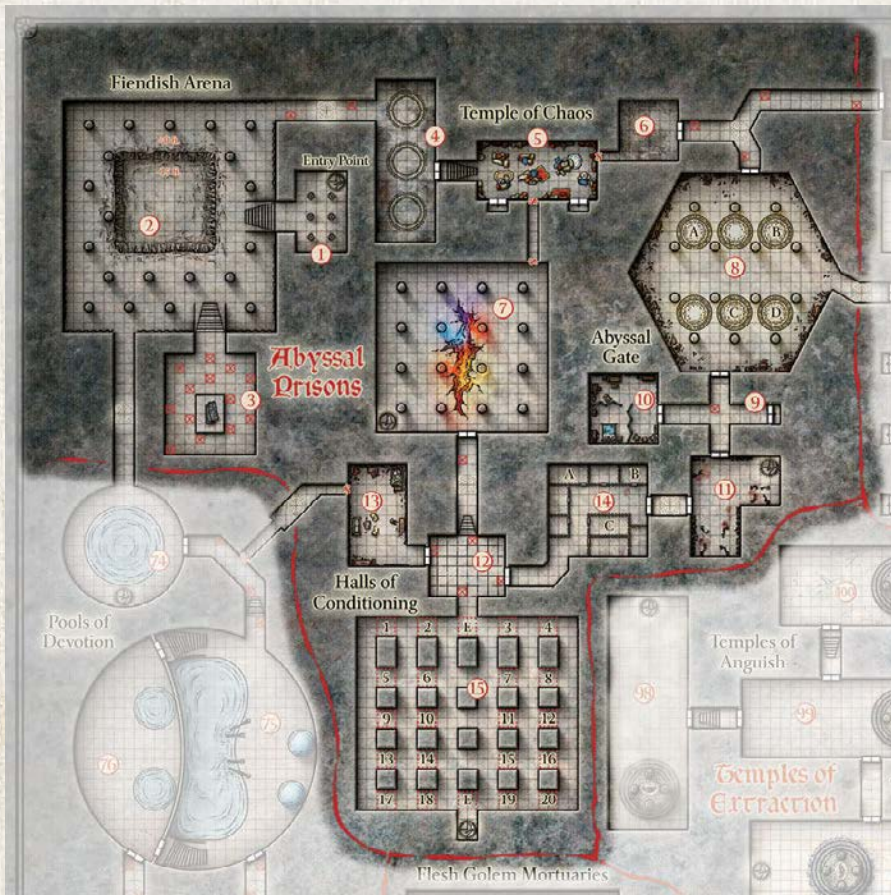
Shalendra. Thayans captured Shalendra after Baazka threw her through the Bloodgate. She has managed to survive and help other prisoners stay alive. While doing so, she has learned one piece of lore. Shalendra asks for a glyph key, then goes to the gatehouse to recuperate and join Hadarr. Before she does so, she can help the party for the rest of the session if they (and you) wish.

3. Issem's Vault

Deadly traps, which Issem avoids while in mist form, protect the vampire's sarcophagus.

This chamber has walls draped in black silk. Gleaming prisms float in midair, spinning slowly. At the center of the area, a great sarcophagus with its lid pushed ajar stands atop a stone dais. Along the upper edge of the sarcophagus, a series of arcane glyphs pulse with pale white light.

Cursed Prisms. Unless Issem is in the room, each character who is in the room and can see the prisms must make a DC 13 Wisdom saving throw on each of his or her turns. The first time each character fails the save in a given session, a wraith that looks like a shadowy duplicate of that character erupts from a prism and attacks.



Pit Traps. As shown on the map, the floor has many pit traps.

Contact Stone. The glyphs on the sarcophagus make it a contact stone.

Treasure. Inside the sarcophagus are three *detect magic* scrolls, two *comprehend languages* scrolls, one *greater restoration* scroll, and a glyph key attuned to this zone. Also inside is a writing kit with fifteen sheets of parchment.

Temple of Chaos

Tarul Var reconfigured this zone for his use.

4. Mystic Circles

The wood-paneled walls of this long hall are scorched. Cracks in the panels reveal bare stone. Three mystic circles have been scribed in the floor, each edged with rough runes.

Double Doors. These steel double doors are locked with a key in Tarul Var's possession.

Steel Orb. A steel orb is hidden in a recess in the ceiling 20 feet up. Spotting it requires a DC 20 Wisdom (Perception) check. The steel orb is part of the mystic circle trap (see below).

Mystic Circle Trap. The circles are magical (abjuration) but misleadingly so. A successful DC 15 Intelligence (Arcana) check reveals that hidden among gibberish runes are warding glyphs that discharge lightning. A character who fails this check discerns the false runes but fails to decipher the glyphs among them.

The trap activates 3 rounds after the first creature enters the room. (Tarul Var's steel key disables the trap for 1 minute when it is used to open the door to area 5.) At the start of the fourth round, and every 2 rounds thereafter, one circle (chosen randomly) glows white. At the end of the same round, lightning discharges through the room from a steel orb in the ceiling. A *detect magic* spell reveals its evocation aura. When the lightning discharges, any creature in the room that fails a DC 10 Dexterity saving throw takes 7 (2d6) lightning damage.

A character who touches the steel orb and succeeds on a DC 15 Intelligence (Arcana) check can suppress the orb's magic, disabling the trap for 1d4 rounds. A *dispel magic* spell cast on the orb suppresses the magic for 1 hour. In both cases, the character doesn't know how much time the suppression might last. The circles continue to glow at random.

5. Succubus Vault

The sweet scent of incense hangs in the hot air of this opulent chamber. The walls are covered with silk tapestries in green and yellow, and the floors are spread with cushions. To the south, two sets of sliding double wooden doors are set in the walls.

Creatures. If you ran *Scourge of the Sword Coast*, and the party discovered and defeated Pencheska, who is a slave to Tarul Var, then she has returned to the Doomvault to await further instructions from the lich. She currently wears the guise of Natyssa, an attractive human courtesan and a form she enjoyed using to sow chaos in Daggerford. Two Thayan warriors, who are in her thrall, guard her.

If Pencheska is alerted to the characters approach, she takes on a form with which the characters are familiar, such as Lady Maldwyn or Shalendra. She attempts to convince the characters that she's being held prisoner.

Pencheska isn't pleased with her situation and won't directly oppose the characters unless they attack her. She is even willing to provide a piece of lore about the phylactery vault in the hope that the characters might destroy Tarul Var for good, freeing her to escape the Doomvault.

If no members of the party helped reveal the succubus's subterfuge in the previous adventure, then this room is vacant.

Closets. The sliding wooden doors open to reveal closets that contain fine female clothing in numerous styles and sizes. The easternmost closet contains



a hemispherical runed stone in the middle of its back wall. The stone serves as a contact stone in this zone.

Heat. This chamber is uncomfortably hot due to the fire elemental in area 6. The heat grows more intense to the east and in the eastern secret passage.

Treasure. The treasure contained in this room includes items that Pencheska received from Duke Maldwyn while she was seducing him in the events of *Scourge of the Sword Coast*. A character who succeeds on a DC 15 Intelligence check can recognize the items and clothes as being from Daggerford (and, if the character visited the Duke, specifically being from his collection).

The items include a gold gorget set with yellow topazes (500 gp), matching earrings (250 gp), a ruby ring (300 gp), an intricate jade necklace (400 gp) and two matching jade rings (200 gp each).

In the westernmost closet, a glyph key attuned to this zone hangs on a hook among jewelry, including a simple gold necklace and bracelet (250 gp each), a silver necklace with a garnet pendant (250 gp), and an ivory necklace (100 gp).

6. Elemental Furnace

A character listening at either doorway feels heat and hears a crackling roar.

A blast of heat escapes as the door opens. A howling creature of flame roils at the center of a soot-streaked stone chamber whose walls are lined with glowing runes.

Fire Elemental. The elemental surges toward any creature it can see, but the wall runes flare when it does. It can't leave the room or attack. Instead, it babbles in Ignan (a dialect of Primordial) about "wanting home."

Runes on the wall make up arcane bonds (successful DC 15 Intelligence [Arcana] to identify). If a character who can cast spells succeeds on three consecutive DC 15 Intelligence (Arcana) checks while continually touching the wall, the bonds are suppressed long enough for the elemental to leave the room. However, any creature that ends its turn in the room takes 3 (1d6) fire damage. A *dispel magic* spell suppresses the bonds for 1 minute.

The elemental follows its rescuer for the rest of the session, fighting alongside that person. If the elemental sees the rift in area 7, it uses the rift to return to the Elemental Plane of Fire.

Dungeon State. Toward the end of the session, the fire elemental feels area 7's extraplanar energy and is drawn to it. The elemental then leaves the Doomvault through the rift.

7. Chaos Rift

Characters approaching down the corridor can hear the roar of the elemental rift, which also generates bright light in this area.

This enormous hall is set with rows of pillars carved in the shapes of elemental or demonic creatures. A great rift has been torn in the center of the stone floor. Through it, a stream of chaotic energy blasts upward, flowing into a similar rift in the vaulted ceiling 40 feet above. Tendrils split off from the pulsing column of energy, lashing out to strike the nearest pillars.

In the southwest corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

A character who succeeds on a DC 10 Intelligence (Arcana) check can tell that the rift is channeling elemental forces. If the check succeeds by 5 or more, the character knows that the rift is dangerous and is channeling extraplanar elemental forces into another part of the dungeon. Further, the rift can be overloaded if used to send creatures from this area to one of the elemental planes.

If a non-elemental creature ends its turn inside the room, it takes 5 (2d4) damage of a random type (roll 1d10).

1d10	Damage Type
1-2	Acid
3-4	Cold
5-6	Fire
7-8	Lightning
9-10	Thunder

Any creature that enters the rift can choose to remain here or go to an elemental plane. Characters who go to an elemental plane must use the rift to return on their next turn or they become trapped and can no longer participate in this adventure.

Abyssal Gate

Tarul Var oversees this zone, in which the Thayans have tapped Abyssal power.

8. Summoning Chamber

A character listening at the doors can hear the shrieks of any demons bound here.

This area might once have been a great banquet hall, but its furnishings now lie in rotting piles along the walls. Between rows of pillars, six great magic circles glow brightly, illuminating the whole chamber.

Guards. One dread warrior, two wights, and six zombies patrol the area.

Summoning Circles. Two summoning circles are empty. The others contain creatures; the ones noted as injured are at half their hit point maximum as a result of the binding process.

- A) One hezrou (injured, reduced threat)
- B) Four quasits
- C) One vrock (injured, reduced threat)
- D) Ten manes

A bound demon can't escape from its circle without assistance, and nothing it does can pass the circle's boundary. All demons besides the manes ask for release, promising to attack the Thayan forces. As an action, a character can simply mar the silver boundary of a circle to disrupt the circle's magic for 1 minute. During that time, a demon within the circle can break free with a successful DC 15 Wisdom check. If one demon escapes its circle, each demon in the circle can then leave it if the creature does so immediately.

A freed demon attacks the nearest creature that isn't a demon.

Dungeon State. If any demon besides the manes remains free in this area, all the demons are eventually freed from their circles. That fact should be noted as part of the dungeon state.

9. Dead End

A set of double doors is inlaid with brass filigree, marking out the shapes of angelic figures.

Advance Warning. A successful DC 15 Intelligence (Search) check made to search the floor reveals that no creature has entered this side passage in months. A character who can track needn't make a check to search the floor and learn the same information.

If viewed with *detect magic*, the area also has an aura of necromancy, which grows stronger to the east.

Stunning Shadow Trap. When the doors are opened, roll initiative. Darkness immediately fills the corridor out to 20 feet from the doors. Any living creature that starts its turn in the area must succeed on a DC 15 Charisma saving throw or take 7 (2d6) necrotic damage and become paralyzed until the start of its next turn, when it must repeat the saving throw. The darkness remains as long as the doors are open.

10. Tarul Var's Quarters

Tapestries line the walls of these well-appointed living quarters. Standing screens divide the space into smaller sections containing couches, tables, and desks.

Creatures. Tarul Var is here, with four dread warriors as guards. The lich wields a *staff of evocation* (see Appendix 1). Having lost the Bloodgate, Var is confined to this area awaiting Szass Tam's judgment. If Var was destroyed, the power channeling through the Phylactery Vault allowed him a quick rebirth.

The lich attacks immediately, venting his rage on those he recognizes from Bloodgate Keep. His guards emerge from various positions to screen him from direct attack. As an action, a dread warrior can cast one of Tarul Var's spells as though the lich had cast it (see the sidebar on page 22 for more details).

The dread warriors drag any helpless character they can to the pit in the intersection near this room or to area 9, where they throw open the doors.

If reduced to 30 hit points or fewer, Var offers the party access to his duplicate glyph key and his steel key (see the "Treasure" section), as well as information (equivalent to two pieces of lore), in exchange for his freedom and his silence. If the characters let Var go, he flees the Doomvault. If the lich is destroyed again and doesn't reappear during this adventure, and he may be destroyed permanently if the party succeeds collapsing the phylactery vault.

Contact Stone. A circle of glowing glyphs above Var's desk in the western section of the room serves as a contact stone.

Treasure. Tarul Var has a glyph key that is attuned to this zone and the Temples of Anguish zone (in the Temples of Extraction sector). He also has an ornate steel key (worth 5 gp) to the locked doors in area 4.

A search of the desk reveals several drafts of a letter to Szass Tam in which Var begs for another chance to bring the Sword Coast under Thayan domination (if the players participated in *Scourge of the Sword Coast*, this letter may recount some of the events from that adventure). Inside the desk's several drawers are a *potion of mind reading* and duplicates of the glyph key and steel key that Var carries.

The largest drawer is held closed with an *arcane lock* spell (successful DC 25 Strength check to break). Inside is a gold coffer wrought to look like a sleeping dragon with violet garnet eyes (1,000 gp) and a box of black wood with a stylized spiral on it (see the next section). The coffer holds 200 pp and a dark river rock (a *loadstone*).

True Name Box. If *detect magic* is used on the black box, something within it has a faint aura of evocation magic. The box contains several pieces of parchment. The first page stored in the box has runes on it that, when read by anyone other than Tarul Var, cause the page to explode. Everyone within 10 feet of the box must make a DC 15 Dexterity saving throw, which the reader makes with disadvantage. A creature takes 21 (6d6) force damage on a failed saving throw and half on a successful one. The box and its contents are destroyed if the runes go off.

The runes can be disabled by using *dispel magic* on the box or the page, or by making a successful DC 15 Intelligence check to remove the page without inadvertently reading the runes and folding the page so the runes are no longer visible. Failure on this check indicates that the character reads the runes accidentally, setting them off.

The box contains records of true names of minor devils and describes plans to use them in the attack on the Sword Coast. It also contains historical documents that indicate Var was searching for the true name of Baazka.

11. Torture Chamber

A character listening at the doors can hear the howls of the glabrezu if it's bound here.

The walls of this torture chamber are hung with chains and spears encrusted with black ichor. In a few places, heavy black chains are fastened to the floor. In the northeast corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. A wight and seven skeletons are tormenting a prone glabrezu demon shackled to the floor. The undead attack interlopers, using pikes as weapons (1d10 piercing damage). The undead have magic weapons (see "Treasure") and lack shields (-2 to AC).

Shackled Glabrezu. The bound glabrezu can't free itself. It is at half its hit point maximum and can't cast spells or summon demons. The glabrezu can attack only if a creature comes within its reach, which is why the undead are using pikes. When a battle starts, the demon demands to be freed, promising to "lay waste to these undead and their masters." If the characters refuse, it attacks them if it can.

To free the demon, a character must pick the locks of all four iron shackles (successful DC 15 Dexterity check for each). If freed, the glabrezu rampages, randomly attacking anyone in reach. Once free, it can cast spells, but it still can't summon demons.

Shackles. The ten sets of shackles and their chains are made of rune-scribed iron. A demon held in them can't escape them while the shackles are closed. The transmutation magic on the chains renders them unbreakable, so they can't be removed from this room.

Dungeon State. If the glabrezu is left free in this area, all the demons in area 8 are eventually freed from their circles. That fact should be noted as part of the dungeon state.

Treasure. The skeletons' spears are enchanted with *magic weapon* (+1) for 2 more hours. The wight wields a +1 pike.

Halls of Conditioning

After their initial subjugation, captured demons are held here to be properly broken to service.

12. False Pit Gauntlet

The walls here are worked stone, but the 30-foot-high ceiling of this broad chamber is rough rock hung with jagged stalactites. Seams in the floor tiles divide the floor into squares 5 feet on a side. An open pit trap is in front of each of the room's four doorways.

Any creature that enters the room is hurled upward to the ceiling, taking 10 (3d6) piercing damage from the stalactites and remaining restrained on the ceiling for

1 minute. Then the creature is released and falls to the floor. Moving onto or over the floor triggers it again, but the creature can remain safe if it stays in the space where it fell.

To deactivate the trap, a creature must step over one of the false pit traps (see below).

Aura. A *detect magic* spell reveals the whole room has an aura of transmutation, focused most strongly at the open mouth of each pit.

False Pit Trap. The open pits appear normal. However, 1 foot from the lip of each pit is an invisible force field. The horizontal field can hold the weight of any number of characters, and walking across a field deactivates the room's trap for 1 minute.

13. Sorlan's Haunt

The lock plainly visible on the double doors is false. The real locks and keyholes are hidden in the base of each door and detectable with a successful DC 15 Intelligence (Search) check. If any attempt is made to pick a false lock or force the doors, any creature within 10 feet of the doors must succeed on a DC 14 Constitution saving throw (with disadvantage, if trying to pick or force the doors) or take 5 (2d4) force damage and fall prone.

This ruined chamber has tapestries and paintings slashed and shot through with black mold. Fine furnishings and cushions are rotted through and crumbling, the air heavy with the scent of decay.

Creature. A ghost named Sorlan is bound to this room. Sorlan is a former adventurer who was imprisoned by the Red Wizards and subjected to horrible experiments. He hates the Red Wizards, and immediately attacks all who enter his chamber, screaming that allies of the Red Wizards must die. If the party convinces Sorlan that it is opposed to the Red Wizards (a DC 15 Charisma [Persuasion] check), he ceases his attacks and can provide two pieces of lore, which he has overheard from passing Red Wizards. Sorlan also warns the characters away from area 15, which is where he was captured while trying to escape the dungeon. (He doesn't know the trick to overcoming the teleportation trap). If slain, Sorlan reappears in this room 24 hours later.

Glyph Keys. Sorlan directs those interested in glyph keys to the Thayans in area 14. The ghost neither has nor needs such a device.

14. Demon Cells

Cages line this chamber from floor to ceiling, three of them stocked with demons pounding futilely and silently against their confinement.

Creatures. One Red Wizard oversees two deathlock wights, and two Thayan apprentices.

Cells. Cells confining demons contain the following creatures.

- A) One hezrou
- B) Eight quasits
- C) Two vrocks

Each cell has iron, rune-scribed bars (warded against demons). Transmutation magic on the bars renders them unbreakable, so a demon can make no attempt to escape the cell and, indeed, can't pass any part of its body through the bars. Further, no sound can pass out of a cell into the larger room. To free a demon, a character must open the lock on the cage door (successful DC 20 Dexterity check to pick). A freed demon attacks everyone in the room.

Keys. The Red Wizard has a glyph key attuned to this zone, as well as a ring of keys to the cells.

Dungeon State. If any demon remains free in this area, all the demons are eventually freed from their cells. That fact should be noted as part of the dungeon state.

15. Maze of Undoing

A long corridor of gray granite runs perpendicular to the entrance to this area, with six more corridors branching off from it.

Teleportation Maze. Powerful conjuration magic (teleportation) infuses the area. It is strongest at trigger points numbered 1-20, plus two entry/exit trigger points (E), on the map. Any creature that enters a trigger point while not touching the ceiling is teleported to the ceiling of another trigger point (rolled on a d20) and must succeed on a DC 11 Charisma saving throw or take 5 (2d4) psychic damage. Unless the creature wishes to leave the ceiling, it remains there until the end of its next turn. Then it falls.

The entry/exit points also radiate potent abjuration magic. Until someone utters the proper passphrase, a demon in the maze can't pass through the entry/exit points. Nothing the demon does can pass the point's boundary. For non-demons, leaving the maze is a simple matter of doing so along the ceiling.

Trapped Glabrezu. A glabrezu is trapped in the maze. When the characters arrive, place the glabrezu at a random teleportation trigger point in the maze. Until it sees the characters, it moves through another trigger point on each of its turns. Because of previous torture, the demon is a reduced threat. In its rage and madness, it attempts to move toward characters it can see and attacks any creatures it manages to reach.

BLOOD PENS

The Red Wizards are breeding and raising monsters in their own foul nurseries.

Vermin Halls

The vermin-summoning magic of these halls now serves the Thayans.

16. Gallery of Swarms

The Red Wizards no longer use this chamber.

Sounds. A character who listens at the doors and succeeds on a DC 10 Wisdom (Perception) check hears distant chittering.

Light. None.

The sunken floor of this huge hall is completely covered in dead insects, their dried shells shifting and whispering in a faint breeze. Dozens of demonic faces are carved in the white marble walls of the chamber, the slight gusts whistling from each of their open mouths. Down the center of the chamber, toward the double doors at the far end, a series of black stone platforms are set like oversized stepping stones.

Demonic Faces. The mouths of these relief carvings are also the source of the magical breeze (conjuration).

Insect Floor. The floor is 2 feet below the level of the doors and filled completely with dead insects along with occasional bones, making it difficult terrain.

Pit Traps. Hidden beneath the insects and scattered across the room are buried pit traps. It is impossible to notice a pit accidentally; finding one requires a successful DC 20 Intelligence (Search) check. Each pit is filled with dead insects, so falling into one deals only half damage. However, someone buried in these husks can't breathe or see.

Trapped Platforms. Whenever a creature steps onto a platform, it must succeed on a DC 10 Charisma saving throw or a swarm of biting, stinging insects surges from the demonic faces to engulf the target, dealing 5 (2d4) piercing damage and 5 (2d4) poison damage, and forcing the character to succeed on a DC 15 Dexterity saving throw or fall in a random direction off the platform. The insects die and fall to the floor immediately after their attack.

17. Crawling Hall

Two enormous pillars on the far side of this chamber emit brilliant white light that holds the attention of hundreds of giant vermin on and around them. Sudden movement marks isolated fights between spiders and beetles, but most of these creatures move sluggishly, as if the light has them subdued.

Glowing Pillars. The pillars emit magical light (evocation), which pacifies the vermin and keeps their handlers safe.

Creatures. Two Thayan apprentices are feeding the vermin buckets of pig escrement and scraps. Six Thayan warriors are guarding the apprentices. All the creatures attack as soon as they notice intruders. Each round of combat, 1 giant spider and 1 giant centipede join the fight.

Dungeon State. Vermin left in this chamber grow hungry, feeding on any dead creatures. Within a few hours, they begin killing and feeding on each other.

Glyph Key. One Thayan has a glyph key attuned to this zone.

18. Barracks

Rough cots scattered across the floor contrast with the far end of the room, which has a great seat of white marble. Most of the magic lights are shrouded, so the east side of the room is dimly lit.

In the northeast corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke. West of it is a glowing circle of glyphs on the wall about 3 feet from the floor.

Creatures. Six Thayan apprentices, three deathlock wights, and eight Thayan warriors are resting here. Half of the warriors and half of the apprentices are asleep in the eastern side of the chamber. When the creatures notice the adventurers, they attack. Stagger the sleeping Thayans so they join the fight over the course of 2 rounds.

Throne Swarm Trap. The 20-foot-tall white throne is a magic trap (conjunction) that the Thayans might use if desperate. When any living creature climbs onto it, the throne erupts in a swarm of stinging insects that quickly fills the chamber. Each creature in the room takes 9 (2d8) piercing damage and 9 (2d8) poison damage. For 1 minute thereafter, each creature that ends its turn in the room takes 4 (1d8) piercing damage and 4 (1d8) poison damage. The insects disappear after 1 minute, and the trap resets.

Contact Stone. The circle of glowing glyphs serves as a contact stone.

Glyph Keys. Two Thayans each have a glyph key attuned to this zone. Additionally, one of them has a glyph key attuned to the Swine Run zone, and the other has a glyph key attuned to the Hatchery zone.

Swine Run

These adjoining halls have been repurposed as a pig farm to feed carnivorous monsters.

19. Walkway Pen

Sounds. The unmistakable squealing and grunting of pigs can be heard anywhere nearby.

Blocked Stairs. Slabs of stone, each 5 feet high, block the stairs that descend into this hall. Climbing over a slab costs 10 feet of movement. Knocking a slab down requires a successful DC 20 Strength check.

If any slabs fall, packs of pigs rush into the open area. See the “Pigpens” section.

What once must have been a great hall has is now a massive swine pen. Pigs, perhaps hundreds of them, are packed in here shoulder to shoulder. Thayans dump food from a series of hanging bridges lashed to the broad pillars that support the ceiling. Each pillar is marked with a large X in red paint.

Creatures. Two Thayan apprentices are here with two deathlock wights and six skeletons. They attack intruders.

Aura. A *detect magic* spell reveals a faint transmutation aura on the whole area, which is a simple magical effect to control the pigs' odor.



Bridges. Unsteady plank bridges hang 10 feet above the floor, slung between pillars and lashed to the slabs of rock blocking the stairs. Any creature that falls unconscious while on a bridge has a 50 percent chance to fall into the pigpen.

Enchanted Pillars. A *detect magic* spell reveals that each pillar radiates an aura of enchantment. Any humanoid that touches a pillar must succeed on a DC 13 Wisdom saving throw or fall unconscious for 1 minute. The Thayans marked the pillars as a reminder. A *dispel magic* spell suppresses the magic of the pillars for 1 minute.

Floating Disk. An opaque, slightly concave, circular plane of force (evocation), 5 feet in diameter, floats on the northern side of the northern bridge to area 20. The disk can hold up to 1,000 pounds. It is stationary and level with the bridge, but it can be mentally directed by anyone who can see it (DC 10 Intelligence) to float to the blocked stairway that leads up to the Vermin Halls (areas 16–18).

Pigpens. The pigs are maltreated, hungry, and irritated. They swarm any creature that enters the pen. Such a creature must succeed on a DC 13 Dexterity saving throw at the start of each of its turns or take 3 (1d6) bludgeoning damage and 3 (1d6) piercing damage. Characters who take maximum damage fall prone. Attacks against the pigs have little effect, but an area spell clears its area of pigs until the end of the caster's next turn.

One pig among the group is much smaller than the others, and looks especially worse for wear. If a character uses *detect magic*, he or she finds that the pig radiates transmutation magic. The pig is in fact a lightfoot half-ling named Drevin. He was a minstrel that ran amok of a Red Wizard transmuter on the borders of Thay after reciting a biting limerick about the wizards. If freed of the *polymorph* spell (using a *dispel magic* or the like), he accompanies the characters until he thinks it is safe to attempt to escape the Doomvault, at which point he departs amid promises to write great ballads about the characters' exploits.

The enclosed area beneath the walkway is filled with sows and piglets. The DC for the Dexterity saving throw here is only 8.

Glyph Keys. Among them, the Thayans have four glyph keys attuned to this zone—two among the apprentices and two with the deathlock wights.

20. Abattoir

If the packs of pigs rush into the room, they move unwittingly toward the warriors, knocking half of them prone before retreating to area 19.

Empty wall niches might once have held works of art, but this broad gallery has been converted to an abattoir, its floor slick with filth and gore.

In the southeast corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke. North of it is a glowing circle of glyphs on the wall about 3 feet from the floor.

Aura. A *detect magic* spell reveals a faint transmutation aura on the whole area, which is a simple magical effect to control the odor of the butchery.

Creatures. Twelve Thayan warriors are here, with a wight overseeing them. Eight work to the south, stacking butchered pigs along the wall. To the north, four more sluice offal, occasionally tossing some toward an otyugh chained to the floor.

The otyugh can move 40 feet from the northeast corner, as the dotted line on the map shows. It attacks any creature it can reach. If it can't attack, the otyugh uses its turn to attempt a DC 20 Strength check to break its chain while its captors are distracted.

With its childlike intellect and telepathy, the otyugh broadcasts its desire for more food. The characters are able to communicate with the creature, and if they offer to feed it, the otyugh ceases attacking for 1 round. Then the characters must periodically placate it with successful DC 10 Charisma (Persuasion) checks. A character who frees the otyugh learns that more of its kind are in the dungeon and receives a general impression of area 42. These otyughs hate the Red Wizards.

Niches. The shallow niches are 3 feet off the floor and 5 feet high. Climbing into a niche costs 10 feet of movement.

Dungeon State. If the otyugh is given a glyph key to the Prison of Filth zone and told how to use a black gate, it teleports to area 41 and reaches area 42. Its presence there might change the encounter (see area 42).

Contact Stone. The circle of glowing glyphs serves as a contact stone.

Glyph Keys. The wight has a glyph key attuned to this zone and the Prison of Filth zone (areas 41 and 42).

Hatchery

Thayans hatch the eggs of exotic monsters in this zone, rearing the young to serve Thay.

21. Egg Chamber

The approach to this chamber is notably warm and humid.

Heat wafts from this chamber, and steam obscures parts of the room. Stone braziers built into the walls burn with orange flame, as do braziers set across the room. The floor is covered with sand and set with dozens of massive eggs of various colors and textures.

Creatures. Two Red Wizards, one dread warrior, and six skeletons oversee the eggs. The mages send the undead forward as a screen and use spells that won't harm the eggs.

Braziers. The magic stone braziers (evocation) are built into the room and can't be moved. A creature that touches a brazier takes 3 (1d6) fire damage. A creature can take this damage only once per turn.

Eggs. Clusters of eggs make this entire area difficult terrain. None of the eggs is close to hatching. One person with a weapon could destroy the eggs in about 5 minutes. Leaving the eggs here untended also renders them lifeless. The eggs are from an assortment of creatures, including hook horrors, remorhaz, wyverns, and basilisks, with 1d6 + 1 of each type. It requires a successful DC 20 Intelligence (Nature) check to identify all types of eggs.

Steam. A haze of steam renders this chamber lightly obscured.

Glyph Keys. Each Red Wizard has a glyph key attuned to this zone.

22. Hatchling Pens

Anyone near the doors hears the shrieking and howling of the caged creatures.

Relief carvings of angelic figures along the walls of this huge hall contrast with the crowded iron cages here. Half of these cells are packed with miniature, shrieking versions of deadly monsters.

In the southeast corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke. North of it is a glowing circle of glyphs on the wall about 3 feet from the floor.

Aura. A *detect magic* spell reveals a faint transmutation aura on the whole area, which is a simple magical effect to control the odor of the hatchlings and their food.

Creatures. Two Red Wizards oversee two Thayan apprentices in caring for the imprisoned hatchlings, while four Thayan warriors stand guard. They attack intruders. In a desperate battle, a Red Wizard might take the time to release hatchlings.

If the battle goes badly for the Thayans, one of the Red Wizards surrenders. Her name is Myrja, and her allegiance to Szass Tam is less than resolute. If the adventurers spare her, she offers the passphrase to the trap in area 23 ("That which is dead, stay so") and one other piece of lore.

Cages. Half the cages here are empty. The others hold the following monsters.

- A) One remorhaz young
- B) Four basilisk young
- C) Ten ettercap young
- D) One remorhaz young
- E) Two carrion crawler young
- F) One behir young
- G) Two hook horror young
- H) One wyvern young

Each cage has rune-scribed bars of steel. Transmutation magic on the bars renders them unbreakable, so a creature within can't physically or magically attack through the bars. To free a creature, a character must open a lock on the cage door (successful DC 15 Dexterity check to pick).

If freed from their cages, the young attack the nearest creatures, but they fear the Thayans. When a Thayan and a character are equally close to a young, it targets the character.

Contact Stone. The circle of glowing glyphs serves as a contact stone.

Glyph Keys. Each Red Wizard has a glyph key attuned to this zone and the keys to each cage.

Dark Gardens

Once deadly gardens, these chambers have been repurposed to support the Blood Pens.

23. Dead Garden

Dead and blackened thorny vines cover the walls and floor, which are lined with small circular holes the size of a human fist.

In the northeast corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. Seven zombies and two wights are focused on the doors to areas 22 and 24. Those who appear by way of the black gate can attack immediately to gain surprise.

Unless attacked, the undead grant free passage to anyone who appears to be a Thayan and knows the room's passphrase ("That which is dead, stay so"). The wight challenges those who know the phrase but look like intruders. It takes a successful DC 20 Charisma (Deception, Intimidation, or Persuasion) check to convince the wight to stand down.

Aura. A *detect magic* spell reveals an aura of transmutation magic in each hole, hinting at the blood vines trap. If the trap is dormant, the aura is faint but slowly increasing in intensity.

Blood Vines Trap. If a living creature moves 10 feet or more into the room without uttering the passphrase, animated vines shoot out of the holes and fill the area. The vines ignore the undead. Any living creature in the area must succeed on a DC 15 Dexterity saving throw or become restrained. A creature takes 11 (2d10) piercing damage each time it starts its turn restrained in this way. As an action, a restrained creature can free itself or another creature with a successful DC 15 Strength (Athletics) check, or free only itself with a successful DC 15 Dexterity (Acrobatics) check. A vine can also be killed (AC 15; 8 hit points).

While the vines remain, the room is lightly obscured and difficult terrain. A creature takes 2 (1d4) piercing damage for every 5 feet it moves through the room. A

creature that moves more than 15 feet during its turn must immediately repeat the Dexterity saving throw or become restrained (as above).

If a round ends in which no creature is restrained, all the vines immediately die. The trap then goes dormant for 1 hour.

Glyph Keys. The wights have glyph keys attuned to this zone.

24. Pale Garden

The Red Wizards have repurposed this magical garden as a food source. The room is filled with dim light.

The scent of decaying plants hangs over a vast and verdant underground garden. White vines, trembling as if touched by an unseen breeze, twine around cracked pillars that glow slightly with pale light. Between the pillars, ashen flowers, sickly gray shrubs, and giant mushrooms stand in dense groves around a couple of gravel paths.

Many baskets full of plant matter are stacked on shelves carved into the wall near the doors.

Creatures. Twelve unarmed humanoid skeletons wander the area, harvesting plant material in large baskets. As they tear off growths, a crackling sound accompanies an increase in the glow of a nearby pillar, and the harvested plant starts to rapidly regrow.

The skeletons ignore intruders unless attacked or damaged, in which case they all attack trespassers in the room.

Three shambling mounds hide in the groves, ignoring the skeletons. These mounds are trained to ignore anyone who remains within 15 feet of the doorways, where baskets can be gathered from the shelves. They wait to ambush any living creature that draws near.

Dense Garden. Any area within 5 feet of a pillar and not shown on the map as a path is difficult terrain.

Pillars. The chamber's pillars respond to damage to plant matter in the chamber. At the end of each round during which a shambling mound took damage, a discharge of weird energy ripples over the pillars, and each creature within 5 feet of a pillar takes 5 (1d10) lightning damage.

25. Dreaming Garden

A garden courtyard fit for a palace features walls of dark marble veined with gray, the ceiling above set with brass supported on black marble pillars. Between the pillars, raised stone garden beds are filled with flowers and creeping vines in every color of the rainbow, their sweet scent hanging in the air.

Creatures. The Red Wizard Thuria lives here and oversees the Blood Pens. Two dread warriors, one wight, and eight robed zombies guard him, and a black dragon wyrmling is his personal pet. When the characters first arrive, the dragon is killing a slave.

Thuria spends much of his time in seclusion, and relishes the opportunity to fight intruders. However, if reduced to 20 hit points or fewer, he surrenders and offers two pieces of lore in exchange for his life. He is also willing to give up his treasure and copies of his glyph keys, turning over the actual keys only under severe threat.

Dungeon State. If Thuria survives an initial encounter with the player characters, he and any surviving allies go on patrol, attacking any intruders in the Doomvault. Tell the event coordinator to add this group to the special encounters.

Garden Beds. Enchantment magic imbues the garden beds. Any living humanoid that spends more than 1 minute here must succeed on a DC 12 Charisma saving throw or fall unconscious. At the end of each of its turns, the creature can repeat the saving throw to end the effect. On any successful save, the creature is immune to the effect for 24 hours. The creatures here are already immune to this effect.

Thuria's Repose. The middle garden bed among the three southernmost beds is full of plants shaped like pieces of furniture. A circular shrub serves as a resting couch, an angular one is solid enough to use as a desk, and others nearby serve as small chairs.

Contact Stone. On the southern wall near Thuria's place of repose is a circle of glowing glyphs that serves as a contact stone.

Treasure. Thuria wears a gold circlet set with rubies (1,000 gp) and a gold cuff (100 gp). He carries a scroll of fly and a *potion of healing*, as well as glyph keys attuned to this zone, the Vermin Halls, the Swine Run, the Hatchery, and the Temples of Turmoil zone (Temples of Extraction sector).

The dread warrior has a +1 *longsword* and a gold cuff that matches Thuria's.

In Thuria's "desk" are dull records of the important functions in the Blood Pens. Also found within are oil of *etherealness* and a *potion of poison* disguised as a *potion of healing*. A bundle of entwined branches opens like a coffer to reveal 100 pp and a diamond (1,000 gp).

MASTERS' DOMAIN

This sector is the central sanctum of the Red Wizards in charge of the Doomvault.

Temples of Despair

Although the chambers in this zone are referred to as “temples,” they are essentially security rooms designed to destroy the unwary. All the doors in this area are locked. Divine Sense and *detect good and evil* reveal that this zone is thoroughly desecrated.

26. Temple of Light

Glowing pillars brightly light this massive chamber of white marble. Each pillar is carved with the likeness of a heroic figure with its hands held out, as if ready to accept an offering. In hideous contrast to the beatific pillars, alcoves around the room contain statues of four-armed gargoyles.

Advance Warning. Characters who enter this area feel tranquility despite the gargoyles. If a player expresses doubt about the impression, his or her character can attempt a DC 18 Wisdom (Insight) check, realizing on a success that the emotion is instilled and illusory.

Body. In front of one alcove, placed so the characters see it only after entering the room, the red-robed form of a male human is sprawled. Vorja, a Red Wizard sent here to face execution, fell to the gargoyles but stabilized after being left for dead. It takes healing magic or a successful DC 15 Wisdom (Medicine) check to bring him back to consciousness. He has only 1 hit point unless healing magic was used. Vorja is in no state to fight, and his loyalty to Thay is very low.

If assisted, Vorja can reveal one piece of lore along with information about the Hall of Obedience and the Hall of Necromancy. He knows nothing about this zone. If given a glyph key and taken to the black gate, he escapes the Doomvault and joins Syranra's forces.

Creatures. When adventurers first enter this area, the eight four-armed gargoyles are true statues. After a door other than a secret door is opened in this area, two of the four-armed gargoyles animate and attack. Another four-armed gargoyle animates whenever another such door is opened. This process continues for as long as any gargoyles remain in the alcoves. The gargoyles do not leave the room.

Pillars of Light. Seeming to offer a measure of protective power, the pillars have evocation magic designed to prolong the torment of those trapped here. When a creature touches a pillar, the room pulses with light, and that creature gains 3 (1d6) temporary hit points. However, any slain gargoyle disappears when the light pulses, and an (as yet) unanimated statue reappears on an empty plinth in the room. This light pulses spontaneously once every hour.

Dungeon State. The nature of this area means the gargoyles can't be permanently slain. They are back when any new group enters the chamber.

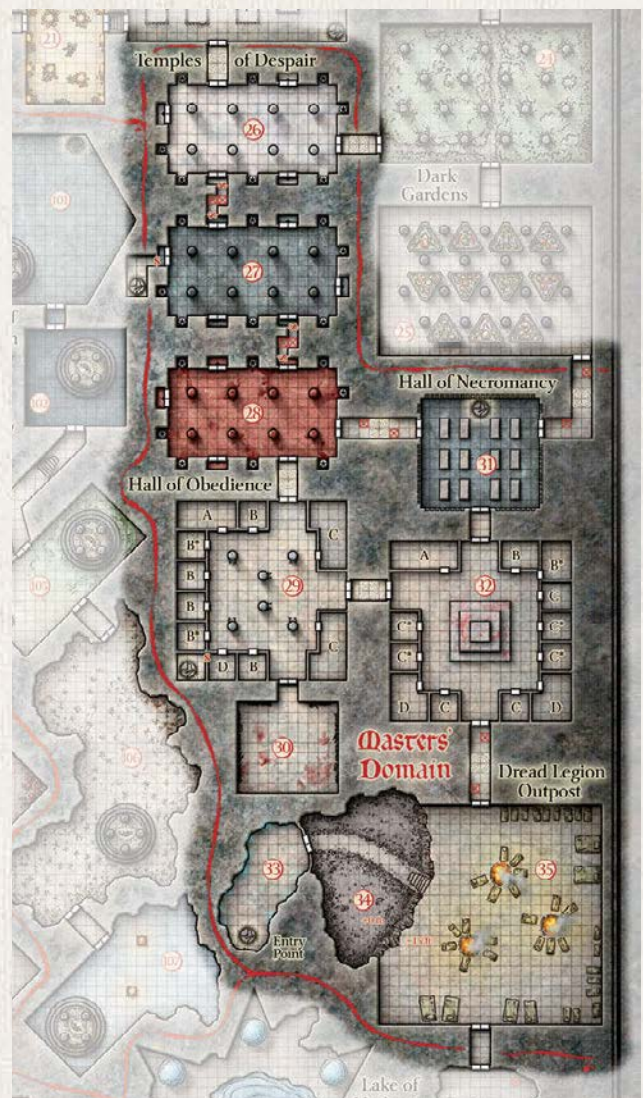
27. Temple of Shadow

A creature near the doors into this area hears a faint moaning that rises in intensity the closer the creature moves to the doors.

A wailing howl erupts from the shadows of this dim chamber, echoing from black marble walls. Dark pillars rise to the ceiling, each exuding shadow that twists and unfurls to the air like smoke. Alcoves around the room are set with statues of four-armed gargoyles shrouded in darkness.

Light. Dim light radiates from the pillars to fill the area. Any light source brought into or created in the room radiates only dim light unless it is a spell of 3rd level or higher, such as a *daylight* spell.

Wailing. Pervading the chamber is a horrid wailing that has unnerving effects on living creatures that hear it. Such creatures have disadvantage on melee attack



rolls, Strength checks, and Dexterity checks. A character who takes an action to make a DC 14 Wisdom check or Charisma check and succeeds can ignore the effect for 10 minutes.

Creatures. Shadows swirling around three pillars coalesce into the same number of wraiths after a door other than a secret door is opened in this area. A shadow appears from another pillar each round thereafter, until eight undead have appeared. The wraiths do not leave the room.

Pillars of Shadow. The pillars here are imbued with necromancy magic. An undead creature that touches (or passes through) the pillar gains 3 (1d6) temporary hit points. A living creature that touches a pillar takes 5 (1d10) necrotic damage and 5 (1d10) cold damage. A creature can take this damage only once per turn.

Contact Stone. The eastern false door alcove contains a circle of glowing glyphs that serves as a contact stone.

28. Temple of Blood

The coppery scent of blood hangs heavy in the air in this chamber of dark red marble. Pools of blood spread across the floor, oozing from the ceiling above the dimly glowing red pillars and flowing down the columns. Statues of four-armed gargoyles, each with mouths and claws dripping blood, stand in alcoves around the chamber.

Light. Dim, blood-red light radiates from the pillars to fill the area.

Blood. Due to the slick blood on the floor, a creature that moves across the ground at greater than half its normal speed must succeed on a DC 10 Dexterity saving throw or fall prone.

Creatures. The blood dripping from two statues coalesces into the same number of vampiric mists after a door other than a secret door is opened in this area. Another mist appears whenever another such door is opened. This process continues until eight undead have manifested.

Pillars of Blood. If a living humanoid creature touches a pillar, the part of its body that touched the pillar becomes stuck, and the creature is restrained. At the start of each of its turns, the restrained creature is drained of blood and must succeed on a DC 15 Constitution saving throw or take 5 (1d10) necrotic damage and have its hit point maximum reduced by the same amount until the creature completes a long rest. A creature can escape the pillar's hold with a successful DC 15 Strength check. Another creature can pull the victim free with a similar successful check.

Hall of Obedience

The Red Wizards use the magic of this place to create zealous followers.

29. Conditioning Court

Doors surround a central courtyard here, creating the sense of a monastic sanctuary. Each of the dimly glowing silver pillars supporting the ceiling has a set of chains and manacles. Undead hang from four of the pillars, their dead eyes open wide as if in a state of intense focus.

Silver Pillars. Exuding enchantment magic that dulls will and perception, the silver pillars cause any creature in the courtyard to have disadvantage on Wisdom checks and saving throws. Being chained to the pillars causes hypnotic dreams that, after prolonged exposure, improve combat skill and imbue most creatures with strong devotion to the Red Wizards.

Four Thayan warriors chained to the pillars are in an advanced state of subdual. They can be treated as unconscious. If they are slain, a gong sounds in the chamber, alerting the inhabitants of the cells.

Cells. The cells are quarters for Thayans who train and work here. Unless otherwise noted, each cell contains rough cots and footlockers holding worthless personal possessions. Cells marked with an asterisk are empty.

Combat in the area, or the pillar gong, alerts those in the cells. One Red Wizard emerges 1 round later, and the other comes out during the following round. The residents of the other cells take 1d4 + 1 rounds to respond (roll for each).

Each cell is occupied as follows.

A) Two Red Wizards dwell in this fine chamber. One is sleeping. Both have glyph keys attuned to the zone, as well as keys to the C cells. In combat, the wizards open the C cells if they can do so without significant risk.

B) Three Thayan warriors sleep here.

C) The doors to this cell are locked. The four Thayan warriors brood here when they are not shackled to the silver pillars.

D) This cell contains bunks but is empty.

30. Training Floor

An arsenal of weapons and armor hangs from the walls in this broad chamber, the floor of which is stained with blood and black ichor. Between two weapon racks to the east is a glowing circle of glyphs on the wall about 3 feet from the floor.

Creatures. Lahnis, a Red Wizard, directs the brutal combat training here. Six Thayan warriors engage a dread warrior and seven skeletons. Lahnis orders the whole lot to attack intruders; see the "Roleplaying Lahnis" sidebar. Because they have been engaged in combat, each creature besides Lahnis starts at half its hit point maximum.

Lahnis



Contact Stone. The eastern circle of glowing glyphs serves as a contact stone.

Treasure. Among the weapons here are a +1 battleaxe, a +1 greatsword, a +1 shortbow, and an adamantite longsword. A heavily scarred suit of plate armor here is *plate mail of vulnerability*.

Lahnis has a *ring of protection*. He carries a glyph key attuned to this zone, the Hall of Necromancy, and the Temples of Despair. He also carries a key that opens all doors in the Temples of Despair zone, as well as a key to open the C cells in area 29.

Dungeon State. If Lahnis joins the rebels, he provides information that lowers the dungeon's alert level by 1.

Hall of Necromancy

Red Wizards practice and refine their darkest magic in this zone.

31. Undying Laboratory

If Phaia and Kelson are here (See "Creatures"), anyone listening at the doors can hear Kelson's soul screaming.

The walls of this black marble mausoleum are lined with hundreds of niches, each holding an ivory urn set with gold, silver,

and precious gems. A dozen stone tables across the floor are carved of gray marble and encrusted with blood and ichor.

In the north is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. Phaia, a Red Wizard, is slowly drawing the soul from Kelson Darktreader on a stone table farthest from the door the characters use to enter. Kelson is unconscious and stable at 0 hit points, although Phaia's magic is drawing a wispy shape that resembles him from his body, and this shape screams in an echoing voice. Strands of energy flow from the shape into the table and from there into other forms in the room.

Two deathlock wights on the tables are Red Wizards in the process of being raised as undead. Three wights are being raised as warrior undead. These wights respond only to Phaia when she sees the party and orders an attack. One of them tries to throw an urn at a character each round (+4 to hit, range 10 feet/20 feet; one creature). A hit deals 3 (1d6) bludgeoning damage, and the target must make saving throws as noted in the "Urns" section. Phaia stays for a round to assess the party's capabilities and then flees to area 32 or uses the a black gate in the room.

Aura. A *detect magic* spell reveals a strong necromancy aura on the whole area, denoting the magic that helps in the creation of undead. Divine Sense and *detect good and evil* reveal that this area is thoroughly desecrated.

ROLEPLAYING LAHNIS

Lahnis initially stays back in combat, using minor spells and trying to assess the adventurers' motivations. His allegiance to Szass Tam has been flagging. He leans toward supporting the Thayan Resurrection, but he has not formally joined their ranks. He worries that peers loyal to Szass Tam might suspect him.

Understanding Szass Tam's cunning, Lahnis first assumes the adventurers are testing his allegiance. Around the second round of combat, or if reduced to half his hit points or fewer, Lahnis directly asks the characters their purpose and admits a willingness to join the rebels. The characters can sway him with convincing talk and proof that they have cleared other parts of the dungeon. If the adventurers earn his trust, Lahnis turns against Szass Tam, convinced that the regent's plots will be the undoing of Thay.

He then turns on the Thayans here, whom he knows won't stand down, and helps the characters fight. Afterward, Lahnis provides two pieces of lore and his keys. He goes to the gatehouse through the black gate in area 29.

ROLEPLAYING PHAIA

Phaia, a faithful servant of Szass Tam, follows the lich lord's philosophy that no magic is too dangerous and no experiment too dark if it promises power. Lawful evil, Phaia is as opportunistic as she is wicked.

She does anything she can to save herself from death, including using Szass Tam's secrets. She can reveal two pieces of lore and provide copies of her glyph key. Further, she can teach the adventurers a ritual using this area's magic to return soul-bound undead characters to life. The ritual takes 10 minutes and requires no other creature's life energy.

If allowed to do so, Phaia escapes the Doomvault.

Stone Tables. These 3-foot-high carved slabs channel the energy of life and undeath. They aid in rituals and spells to create undead.

With the proper knowledge, a creature can use the stone tables to transform a soul-bound undead back into a living creature. Doing so requires the aid of a Red Wizard or explicit written instruction, such as the scroll in Lahnis's room in area 32. The ritual takes 20 minutes and requires a spellcaster to make a DC 15 Intelligence (Arcana) check. The spellcaster must also expend a 3rd level spell slot. On a success, the soul-bound undead creature returns to life with the same hit points and resources he or she had in undeath. However, all his or her Hit Dice are expended. If the Intelligence (Arcana) check fails, the spell slot is expended but the creature remains undead.

Urns. The urns are magic (necromancy) and worthless but clever fakes (successful DC 20 Intelligence [Search] check to discern). Any living creature that touches an urn must succeed on a DC 17 Constitution or Wisdom saving throw (creature's choice) or take 10 (3d6) necrotic damage and become paralyzed until the end of its next turn. At the end of each of its turns, the creature must repeat the saving throw. If this damage reduces a creature to 0 hit points, the creature turns to dust.

Kelson. Despite his ordeal, Kelson Darktreader can be restored to health through normal means. He thanks the characters for saving him and offers two pieces of lore. He asks for a glyph key and goes to the gatehouse to recuperate and join Hadarr. Before he does so, he can help the party for the rest of the session if they (and you) wish.

Treasure. Phaia carries a +1 *dagger*, a scroll of *darkvision*, and a *potion of water breathing*. She also has a glyph key attuned to this zone and the Temples of Oppression zone (in the Temples of Extraction sector).



32. Wizards' Court

A stepped monument of gray marble shot through with red dominates an open courtyard surrounded by closed doors. Blue light shines from the top of the monument. The air around it hums with power, its vibration overwhelming other sensations. Red Wizards and other Thayans kneel on the lower two tiers, eyes fixed on the monument.

Stepped Monument. Exuding strong evocation magic, the monument amplifies magic in the courtyard, but those in the area have trouble with physical sensations and tasks, and they have disadvantage on Strength and Dexterity checks and saving throws. Meditating on the monument causes hypnotic dreams that, after prolonged exposure, improve spellcasting capabilities and imbue most creatures with strong devotion to the Red Wizards.

Each tier of the monument is 5 feet high, and clambering onto it requires 5 extra feet of movement.

Creatures. Six Thayan apprentices kneel on the lower tier of the monument. Two Red Wizards kneel on the middle tier. The Thayans attack intruders.

Cells. The cells are quarters for Thayans who train and work here. Unless otherwise noted, each cell contains rough cots and footlockers holding worthless personal possessions. Cells marked with an asterisk are empty.

Combat in the area alerts the inhabitants of the cells. They take 1d4 + 1 rounds to respond (roll for each).

A) Lahnis (see area 30) uses these quarters, which contain a fine bed, a footlocker, and a desk. Searching the area uncovers one written piece of lore, as well as a *tome of the stilled tongue* and spell scrolls of *detect magic* (2), *comprehend languages* (2), and *remove curse* (3). Lahnis also has a scroll describing the ritual used to turn soul-bound undead back into living creatures in area 31.

B) Two Red Wizards sleep here.

C) Three Thayan apprentices sleep here.

D) This library has a wealth of information. An hour spent here turns up two pieces of lore.

Contact Stone. Atop the monument is a circle of glowing glyphs that serves as a contact stone.

Glyph Keys. Each Red Wizard has a glyph key attuned to this zone.

Dread Legion Outpost

The Dread Legions, Thay's army, maintains a full company in the Doomvault.

33. Cavern Guard Post

Glowing crystals set into the walls and floors light a rough stone cavern. In the south is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Blue Crystals. The blue crystals brightly light the area.

Creatures. One Thayan warrior, five gnolls, and five orcs attack intruders on sight.

Glyph Key. The Thayan warrior has a glyph key attuned to this zone.

34. Shard Cavern

This cavern has no light.

The walls and ceiling of this rough cavern are a mass of rock spines, the floor covered with rock dust and shards. A path has been worn through the rubble, winding between double doors to the west and a rough flight of stairs rising to the larger and lit open space to the east.

Path. Except on the path, the ground in the room is difficult terrain.

Shard Storm Trap. Strong transmutation magic infuses the room. Any creature that spends more than 1 round in this area triggers the trap. When the trap triggers, creatures in the room take 14 (4d6) piercing damage (successful DC 15 Dexterity saving throw to take only half damage). The path becomes difficult terrain, and if the creatures in areas 33 and 35 can hear the trap go off, the guards have warning that intruders are in the area.

Stone Wall. A rough stone wall separates the lower cavern of area 34 from the higher finished chamber of area 35. The wall is 15 feet high.

35. Dread Legion Barracks

The light in this room can be seen from area 34. Unless the creatures here have a reason to be quiet, they are talking loudly.

Three bonfires light this vast chamber, their smoke rising to vent through cracks in the ceiling. Scattered bedding and the stench of unwashed humanoids suggest that many creatures might dwell here.

In the east, between two outsized bedrolls, is a glowing circle of glyphs on the wall about 3 feet from the floor.

Bonfires. The bonfires brightly light this area. A creature that enters or starts its turn in a bonfire takes 3 (1d6) fire damage. A creature can take this damage only once per turn.

Creatures. A Dread Legion squad made up of five orcs and five gnolls, and a Thayan warrior rests here. Two trolls are on permanent post here to keep the other legionnaires in line.

Stone Wall. See area 34.

Dungeon State. The Dread Legion squad are on patrol throughout the Doomvault. If a squad resting in the barracks is slain, an identical squad arrives here within 1 hour.

Contact Stone. The circle of glowing glyphs between the troll beds serves as a contact stone.

Glyph Keys. The Thayan warrior has a glyph key attuned to every sector except the Temples of Extraction. The other Thayan warrior and each troll has a glyph key attuned to this sector.

FAR REALM CYSTS

The influence of the Far Realm has warped the chambers here, turning perfect star shapes into weird mixes of worked stone and glistening cavern. Unless otherwise noted, these caverns are dark.

Lake of Madness

A pack of aboleths dwells in a watery crevasse, seething at their imprisonment and hungry to enslave the living.

36. Dark Water

Water can be heard rippling in this dark area before the characters arrive.

The walls of this cavern cast reflections in the same dark shades of blue as the pool of water that fills the center of this area. Ripples spread across the surface as if the water has been recently disturbed. Around the cavern, narrow alcoves hold enormous globes of blue liquid suspended in the air.

Creatures. One aboleth dwells deep in the pool, using telepathy to observe the area. Within this room, the aboleth can use the water globes (see that section) to move around.

The aboleth's ordeal in the Doomvault has weakened it, making it a reduced threat. In addition, its hatred of the Red Wizards makes the aboleth a potential ally. With a successful DC 20 Charisma (Persuasion) check, or another successful and appropriate check, a character can convince the aboleth to stand down and negotiate. In exchange for sparing the characters, the aboleth demands to be freed and given a glyph key.

Pool. Over 350 feet deep, this pool has sheer sides that drop to its bottom. Creatures that are within 10 feet of the surface are lightly obscured. Those in deeper water are heavily obscured.

Water Globes. Floating 5 feet above the floor, these magic water globes (transmutation) are 15 feet in diameter. Red Wizards use them to hold aquatic creatures for transport through the black gates.

As an action, a creature that is within 5 feet of a globe and has an Intelligence score of 10 or higher can take control of the globe by succeeding on a DC 10 Intelligence check. As part of its movement and with a successful DC 10 Intelligence check, the controller can direct the globe to move with it, remaining within 5 feet of the controller. A globe's controller can enter and leave the globe at will. The controller can maintain control of the globe while within 100 feet of it. Another creature that qualifies as a controller can wrest control of a globe by winning a contest of Intelligence against the current controller.

A creature that touches a globe without being its controller must succeed on a DC 15 Strength saving throw or be drawn into the globe and unable to pass back through its boundary. As an action, a trapped creature can free itself with a successful DC 20 Intelligence check. Also as an action, a globe's controller can release a trapped creature with a successful DC 10 Intelligence check. A creature inside a globe has half cover against effects that originate outside the globe. While inside a globe, a trapped creature can't contest for control of the globe.

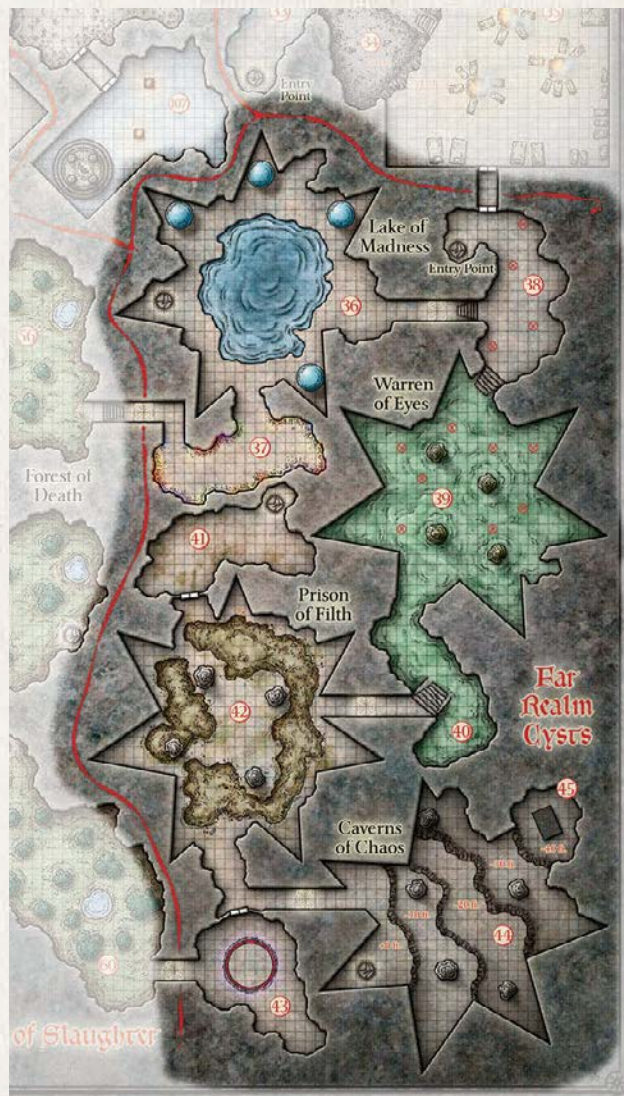
Dungeon State. If the adventurers free the aboleth, tell the event coordinator to add it to the special encounters. The aboleth attacks anyone it runs across.

37. Compelling Light

Dim light in the chamber can be seen before the room can.

Faint light pervades the air, shimmering through all the colors of the rainbow, dimly lighting the walls of this cavern. A few piles of bones and scraps of old gear litter the floor.

Creatures. The trap here (see below) has affected six wights and a dread warrior. They attack if the trap's effect on them ends.



Compelling Light Trap. Any creature that sees the magical light (illusion) while within this area must succeed on a DC 13 Wisdom saving throw or enter the cavern and stand there while ignoring all other stimuli. When an affected creature takes damage, the creature can repeat the saving throw to end the effect. Any living creature that ends its turn in the lighted room takes 10 (3d6) necrotic damage.

A *dispel magic* spell suppresses the effect for 10 minutes. Any spell that overwhelms or blocks the light also suppresses it in the spell's area for the spell's duration.

Glyph Key. The dread warrior has a glyph key attuned to the Forest of Death zone.

Warren of Eyes

Thaxalia, a beholder, has been summoned and imprisoned here. This area has a weird green glow that provides dim light.

38. Sinkhole Cavern

This rough cavern has an uneven floor with open holes in it. In the east, on a spar of rock, is a glowing circle of glyphs on the wall about 3 feet from the floor.

If the characters come from the north, add the following.

Southwest of the doors is an alcove with a circle of runes and black onyx fragments set into its floor, exuding shadowy energy like curling black smoke.

Creatures. Eight zombies and two ogre zombies attack any intruders. Any combat warns Thaxalia (area 39) of the approach of intruders.

Sinkholes. These open sinkholes are 5 feet across and 10 feet deep. A creature that falls into a sinkhole is restrained in the narrow bottom. It takes a successful DC 13 Strength check or Dexterity check to work free, and a Small creature has advantage on this check. It's then an easy matter to climb out of the sinkhole.

Contact Stone. The circle of glowing glyphs serves as a contact stone.

39. Beholder's Domain

Hundreds of unblinking eyes stare into this room from long walls of glistening green stone. The floor of this chamber is covered with viscous slime that drips from four stalagmites.

Beholder. Thaxalia, a beholder crippled by Thayan magic, floats near the ceiling, trying to remain unnoticed while intruders enter. Thaxalia's central eye and two of its eyestalks (death ray and disintegration) have been maimed by the Red Wizards, rendering them powerless. If it has warning or drops to 50 hit points or

ROLEPLAYING THAXALIA

After only 2 rounds, Thaxalia's hatred for the Red Wizards inspires the beholder to question the characters' purpose in the dungeon. If they reveal their goals, the beholder suggests an alliance, extolling its plans for revenge.

Fearing Thaxalia's ability to wreak havoc if it escapes this zone, the Red Wizards cursed the beholder with the inability to use a glyph key. Thaxalia doesn't know the solution, but a *remove curse* spell can eliminate the prohibition. The beholder then takes a glyph key from the wight in area 40, asking the characters to provide it with more attunements. If refused, it becomes hostile and uses its powers to compel the characters to give it more glyph key attunements.

fewer, it withdraws to area 40, leaving its spawn to deal with the threat.

Beholder Spawn. Clinging to the cavern walls by the hundreds, between this world and the Far Realm, are the manifestations of beholder spawn. These spawn are not independent creatures, but they can project weak eye rays that function as an area hazard. At the start of each of its turns, any creature in the cavern must succeed on a DC 12 Wisdom saving throw or suffer one of the following effects, rolled randomly.

2d4 Eye Ray

- 2-3 **Charm.** For its turn, the target moves toward its nearest ally and attacks with a weapon or cantrip. The target can't check for pits as it moves.
- 4-5 **Telekinesis.** The target is pushed 5 feet in a random direction and falls prone.
- 6-7 **Slow.** Until the start of its next turn, the target's speed is reduced by 15 feet, and others make attack rolls against the target with advantage.
- 8 **Sleep.** The target falls unconscious until the start of its next turn.

Slime. Covering the rough floor is 1 foot of thick slime, which is difficult terrain and covers several hidden sinkholes. Any creature that starts its turn prone in or submerged in the slime takes 4 (1d8) poison damage.

Sinkholes. These open sinkholes are 5 feet across and 10 feet deep, and they are filled with slime. While moving near a sinkhole, a character who succeeds on a DC 20 Wisdom (Perception) check notices the hazard due to the flow of slime in and around it. A creature that falls into a sinkhole is restrained in the narrow bottom and submerged in slime, unable to breathe. It takes a successful DC 15 Strength check or Dexterity check to work free, and a Small creature has advantage on this check. It then takes a successful DC 10 Strength check to climb out of the sinkhole.

Stalagmites. These 10-foot-diameter spires of rock rise 20 feet above the floor and exude the otherworldly slime. Their sides are slick and smooth, very difficult to climb.

Dungeon State. If freed and given a glyph key, Thaxalia allows the characters free passage through this area. Tell the event coordinator to add the beholder to the special encounters. Thaxalia prefers to attack those who seem to be Thayans. If encountered again later, the beholder might help if incentivized.

The beholder spawn in this area remain hazardous to all except characters who freed Thaxalia. If Thaxalia is destroyed, the beholder spawn here disappear.

40. Slime Slaves

Viscous slime fills this chamber. Rough stone steps lead up and out.

If Thaxalia left area 39, the beholder is here. It has been picking off Thayan patrols here. Amid the slime are five bodies, two wights and three Thayan warriors.

Slime. Covering the rough floor is 1 foot of thick slime. Any creature that starts its turn prone in the slime takes 4 (1d8) poison damage.

Glyph Key. One Thayan Warrior has a glyph key attuned to this zone.

Prison of Filth

A pack of otyughs has been imprisoned here to reproduce in the filth.

Light. None.

Necrotic Essence. If viewed with *detect magic*, the area also has an aura of necromancy. When living creatures regain hit points, they regain only half as many as normal.

41. Garbage Transfer

This rough-walled cavern contains nothing that should make it stink of filth and rot as it does.

Shadows curl like smoke from the walls. To the northeast, similar shadows whorl from a circle of runes and black onyx fragments set into the floor. East of it is a glowing circle of glyphs on the wall about 3 feet from the floor.

Creatures. Twenty unarmed skeletons stand here, waiting to cart refuse that arrives from other areas through the black gate. They attack only if attacked.

If a character drops any moderate-sized object in front of the skeletons, as many of them as needed quickly seize the object and carry it into area 42. The otyughs are distracted while the skeletons move through area 42.

Doors. Abjuration magic on these locked doors causes them to open if an animate skeleton touches them.

Contact Stone. The circle of glowing glyphs serves as a contact stone.

Dungeon State. Unless destroyed with radiant damage, the skeletons here reassemble within 1 minute of being destroyed. Restored skeletons have no memory of their previous fate, so they attack only if attacked or if they witness other skeletons under attack.

42. Otyugh Lair

Pools and piles of rotting garbage, offal, and filth cover the rough stone floor of this cavern. The air is heavy with an unbearable stench. Four stalagmites thrust up from the floor.

Creatures. Three otyughs and four otyugh young hide in the trash here. Unless the dungeon state indicates that the otyugh from area 20 is here, the otyughs attack right away.

The otyughs use their telepathy to demand food like peevish children. If the characters offer to feed them, the otyughs stop fighting to see if the party is telling the truth (unless the party has slain one of the young). If the characters have killed one of the young, it takes a successful DC 20 Charisma (Intimidation or Persuasion) check to get the otyughs to stand down.

Stench. At the start of each of its turns in this area, any living creature that is not an otyugh must succeed on a DC 12 Constitution saving throw or be overpowered by the stench and have disadvantage on attack rolls and saving throws. A successful save renders the creature immune to this effect until it has been away from this area for 5 minutes.

Trash. The waste material in the area is difficult terrain.

Stalagmites. These 10-foot-diameter spires of rock rise 20 feet above the floor.

Dungeon State. If the otyughs are freed and given a glyph key, they go to rampaging through the dungeon, devouring anything in their path including Red Wizards. Tell the event coordinator to add them to the special encounters.

43. Summoning Chamber

A blood-red circle is scribed on the floor of this cavern, the twisted runes around its edge pulsing with sickly purple light.

A successful DC 15 Intelligence (Arcana) check allows a character to recognize the runes as symbols of dangerous magic that can be manipulated to call forth creatures of the Far Realm. The adventurer knows that using the circle is impossible without the proper rituals, and that it can be disabled with a successful DC 20 Intelligence (Arcana) check to deface key runes. Defacing the runes requires weapons or tools, such as thieves' tools. However, the character is also aware that the process could unleash weird forces.

Each time a character tries to disable the circle but fails, it unleashes a pulse of magical power that forces each creature in the area to succeed on a DC 15 Intelligence saving throw or suffer a severe break with reality. The creature then has disadvantage on all Intelligence checks, Wisdom checks, and Charisma checks. In addition, the creature has disadvantage when rolling initiative and can't maintain concentration. *Remove curse*, *greater restoration*, or equivalent magic restores the creature to normal.

Caverns of Chaos

The creatures and power of the Far Realm are held in these unlit caverns.

44. Chaos Lair

Twisting ledges divide this chamber into multiple sections, creating a series of increasingly deep tiers. Stalagmites dot the floor.

Advance Warning. Those entering this area can hear the babble of the gibbering mouters. A successful DC 10 Intelligence check confirms that the speech is gibberish in various languages.

Ceiling. Although the cavern floor drops down as shown on the map, the ceiling stays level.

Creatures. Four gricks climb and wander the first two ledges, while two gibbering mouters lurk on the third. One grell starts out flying above area 45. Six prisoners hide among the ledges, trying to avoid the aberrant monsters.

Aberrant Magic Field. Weird transmutation magic radiates from the entire cavern. Whenever a character fails an attack roll, a saving throw, or a check in this area, all the character's ongoing spells and magic items are suppressed until the end of the character's next turn. During this time, spells provide no effect and items don't impart their properties or powers.

Ledges. Each rough ledge is 10 feet high and easy to scale. A character can climb a ledge at full speed by succeeding on a DC 15 Strength (Athletics) check or Dexterity (Acrobatics) check.

Stalagmites. These 10-foot-diameter spires of rock rise 20 feet above the floor.

45. Eldritch Altar

A slab of jet-black stone sits at the center of this cavern alcove. Its sides show relief carvings of familiar humanoid faces—your own.

On the curving wall east of the altar is a glowing circle of glyphs about 3 feet from the floor.

Altar. This ancient altar to chaos is imbued with transmutation magic that reshapes its sides to show the faces of the most recent sentient humanoids to enter area 44.

The top of the altar slab shows the shadowy outlines of a dozen weapons, pendants, and other objects. An *identify* spell reveals that the altar imparts additional power into magic items placed on its surface. The caster must succeed on a DC 20 Intelligence (Arcana) check to further discern that when an item is empowered, the altar also draws in the life force of creatures near it.

When any magic item is placed on the altar for 1 minute, it takes on the following magic item details:

- The item glows with a faint purple light (though it is not bright enough to provide any illumination).
- The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor transformations, which do not affect the item's use or magical properties.

- The owner can communicate telepathically with the creature's whose soul was consumed (see below).

When a magic item is transformed, randomly select one character within 50 feet of the altar. That person's soul is drawn into the item, and he or she drops into a deathlike coma (DC 15 Wisdom [Medicine] check to determine whether the character is still alive). An *identify* spell can be used to discern the whereabouts of the soul and how to cure the condition, temporarily or permanently.

Placing the object in the character's hand temporarily ends the coma. Thereafter, the character must hold the object in hand or fall into a coma again. If the adventurer breaks contact with the object for 1 hour, or if the object is destroyed, the character dies. *Remove curse*, *greater restoration*, or equivalent magic breaks the bond, returning the soul permanently to the afflicted character.

Contact Stone. The circle of glowing glyphs serves as a contact stone.

FORESTS OF SLAUGHTER

These caverns house a Thayan menagerie.

Light. The cavern ceilings glow with magical light that varies in 12-hour cycles to simulate day and night. When the characters arrive, it is the start of the night cycle, and all areas in this sector are in dim light.

Magic Trees. Isolated stands of gnarled and vine-choked trees rise 15 to 20 feet high in the caverns. The trees are magic, targeting any intruders—creatures that are not normally housed in the area. An area of trees is difficult terrain.

Magic Turf. The rocky cavern floors in this sector are covered in a layer of magic turf that uses transmutation magic to slowly absorb the waste of the creatures that dwell here.

Pools. Each of the rocky pools in these caverns is 1 foot deep and magically filled with cool, clean water. A pool is difficult terrain.

Forest of Illusion

Powerful illusion magic suffuses trees in this zone.

When an intruder enters or ends its turn in an area of trees, the creature must succeed on a DC 15 Wisdom saving throw or, for 1 minute, become unable to see creatures hostile to it. The creature repeats the saving throw at the end of each of its turns, ending the effect early on a success.

46. Hook Horror Nest

The turf here is full of deep, enormous gouges.

Advance Warning. A character who can track can identify the gouges and tracks in the area as belonging to Large bipedal predators that use outsized clawed forelimbs to move like a gorilla might. A character who

succeeds on a DC 15 Intelligence (Nature) check recognizes the traits of hook horrors.

Creatures. Four hook horrors hang from the walls here. They have grown lazy and distracted by their imprisonment, so characters have advantage on Dexterity (Stealth) checks made against the horrors until any character is spotted. The horrors hesitate to attack those dressed like Thayans but do so if no food is quickly offered.

The horrors fight mostly to defend a mound in the northwest section of the cavern, which contains their eggs. A character who can speak Undercommon and deal with the hook horrors' unsophisticated intellect can get them to stand down by guaranteeing the eggs' safety and making a successful DC 20 Charisma (Deception, Intimidation, or Persuasion) check. If the check fails, the horrors try to kill and eat the interlopers, but the negotiations can be renewed if two or more horrors are slain.

Contact Stone. A circle of glowing glyphs just north of the black gate serves as a contact stone.

Dungeon State. The hook horrors recognize a truce for only about 10 minutes. At that point, intruders have to renegotiate.

47. Cockatrice Roost

This treeless section of the cavern is set with natural ledges and indentations 10 feet from the floor.

Creatures. Eight cockatrices roost on the ledges. They make no attempts to hide, and they attack as soon as they realize the adventurers have no food for them.

Ledges. Rough handholds make it easy to climb the walls in this area. A search of the ledges reveals sixteen cockatrice eggs.

48. Gorgon Lair

At the edge of the pool stands a lifelike statue of a hook horror.

Two adult gorgons attack intruders on sight, pursuing those who flee into area 46. Any hook horrors there attack only if the adventurers slay or drive off the gorgons.

Forest of Recovery

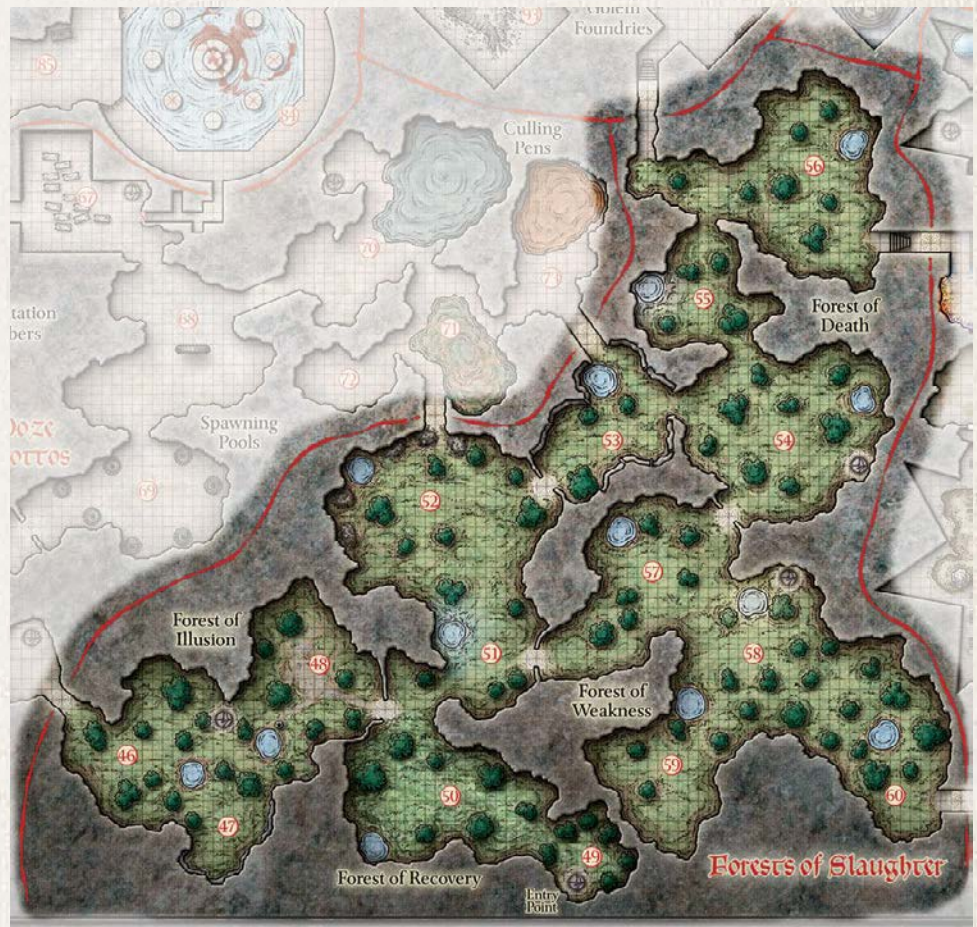
Powerful conjuration magic suffuses the trees in this zone. When an intruder enters or ends its turn in an area of trees, the creature must succeed on a DC 15 Wisdom saving throw or, for 1 minute, any damage it deals instead causes the target to gain 5 (1d10) temporary hit points. The creature repeats the saving throw at the end of each of its turns, ending the effect early on a success.

49. Gate Cavern

Trees crowd the walls of this turfed cavern. To the southwest the turf gives way to a stone floor, where shadows curl like smoke from a circle of runes and black onyx fragments. West of the circle is a glowing circle of glyphs on the wall about 3 feet from the floor.

Creatures. A helmed horror and a wight guard this area. The wight has orders to confront anyone who enters without pig carcasses to feed to the zone's monsters. If such interlopers can't provide credible reasons for their presence, the wight orders the helmed horror to attack.

Glyph Key. The wight has a glyph key attuned to this zone.



50. Barghest Range

The grassy turf grows high in this large cavern.

Creatures. Two adult barghests and six barghest young lurk in the tall grass. A character who succeeds on a DC 20 Wisdom (Perception) check spots one or more of them. These creatures hesitate to attack only if the characters seem to be Thayans.

The barghests desire to take revenge on the Red Wizards and then escape the Doomvault. If the characters offer to free them and succeed on a DC 20 Charisma check (any appropriate Charisma skill can apply), the fiends stand down. They want any glyph keys the characters have. If defied, the barghests are likely to renew their attacks.

Dungeon State. If the barghests are freed and given a glyph key, they stalk the dungeon for any prey they can find. Tell the event coordinator to add them to the special encounters.

51. Pool of Recovery

A pool in this cavern glows with pale blue light.

The pool's evocation magic grants living creatures that drink from it the benefits of completing a short rest. A living creature can drink from the pool safely only once per tenday. It is never safe for an undead creature to drink from the pool. Each time a creature drinks while undead, it gains no benefits and takes 21 (4d10) radiant damage as its body overloads with positive energy.

52. Displacer Beast Dens

Bones are piled against the western walls of this cavern, forming low mounds.

Creatures. Two adult and three young displacer beasts dwell here. Each sits atop a different bone mound, and they all attack when it becomes clear that the adventurers have not brought food.

Bone Piles. These 1-foot-high piles of bones are difficult terrain.

Forest of Death

Powerful necromancy magic suffuses the trees in this zone. When an intruder enters or ends its turn in an area of trees, the creature must succeed on a DC 15 Constitution saving throw or, for 10 minutes, it can't regain hit points.

53. Peryton Roost

Broad ledges run along the walls of this long cavern, 20 feet above the floor.

Creatures. Four adult and four young perytons here have grown tired of their pork diet. If the characters don't appear to be Thayans, or if they fail to offer food within a few moments, the perytons attack. They prefer living targets.

Ledges. Rough handholds make it easy to climb the walls in this area. A search of the ledges reveals five peryton eggs.

54. Troll Cavern

Broken and gnawed bones are strewn across the turf in this forested cavern.

Creatures. Three adult trolls live in this area, two males that fight constantly and one immense, dominant female that lazes near the black gate. They wait to be fed or given prisoners to play with, which allows the adventurers a few moments to decide on a course of action. If the party lingers, it's likely to dawn on the trolls that the characters are fair game.

Contact Stone. A circle of glowing glyphs just west of the black gate serves as a contact stone.

Glyph Key. The female troll has a glyph key attuned to this zone, with which she and her allies can pursue fleeing characters.

55. Pool of Consumption

A pool in this cavern glows with pale gray light.

The pool's necromancy magic grants undead creatures that drink from it the benefits of completing a short rest. An undead creature can drink from the pool safely only once per tenday. It is never safe for a living creature to drink from the pool. Each time a living creature drinks, it gains no benefits and takes 21 (4d10) necrotic damage as its body overloads with negative energy.

56. Behir's Lair

The trees in this forested cavern are scorched and gouged. The turf is burned and overturned, revealing the stone floor in places.

Two behirs spend their days sleeping, eating, and attacking each other out of boredom and spite. The creatures are asleep or otherwise preoccupied when the characters come here.

Forest of Weakness

Powerful transmutation magic suffuses trees in this zone. When an intruder enters or ends its turn in an area of trees, the creature must succeed on a DC 15 Strength saving throw or become paralyzed for 1 minute. The creature repeats the saving throw at the end of each of its turns, ending the effect early on a success.

57. Leucrotta Lair

This area resembles a tranquil meadow dotted with a few trees.

Tracks. The ground seems to be covered with the tracks of large deer or elk, but a successful DC 25 Intelligence (Nature) check reveals that these tracks are those of leucrottas.

Creatures. Four leucrottas lurk here among the trees, along with one young leucrotta. They make calls like pained humans, which their handlers normally ignore. The creatures gleefully attack anyone they trick.

58. Pool of Renewal

A pool in this cavern glows with pale yellow light. East of the pool, the turf gives way to a stone floor, where shadows curl like smoke from a circle of runes and black onyx fragments. East of the circle is a glowing circle of glyphs on the wall about 3 feet from the floor.

Pool. The pool's abjuration magic grants creatures that drink from it the benefits of a *greater restoration* or a *lesser restoration* spell (creature's choice). A creature can drink from the pool safely only once per week. The second time the creature drinks in a tenday, its hit point maximum is halved for one tenday (*remove curse* removes this effect). The third time the creature drinks in a tenday, it suffers the effects of a *destruction* spell.

Contact Stone. The circle of glowing glyphs is a contact stone.

59. Choker Grotto

This big side chamber has a few small copses of trees and a few piles of bones.

Bones. The gnawed bones of six humans are here. Each has crushed neck vertebrae, which someone who succeeds on a DC 15 Wisdom (Medicine) check can discern.

Creatures. Six chokers live here, two lurking in each of the two treed areas near the pool and two on the walls near the pool. They wait and watch, attacking when the characters move within reach, which their handlers rarely do. The chokers in the trees try to pull victims into the treed areas.

60. Owlbear Grove

The trees grow closer together in this cavern, giving it the look of a silent forest. A monstrous owlbear crouches low at a pool of still water, its razor-sharp beak and bright eyes on display as its gaze tracks you.

Two adult owlbears and three young lurk among the trees here. They wait long enough to see if food is being handed out, and they attack if none seems forthcoming. The young are hidden, and they join the fight from the flanks after their parents attack.

OOZE GROTTOS

The Red Wizards use the magic of this sector to breed and control oozes.

Ooze Prod. An *ooze prod* is a quarterstaff that deals 1d4 force damage instead of its normal damage. The prod does not suffer damaging effects from oozes (such as from the gray ooze's dissolve trait). In addition, an ooze hit by the prod can't willingly move to a position where it would end a turn closer to the wielder of the prod than where it started. If the prod is used as a weapon, it breaks the first time a natural 1 is rolled on an attack roll with it.

Interactions. Most living Thayans assigned to this sector hate being here. Thayans who surrender here hate the sector so much that they are more inclined to give truthful information about it.

Augmentation Chambers

The magic of these chambers allows Thayans to bestow glimmers of intelligence into living oozes, making them obedient and more capable combatants.

61. Bone Room

Cracked and decaying bones are piled throughout this chamber.

In the northwest corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. Three sentient ochre jellies (see the "Sentient Oozes" sidebar) and a wight guard this area. The wight confronts anyone who enters but stands down if the characters look Thayan and give a credible reason for being here. Otherwise, the undead attack.

Bone Piles. Here lie fragments of bone left from bodies destroyed in attempts to infuse oozes with humanoid intelligence. The piles are 3 feet high. It costs 15 feet of movement to move 5 feet in a pile. A creature that enters or starts its turn in a pile takes 4 (1d8) acid damage. A creature can take this damage only once per turn.

SENTIENT OOZES

One of the many experiments in the Doomvault is to infuse oozes with intelligence. The Red Wizards have met with some success, though the process requires the sacrifice of many subjects. These sentient oozes are the same as regular versions of the monster except that they have Intelligence 5, can understand very basic Common, and are no longer immune to charm.

62. Ooze Temple

This chamber has stone benches, columns, and a raised altar, all suggesting it might have once been a temple or forum. Skeletons are arrayed across the benches.

Creatures. Three deathlock wights with buckets and stone boots move among dozens of skeletons. They pour steaming ooze over the bones. Two sentient ochre jellies and two sentient gray oozes are pooled near the benches.

Spilled Ooze. The spilled ooze essence makes the area around the benches difficult terrain. Any creature that ends its turn in the area of the spilled ooze takes 4 (1d8) acid damage. Due to their boots, the wights are immune.

Raised Altar. This raised altar is 10 feet above the floor. It has sides of smooth stone.

63. Spawn Vats

The sound of flowing and bubbling liquid is audible from the northern hallway leading to this chamber.

This enormous chamber of gray stone is filled with square vats made of the same material. At the center of the chamber, a great fountain spews black liquid that lands in a wide stone pool. Trenches cut into the floor run from the fountain bowl to the vats. The eastern wall of the chamber is partly covered by a long black curtain.

Creatures. Four deathlock wights move among the vats using *ooze prods* to poke the mixtures. They challenge any intruders. If the wights become distracted, oozes may attack (see “Vat System” below).

Sarkalla, a Red Wizard (transmuter), is working behind the black curtain, but she peeks out in response to the wights’ challenge. She uses a *message* cantrip to order the lead wight to attack. A character who succeeds on a DC 20 Wisdom (Perception) check notices Sarkalla while she does so.

Vat System. A 10-foot-high round magic fountain (necromancy and transmutation) forms the center of a vat system. Around it are 3-foot-high square vats. Trenches, 2 feet wide and 1 foot deep, connect the fountain to the vats. The whole system contains necrotic essence that prepares oozes for binding to undead.



A creature that enters or starts its turn touching the necrotic essence takes 5 (2d4) necrotic damage and must succeed on a DC 11 Constitution saving throw or be paralyzed until the start of its next turn. A creature can take this damage and needs to make the saving throw only once per round.

Six square vats each contain one ooze. Usually, wights use *ooze prods* to keep the oozes in the vats. If the wights are engaged in combat, roll 1d6 at the end

ROLEPLAYING SARKALLA

Quite mad, Sarkalla cares only for her experiments and her “precious children”—the oozes that she’s working to imbue with intelligence in order to create the “perfect assassins.” If she and her wights have the upper hand in combat, or if all the wights are destroyed, she calls for a break in hostilities. She proudly talks of the sentient oozes that will wreak havoc for Thay. She promises the adventurers positions as assistants and bodyguards to “the Ooze Master” (see area 65). If the characters accept, they are allowed to leave and go to area 64. Sarkalla otherwise attacks again and fights until killed.

of every round. If an ooze of the given type is still in a vat, it escapes and tries to attack the nearest creatures. However, each ooze has only half its hit points remaining.

1d6	Ooze
1-2	Black pudding (B)
3	Gelatinous cube (G)
4-6	Ochre jelly (O)

Black Curtain. Beyond a heavy black curtain, Sarkalla has her quarters, which contain a bed, a table strewn with writing implements and books, and shelves piled with bound volumes and scrolls.

Contact Stone. The circle of glowing glyphs above Sarkalla's southern table is a contact stone.

Treasure. Sarkalla's table and shelves contain two pieces of lore, spell scrolls of *dispel magic* (2) and *greater restoration* (2), a *potion of healing*, a *potion of heroism*, and six valuable tomes on underground exploration and natural history (120 gp each).

Sarkalla has a glyph key attuned to this zone, the Immortal Caverns, the Spawning Pools, and the Temples of Nature zone (in the Temples of Extraction sector).

Immortal Caverns

Horrifying by-products of the Red Wizards' dark ooze experiments are found here.

64. White Maw

This area is unlit.

The cavern walls here are dry white stone, as is the clean floor. Toward the center, a massive cracked black pillar rises to the dark ceiling.

Creature. White Maw is a gray ooze so massive it covers the entire floor and much of the walls. Unlike the other sentient oozes, this one is quite intelligent (Intelligence 12) and has the ability to communicate telepathically to creatures within 50 feet of it.

As soon as the last character enters, solid white "stone" closes over each exit as White Maw seals the adventurers within itself. The ooze is insane, and has multiple personalities of the creatures sacrificed to imbue it with sentience. Although it might communicate briefly with the characters, eventually madness takes hold and it attacks, slamming the characters with tentacles that manifest from the floor or walls. The adventurers attack it by targeting the floor or walls of the cavern.

When White Maw drops to 0 hit points, cracks shoot through the smooth white stone, which collapses to white dust, exposing the exits and dropping the characters 1 foot to the actual floor of dark stone.

Black Pillar. The black pillar is infused with psionic energy. Any creature that touches it takes 9 (2d8) psychic damage and is knocked prone. A creature can take this damage only once per turn.

65. Red Master

An enormous pillar of thick, red liquid stretches from floor to ceiling in this cavern. Embedded within the pillar is a whispering, crimson-robed humanoid form.

In the northeast is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke. East of the circle is a glowing circle of glyphs on the wall about 3 feet from the floor.

Creature. A Red Wizard known only as the Ooze Master is melded with the pillar of red ooze. He uses his powers to make sure the red pillar consumes those who come here.

Red Pillar. The red pillar flows like viscous fluid. When a creature moves within 10 feet of the pillar, the creature feels its body soften. On each turn the creature starts within 10 feet of the pillar, the creature must succeed on a DC 15 Charisma saving throw or take 7 (2d6) acid damage. A creature that drops to 0 hit points due to this effect dies and collapses into a puddle of gooey liquid. The fluid then flows into the pillar.

Contact Stone. The circle of glowing glyphs is a contact stone.

Dungeon State. The Ooze Master is a sort of lich. If destroyed, his shape reappears in the red pillar almost immediately but doesn't regain consciousness. His unconscious form whispers as if dreaming, and the Ooze Master dies only if the Phylactery Vault is disabled at the end of the adventure.

ROLEPLAYING THE OOZE MASTER

The Ooze Master is the result of a failed experiment to blend a Red Wizard with ooze. When the characters arrive, the Ooze Master assumes they are Thayan apprentices come to join him "in immortality." He greets them and honors their "great sacrifice." The Ooze Master knows if White Maw has been killed (though not who did it), and vows to use the characters' power, once it is consumed, to seek out and punish those responsible. He also speaks of "the great transformation," when all Red Wizards will be joined with oozes.

If a character is consumed by the liquid pillar, the Ooze Master gains that character's knowledge and memories. He uses that awareness against the rest of the party.

66. Black Elder

In the brilliant light shed by the white pillar at the center of this cavern, a pool of mottled black liquid gleams. Ripples spread along its surface, as if the pool is shifting.

Light. The white pillar fills this area with bright light.

Pool. Silvery calm water forms this highly reflective, 1-foot-deep pool. Until a character looks into the pool and notices its mirrorlike nature, it takes a successful DC 20 Wisdom (Perception) check to notice that quality.

Creature. An elder black pudding lurks on the ceiling here, reflected in the pool. Unless a character looks up and sees the ooze, it quickly slides down the pillar and attacks with surprise.

White Pillar. At the start of each of its turns, a creature within 20 feet of the pillar regains 1d6 hit points. However, if this effect restores a wounded creature to its hit point maximum, the creature is blinded until it completes a long or short rest.

Spawning Pools

In these connected chambers, Red Wizards breed oozes for their experiments.

Noise. Those anywhere near area 68 hear the loud sound of steel grinding flesh and bone, rising and falling at intervals. The noise means that Thayans here fail to perceive sounds of combat from nearby areas.

Glyph Keys. Each Red Wizard in this zone has a glyph key attuned to this zone.

67. Laboratory Barracks

Dozens of fine gilt mirrors stand between silk hangings along the walls of this once-splendid salon. A dozen rough cots are spread across the center of the room. Shrouded magic lights are set into floor stands between them, dimly lighting the area.

In an eastern corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Advance Warning. Any character who studies the room for a moment and succeeds on a DC 10 Wisdom (Perception) check notices that all the cots and lights are 10 feet or more away from the walls.

Creatures. Two Red Wizards and four Thayan apprentices are sleeping here. When roused, they pull the cots over and use their spells from behind cover. They try to force or draw the characters close to the walls and the magic mirrors, hoping to summon the deadly defenders of this area.

Cursed Mirrors. Cursed mirrors are on all the walls except those within 5 feet of exit points, including the black gate and the secret door. Conjuration magic in the mirrors works such that any living humanoid that moves within 5 feet of one must succeed on a DC 15 Wisdom saving throw or a howling wraith emerges from the

mirror to attack. Once the mirrors have collectively called forth five howling wraiths, they become dormant for 1 hour.

68. Arch of Blades

A large archway of worked stone stands at the center of this curving cavern. A stack of pig carcasses is piled haphazardly along the eastern wall. Buckets are arrayed on the northern side of the arch, as well as along the southern wall near an archway.

On the curved wall west of the arch, about 3 feet from the floor, is a glowing circle of glyphs.

Creatures. One Red Wizard oversees two Thayan apprentices and six skeletons here. Four skeletons drag pig carcasses toward the arch and heave them through, where blades scythe outward and reduce each body to a heap of blood, flesh, and bone on the far side. Two skeletons then pick up shovels and collect the gore in buckets, making the flesh easier to transport.

If the characters watch long enough, the apprentices eventually carry full buckets toward the southern entrance and retrieve empty buckets stacked there to bring back to the skeletons.

Arch of Blades. This 3-foot-thick, 15-foot-diameter arch is a former trap imbued with powerful enchantment magic. The Red Wizards suppressed the magic, but they could not do away with it completely. Any creature that starts its turn within 5 feet of the arch must succeed on a DC 15 Wisdom saving throw or be compelled to run through the archway.

The magic blades in the arch come to life when any creature comes within 5 feet of the arch. A creature that moves through the arch takes 33 (6d10) slashing damage, or half that much on a successful DC 15 Dexterity saving throw. A creature that runs through the arch must repeat the initial Wisdom saving throw, and on a failure, the creature stops moving while still within 5 feet of the arch. The creature can willingly move farther away only after the start of its next turn.

A creature that succeeds on two Wisdom saving throws against the arch's effect becomes immune to that effect for 1 day.

Contact Stone. The circle of glowing glyphs is a contact stone.

69. Spawn Cavern

Broad circular pools are spread across this cavern, each filled with dark goo. The area smells of blood.

Creatures. One Red Wizard oversees two Thayan apprentices here. They walk a circuit around the pools, carefully jabbing down into them with the ooze prods they carry.

Spawn Pools. These 5-foot-deep pools are filled with ravenous ooze spawn that are nourished into full-grown oozes on pig meat. Each pool has either gray oozes, ochre jellies, or black puddings. The pools are

magically warded (abjuration) to keep the spawn from climbing up the interior walls, but that doesn't keep them from striking nearby creatures with their nascent pseudopods. Any creature that starts its turn adjacent of a spawn pool must succeed on a DC 15 Dexterity saving throw against the lashing tentacles of ooze or take 7 (2d6) acid damage. If a creature strikes a pool with an *ooze prod*, the pool's pseudopod attacks are suppressed until the end of that creature's next turn.

A creature that enters or starts its turn in a pool takes 9 (2d8) acid damage. A creature can take this damage only once per turn.

Culling Pens

Young oozes feed on each other in the great pools that fill these caverns.

70. Battle Pool

If creatures remain here, those approaching this area can hear creatures thrashing in liquid.

A jet-black pool that roils like a storm-tossed sea takes up half this cavern.

Creatures. One Red Wizard and two Thayan apprentices are focused on the black pool with their *ooze prods*. When the Thayans leave to deal with the adventurers, a young black pudding emerges from the ooze pool at the start of the second round. Another young pudding emerges at the start of the fourth round, and another at the start of the sixth round. The Thayans try to keep the characters between them and the pool, since the oozes see all other creatures as prey.

Ooze Pool. Filled with black puddings, living and dead, the pool is 2 feet deep and difficult terrain. Transmutation magic on the pool keeps most of the puddings in a torpid state so they react only to stimulation from a nearby source. A creature that enters or starts its turn in the pool takes 14 (3d8) acid damage. A creature can take this damage only once per turn. In addition, every time a creature moves 5 feet in the pool, the creature is subject to an opportunity attack from a young black pudding.

71. Dead Pool

A reeking, acrid pool of slime and sludge fills most of this cavern, leaving only a rocky ledge to both sides.

East of the pool is a glowing circle of glyphs on the wall about 3 feet from the floor.

Noise. Unless areas 72 and 73 have already been cleared, combat noise comes from them.

Acidic Vapor. The air contains acidic vapors. A creature that starts its turn here must succeed on a DC 10 Constitution saving throw or take 2 (1d4) acid

damage. A creature that holds its breath or doesn't need to breathe has advantage on the saving throw.

Ooze Pool. Filled with the remains of dead oozes, the pool is 2 feet deep and difficult terrain. A creature that enters the pool or starts its turn there takes 9 (2d8) acid damage and 9 (2d8) poison damage. A creature can take this damage only once per round.

Contact Stone. The circle of glowing glyphs is a contact stone.

Developments. Any noise in this area alerts creatures in areas 72 and 73.

72. Ooze Duel

This cavern bears minor signs of multiple combats.

Creatures. One Red Wizard and two dread warriors watch from near the eastern wall as four Thayan warriors battle a gelatinous cube. Two of the four warriors have been engulfed, and all are at half hit points (as is the ooze). The cube treats all creatures in the area as enemies.

73. Jelly Pit

A rough pit takes up half of this cavern.

Creatures. One Red Wizard and two Thayan apprentices use *ooze prods* to keep three young ochre jellies in the pit and fighting. When the Thayans start combat with the characters, each of the three jellies emerges from the pit 1d4 rounds later (roll for each). The oozes see all other creatures as prey.

Jelly Pit. Filled with young ochre jellies, living and dead, the pit is 5 feet deep and difficult terrain. Transmutation magic on the pit keeps most of the jellies in a torpid state so they react only to stimulation from a nearby source. A creature that enters or starts its turn in the pit takes 9 (2d8) acid damage. A creature can take this damage only once per turn. In addition, every time a creature moves 5 feet in the pit, the creature is subject to an opportunity attack from a young ochre jelly.

PREDATOR POOLS

The Red Wizards' plans involve the disruption and control of the Sword Coast's trade. To that end, the Thayans are spawning an aquatic army.

Pools. The saltwater pools in this sector are 50 feet deep, and the surface of each pool is 1 foot below the surrounding floor. It takes 5 extra feet of movement to move from a pool onto the floor. Unless otherwise noted, transmutation magic in each pool keeps the water clean.

The pools also share enchantment magic. Living in the water causes hypnotic dreams that, after prolonged exposure, improve combat skill and imbue most creatures with strong devotion to the Red Wizards.



Reactions. Creatures in this sector usually hesitate to attack those who seem to be Thayan but quickly overcome this reticence if the characters linger and fail to act to type. Most aquatic monsters prefer to drag foes into the water.

Water Globes. Floating 5 feet above the floor, these magic water globes (transmutation) are 15 feet in diameter. Red Wizards use them to hold aquatic creatures for transport through the black gates.

As an action, a creature that is within 5 feet of a globe and has an Intelligence score of 10 or higher can take control of the globe by succeeding on a DC 10 Intelligence check. As part of its movement and with a successful DC 10 Intelligence check, the controller

can direct the globe to move with it, remaining within 5 feet of the controller. A globe's controller can enter and leave the globe at will. The controller can maintain control of the globe while within 100 feet of it. Another creature that qualifies as a controller can wrest control of a globe by winning a contest of Intelligence against the current controller.

A creature that touches a globe without being its controller must succeed on a DC 15 Strength saving throw or be drawn into the globe and unable to pass back through its boundary. As an action, a trapped creature can free itself with a successful DC 20 Intelligence check. Also as an action, a globe's controller can release a trapped creature with a successful DC 10 Intelligence check. A creature inside a globe has half cover against effects that originate outside the globe. While inside a globe, a trapped creature can't contest for control of the globe.

Pools of Devotion

A spirit naga oversees this sector and its creatures.

74. Kraken Pool

Beyond a broad round pool in the center of this circular chamber is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

A magical simulacrum of a kraken is held in this salt-water pool. Although it responds to specific orders from Red Wizards, it attacks anyone in the room who looks over the edge of the pool.

75. Dragon Turtle Prison

If the dragon turtles are still here, characters approaching this area can hear the rattle and clank of immense chains.

Gigantic steel bolts have been driven into the stone floor of this immense area, attached to heavy chains. These trail down into the water of a vast pool situated between curving northern and southern staircases that lead up to double doors. Two enormous globes of blue liquid are suspended in the air to the east.

Creatures. Two juvenile dragon turtles, recently taken from Lake Thaylambar, have been chained here while the insidious mind control magic of the pools takes effect. They are not yet under the sway of Thay, so they grow agitated when any creature enters this chamber, and they're likely to attack.

The dragon turtles want freedom, and they're small enough to use a black gate. Any offer of freedom causes a break in hostilities while the creatures listen. If freed, unless the characters know of the circle in area 82, the dragon turtles go to area 76 and escape through the gatehouse. Syranra is sure to mention that fact when she next speaks to the characters. "Thankfully," she says, "the lakeshore is within sight of the gatehouse."

Freed dragon turtles know that Ihanvas, the naga overseer of this zone, dwells in area 76. They can be persuaded with a successful DC 17 Charisma (Persuasion) check to fight the naga if it is lured into this chamber.

Chains. Strong abjuration magic infuses the chains, which are long enough to allow the dragon turtles free run of the chamber. When a dragon turtle moves, any creature within 10 feet of its path must succeed on a DC 12 Dexterity saving throw or be knocked prone.

The dragon turtles can't harm or break the binding chains. However, the characters can open each of the two pin locks on each dragon turtle with a successful DC 20 Dexterity check or one *knock* spell.

76. Naga's Den

If the spirit naga is still here, anyone who listens at the entry doors hears a scream of pain.

The magical light shimmers off two circular pools in this chamber. A glowing glyph covers a broad area of the floor in the south. On the eastern wall between the pools is a glowing circle of glyphs about 3 feet from the floor.

Creatures. Ihanvas, the spirit naga overseer of this zone, is eating a prisoner. The naga attacks any intruders. Ten prisoners also linger in the pools here. Ihanvas's Charisma, combined with the magic water, has turned them into the naga's willing devotees. They defend their master in any battle.

Southern Interior Door. The southern door to area 77 is locked.

Curse Glyph. Ihanvas wants to block direct access to her lair from area 77, so a magical glyph has been placed in the area marked on the map. Any creature that enters the marked area must succeed on a DC 16 Wisdom saving throw or have disadvantage on attack rolls against the naga, while the naga has advantage on saving throws against the creature's capabilities. The effect is a curse that lasts until Ihanvas dies.

Pools. A lip around the interior edge of each pool provides a 5-foot shelf where the water is only 3 feet deep. Further, a tunnel connects each pool to the other at the bottom, so the two pools are really one U-shaped structure, which Ihanvas can use to move through the room.

Contact Stone. The circle of glowing glyphs is a contact stone.

Treasure. Ihanvas carries a glyph key attuned to this zone, the Warrior Pools, the Spawn Pools, and the Blood Pools. The naga also wears a platinum circlet set with sapphires (1,000 gp) and matching earrings (500 gp for the pair).

Hidden at the bottom of the pools' connecting tunnel, Ihanvas's treasure includes 200 pp, five tourmaline jewels (100 gp each), +1 *plate armor* and a sealed ivory case that holds spell scrolls of *detect magic* (2), *identify* (2), *restoration* (2), and *remove curse*.

Warrior Pools

This gruesome zone is packed with the foulest of the aquatic soldiers. Most of this zone has no light sources.

77. Scrag Pool

A circular pool in this chamber has foul slime filled with bits of bone along its edge. To the west is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. Two scraggs, a male and a larger female, lurk in the pool.

Pool. The floor around the pool is crusted with the remains of the scraggs' meals. Any creature that fails a Dexterity saving throw while on the floor in this area falls prone. If the save fails by 5 or more, the creature falls into the pool.

SCRAG (AQUATIC TROLL)

A scrag is an aquatic troll. It has the same statistics as a normal troll except that instead of a climb speed, it has a swim speed of 30 feet. A scrag also has the following additional trait:

Aquatic. The scrag can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

78. Undead Pool

The stench of death is overwhelming here. The pool at the center of this chamber is a blackened sea of floating corpses. Three enormous globes of blue liquid are suspended in the air to the east.

West of the pool, just south of a set of double doors, is a glowing circle of glyphs on the wall about 3 feet from the floor.

Creatures. Eight lacedons here are inactive, appearing like corpses in the water until they catch the scent of living creatures.

Pool. The necromancy magic in this pool is intended not to keep it clean but to kill intruders. Any creature that makes an attack dealing radiant damage in this area must succeed on a DC 20 Wisdom saving throw

LACEDON (AQUATIC GHOUL)

A lacedon is an aquatic ghoul. It has the same statistics as a normal ghoul except that it has a swim speed of 30 feet.

or move to the pool and jump in as soon as it can. Any living creature that enters the pool or starts its turn there takes 8 (2d8) necrotic damage. A creature can take this damage only once per turn.

Developments. Any combat that lasts more than 3 rounds attracts the scrag in area 77 or the merrows in area 79 (choose one). They enter the fray here at the start of the fifth round.

Contact Stone. The circle of glowing glyphs is a contact stone.

79. Bone Pool

The floor of this sweltering chamber and its pool are spread with a fine layer of shattered bone. The dim light from a pair of low-burning braziers reveals piles of animal skulls set around the edge of the water.

Creatures. Four merrows entertain themselves by decorating their lair and chewing bones.

Pool. The magic of the pool has failed, and the water is dangerously filthy. Any creature that starts its turn in the pool must succeed on a DC 10 Constitution saving throw against poison or become nauseated and have disadvantage on attack rolls and saving throws until the start of its next turn. All the creatures in this zone are immune to this effect.

Bones. Pig bones and humanoid bones are scattered across the floor, but a few 1-foot-high piles are difficult terrain.

Braziers. The magic stone braziers (evocation) are built into the room and can't be moved. A creature that touches a brazier takes 3 (1d6) fire damage. A creature can take this damage only once per turn.

Spawn Pools

The Red Wizards refocused the magic of these once-deadly pools to spawn aquatic creatures under the supervision of a sea hag.

Spawning Essence. Blue glowing water in this zone is spawning essence, the transmutation magic of which causes spawn to grow quickly and strengthens their predatory nature. A creature that drinks spawning essence gains the benefit of completing a short rest. A creature can safely gain this benefit only once per tenday. Each time a creature drinks when unsafe, it gains no benefit and must succeed on a DC 18 Wisdom saving throw or suffer the effects of a *confusion* spell for 1 minute. The creature can repeat the saving throw at the end of each of its turns to end the effect early.

Spawn Pools. The round pools in this zone are cut 10 feet deep into the surrounding stone floor. Spawn pools are filled with spawning essence.

Spawn Pits. Rectangular 5-foot-deep spawn pits are filled with spawning essence. Each pit holds predatory fish juveniles, which attack any creature that enters or starts its turn in the pit. Such a creature takes 2 (1d4)

piercing damage. A creature can take this damage only once per turn.

Trenches. The 2-foot-wide, 1-foot-deep trenches connecting the pools and pits are filled with spawning essence, but it is diluted power has no effect on creatures touching it.

80. Black Gate Pool

Beneath walls set with relief carvings of humanoid couples romantically entwined, the bottom of a slimy, dimly luminous pool is shrouded in shadow. Trenches from the pool flow into 1-foot tubes in the wall. An enormous globe of blue liquid is suspended in the air to the west.

Creatures. Five kuo-toas are on guard. Another four kuo-toas are sleeping at the bottom of the pool. The kuo-toas are loyal to Thay and expect to be asked to escort those passing through this area. They attack anyone who makes no such request.

Pool. This zone's black gate is underwater in the pool. The pool's magic can do only so much with the natural excretions of its inhabitants.

Developments. If combat lasts longer than 3 rounds, it draws the attention of the creatures in area 81. They open the southern doors during the fourth round of combat and feign retreat to draw adventurers into the spawn pits in area 81.

81. Spawn Hall

Relief carvings along this arch-roofed hall show disturbing scenes of demons and humanoids engaged in debauchery. Five pits cut into the floor are filled with glowing water. South of these pools on a rough wall is a glowing circle of glyphs about 3 feet from the floor.

Creatures. A dread warrior two wights and four zombies. They attack anyone who isn't escorted by kuo-toas or the sea hag, pursuing such interlopers to any area of the zone.

Contact Stone. The circle of glowing glyphs is a contact stone.

Glyph Key. The dread warrior has a glyph key attuned to this zone.

82. Sea Hag Lair

Two large pools fill a chamber whose walls are carved with reliefs of humanoids frolicking with cherubic angels. Water from the pools flows into pits that spread along the walls from one corner. A foul pile of debris and bones stands in the opposite corner of the chamber.

Creatures. Two male merrowss dwell in the south pool. A sea hag named Tanjus luxuriates under the surface of the north pool with her pets, six giant crabs. She oversees the spawning pools in this zone and yearns to overthrow Ihanvas (area 76) for control of the Predator Pools and their monsters.

During combat, Tanjus offers the characters a temporary truce. She asks them to find and kill Ihanvas, because she desires to be the dominant force in this portion of the dungeon. The hag offers two pieces of lore and promises that none of her creatures will leave this sector. She also says that the characters can move freely through this zone once the naga dies.

Developments. If combat lasts longer than 3 rounds, it draws the attention of the creatures in area 81. They open the southern doors during the fourth round of combat and attack unless Tanjus orders them not to.

North Pool. A magic circle (conjunction) is scribed on the bottom of the north pool. It's a combination summoning circle and teleportation circle, but it's currently dormant. A spellcaster who succeeds on three DC 20 Intelligence (Arcana) checks can reactivate the circle. The circle then allows teleportation, the character knows, to the deep seafloor off Bezantur, deep in the Sea of Fallen Stars.

Debris Pile. Any creature that starts its turn in this disgusting pile, which is difficult terrain, must succeed on a DC 10 Constitution saving throw against poison or become nauseated, having disadvantage on attack rolls and saving throws until the start of its next turn. All the creatures in this zone are immune to this effect.

Secret Door. The secret door to the north is built just above the spawn pit's water.

Treasure. Tanjus has a black pearl (500 gp), a golden gorget set with aquamarines (1,000 gp), and a *staff of charming*. She has a glyph key attuned to this zone and the Pools of Devotion.

A successful DC 15 Intelligence (Search) check to search the debris reveals five *potions of water breathing* and two spell scrolls of *water walk*.

Dungeon State. If the adventurers leave Tanjus alive and Ihanvas is killed, the hag and her merrows relocate to area 76. However, no matter what happens, Tanjus and her monsters attack any characters who return to this zone.

Blood Pools

The Red Wizards have the allegiance of sahuagin exiled from Alextis in the Sea of Fallen Stars. Most of this zone has no light sources.

83. Baron's Court

The pool that takes up most of this circular chamber is filled with clear water. Stone pillars rise from the bottom to break the surface. Sets of double doors are spaced evenly around the room's perimeter.

Creatures. Six sahuagin swim along the surface around the edge of the pool, while the sahuagin baron and two hunter sharks swim deeper down.

Enmity between the baron and the priestess (area 84) means that these sahuagin make no attempt to call for aid.

The sahuagin know the hazards of the pillars. They are not aware of the secret door.

Paralysis Pillars. The tops of the pillars are even with the floor, and so they are 1 foot above the water surface. The remnants of an old magical trap (enchantment) exist in the pillars marked on the map. A creature that ends its turn touching the top of one of those pillars must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute. The paralyzed creature slips into the water and sinks to the bottom of the pool. The creature can repeat the saving throw at the end of each of its turns to end the effect early.

Treasure. The baron wears +1 *leather armor* (shark skin and chitin) and a crownlike helm of ivory, coral, leather, and gold (500 gp). He also has a glyph key attuned to this zone.

At the bottom of the pool is a stone coffer that contains a stash of 100 pp and eight large pearls (100 gp). It also has a crystal phial that contains a *potion of delusion* that seems to be a *potion of water breathing*.

84. Altar Pool

If the sahuagin are still here, those approaching this area hear chanting.

An octagonal pool fills this chamber. A slick of blood darkens the water around a stepped stone altar that sits on a broad pillar rising from the pool. Smaller pillars are spread around the central one. An enormous globe of blue liquid is suspended in the air to the north.

Creatures. Four sahuagin stand and chant with a sahuagin priestess on the altar pillar. Another five sahuagin and two hunter sharks dwell in the pool. A prisoner is bound on the altar.

The chanting ritual that precedes the sacrifice takes 3 rounds to complete. If the characters deal 20 or more damage to the priestess in that time, she breaks off the ritual to lead a counterattack. Otherwise, the prisoner is slain and thrown to the shark. Any sahuagin on the altar then gains the effects of an *aid* spell and a *bless* spell.

Enmity between the priestess and the baron (area 83) means that these sahuagin make no attempt to call for aid.

Altar Pillar. The outside area of the pillar rises 1 foot above the water. The central altar rises 3 feet above the outside pillar. It takes 5 extra feet of movement to move from the outside pillar to the top of the altar.

Paralysis Pillars. See area 83.

Prisoner. If the prisoner is saved, he is in the same mental state as the prisoners in area 85. He can't aid the adventurers or answer questions.

Ledge. A 10-foot-high rough ledge separates this area from area 85.

Treasure. The priestess carries a *dagger of venom* and wears a headdress of ivory, coral, leather, and gold (500 gp). She also has a glyph key attuned to this zone.

85. Prisoner Cavern

On the north wall of this cavern is a black stone shrine set with relief carvings of roses. About a foot above the arcane shrine is a glowing circle of glyphs on the wall. To the south is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. A dread warrior keeps watch with seven skeletons. They do little but confront creatures moving toward or appearing from either magical gate. The adventurers can enter and leave this area from the east without fighting, even with the prisoners in tow.

Part of the deal the Red Wizards struck with the sahuagin involves providing prisoners for dark rites and horrid meals. The magic of the black shrine keeps ten prisoners circled around it in a catatonic state.

Black Shrine. Any living creature that moves or ends its turn within 20 feet of the black shrine must succeed on a DC 15 Intelligence saving throw, or the necromancy magic of the shrine lowers the creature's Intelligence, Wisdom, and Charisma scores by 1d6 (roll once for all three). A creature can be affected only once per round. If any affected score is reduced to less than 3, the character becomes paralyzed. A character who leaves the area recovers in 1 minute.

Ledge. A 10-foot-high rough ledge separates this area from area 84.

Contact Stone. The circle of glowing glyphs is a contact stone.

Glyph Key. The dread warrior has a glyph key attuned to this zone.

GOLEM LABORATORIES

In these formerly cursed temples and workshops, the Red Wizards create golems.

Golems. Incomplete golems are reduced-threat monsters. If a golem is inactive, it is essentially unconscious.

Dungeon State. When these areas are cleared, any golems that remained inactive become inert and can't be activated thereafter.

Treasure. The treasure in this sector consists of materials and tools used in the creation of the golems, but the magic of these chambers makes the process much more efficient. As such, the value of this treasure is less than what might be expected.

Flesh Golem Mortuaries

Red Wizards bind and reanimate dead flesh and bone in these halls.

86. Hall of Teleportation

The walls of this massive hall are carved with reliefs of humanoid monarchs adorned with jeweled crowns and other finery, servants bowing at their feet. Huge white pillars rise to the ceiling.

Creatures. Three incomplete helmed horrors and two incomplete flesh golems stand inactive here in front of pillars, drawing on the lightning magic to become fully empowered. They come to life if attacked or when the teleportation magic of the pillars is triggered.

Teleporting Pillars. The first time a creature moves within 5 feet of a pillar on its turn, the creature must succeed on a DC 17 Wisdom saving throw or be teleported to a random space next to another pillar (roll a d20). The creature also takes 5 (2d4) lightning damage. If the destination pillar is the same as the origin point, the creature takes double damage.

An *identify* spell used on the pillars is enough to discern the teleportation magic.

87. Golem Vault

Relief-carved walls showing nobles at a great feast make a stark counterpoint to the stench of preservatives with a hint of rot. Flesh golems in their first gruesome stages of assembly are on a few of the tables. Other tables contain only prepared body parts and bones.

A glowing circle of glyphs is set on the midpoint of the southern wall about 3 feet from the floor.

Creatures. Two Red Wizards and two Thayan apprentices are in this area, moving among the tables working or selecting parts. Four skeletons keep watch from the corners, while a ghoul mops gore from the floors. Golems in this area can't be activated and are no threat.

Treasure. One table contains special unguents and bindings used in the creation of the golems. A character who succeeds on a DC 15 Intelligence (Arcana) check realizes these materials, which weigh 10 pounds, are worth 1,500 gp.

Each Red Wizard has a glyph key attuned to this zone.

Contact Stone. The circle of glowing glyphs is a contact stone.

88. Black Prison

A large stone block on the floor between the room's double doors prevents them from fully closing. Within, rusted black iron cages hang by heavy chains from the ceiling of this dark-walled chamber. In the northeast corner is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. A wight commands eight zombies who guard this chamber while some members of their squad recover in the cages. One deathlock wight and two wights rest in the cages.

Cages. The bottoms of these unlocked cages hang 3 feet above the floor. Necromancy magic on the cages restores 20 hit points per hour to an undead creature in a cage. A living creature in a cage takes the same amount of necrotic damage each minute it remains in the cage.

If *detect magic* is used on the cages, they also radiate a residual aura of conjuration. They used to be the destination for the teleportation pillars in area 86.

Doors. If the 800-pound stone block holding these doors open is removed, they magically slam shut (abjuration). It takes a DC 30 Strength check to force the doors open. A *knock* spell disrupts the magic briefly, lowering the Strength check DC to 20 for 1 minute.

Glyph Keys. One wight and the deathlock wight each have a glyph key attuned to this zone. The deathlock's key is also attuned to all the zones in the Ooze Grottos.

Clay Golem Kilns

Red Wizards have repurposed this zone's magic to the creation of clay golems.

89. Transmutation Pits

Two sides of this chamber have collapsed to form shallow, rough-walled pits filled with clay. Near the northern and southern corners are circles of sigils that glow with red light.

In the eastern corner is a small array of urns and boxes. About 3 feet above them on the wall is a glowing circle of glyphs.

Creatures. Two Red Wizards work here with a dwarven cleric of Grumbar, a deity associated with caverns and earth. The dwarf assists in the creation of clay golems, which require divine spellcasting. The dwarf, whose name is Gorvan Ironheart, was recruited by the Red Wizards and offered a substantial sum of money for assistance in crafting the golems. If questioned, though, he lies, claiming to be a prisoner of the Red Wizards. If the characters spare him, he will accompany the party until he sees an opportunity to escape.



Also present are two incomplete clay golems. The wizards or the cleric can activate a golem by succeeding on a DC 15 Intelligence check made as an action.

Clay Pits. These 3-foot-deep pits channel powerful transmutation magic that converts rock walls and floor to clay for use in golem construction. The soft clay is difficult terrain.

A creature that starts its turn in a clay pit must succeed on a DC 15 Strength or Dexterity saving throw (creature's choice) or take 5 (2d4) bludgeoning damage and become restrained in the clay until the start of its next turn. A creature can escape the clay by succeeding on the saving throw or by taking an action to make a DC 20 Strength check or Dexterity check and succeeding. Another creature can try to pull a restrained creature free by taking an action to do so and succeeding on a DC 20 Strength check. A creature that dies while trapped in the clay is transformed into a rough clay statue.

Teleportation Circles. Set into the floor, these teleportation circles (conjuration) have been partially disabled. A creature that enters a circle's area is pushed back 10 feet and knocked prone. The first time a creature does so on a given turn, the creature takes 5 (2d4) force damage.

Treasure. In the eastern corner are a few jars of rare oils and boxes of rare powders used in the creation of the golems, along with some empty containers of the same. A character who succeeds on a DC 15 Intelligence (Arcana) check realizes that these materials, which weigh 15 pounds, are worth 3,000 gp.

Each Red Wizard has a glyph key attuned to this zone.

Contact Stone. The circle of glowing glyphs is a contact stone.

90. Golem Pen

Pillars of white marble glow with intense white light that brightly illuminates the area. The light is so bright that it almost obscures the arcane glyphs carved in the archways that lead into the room.

Pillars of Light. The intense bright light, created by evocation magic in the pillars, causes disadvantage on ranged attack rolls and ability checks made to search or see in this area. In addition, whenever a creature starts its turn in the chamber proper (not in an entryway next to the glyphs), it must succeed on a DC 13 Constitution saving throw or become blinded until the start of its next turn.

Arcane Glyphs. In the entryways, arcane glyphs on the wall can be used to control the pillars. When someone touches the glyphs, the pillars flicker, and it takes a successful DC 10 Intelligence (Arcana) check to guess their function. A *detect magic* spell shows that the abjuration aura of the glyphs is connected to the evocation magic of the pillars, revealing the function of the glyphs without a check.

A character touching the glyphs can take an action to subdue the pillars with a successful DC 10 Intelligence (Arcana) check or shut them off with a successful DC 15 Intelligence (Arcana) check. Subdued pillars shine less intensely for 1 minute, and the DC for the saving throw against them becomes 8. However, while the pillars are subdued, the golems regain 5 (2d4) hit points at the start of each of their turns. Deactivated pillars go dark for 1 minute, are subdued for another minute, and then return to normal function.

Creatures. Two incomplete clay golems in this area are activated the first time a character fails a saving throw against the pillars or changes their light intensity.

91. Hall of Skulls

Three of the skulls here connect to corridors, which the Thayans simply avoid. Characters approaching this way see the following.

Ahead is a broad archway of dimly glowing green stone. In it is a field of dead gray mist.

Any creature that moves within 5 feet of the mist must succeed on a DC 20 Strength saving throw or be pulled

into it and shunted violently into area 91, falling prone and taking 3 (1d6) bludgeoning damage.

Inside the room is the following scene.

Six enormous fiendish skulls are set into the walls of this vast rectangular hall, two on each long side and one on each short side. Each skull is 20 feet high and carved of dimly glowing green stone, and it has a wide-open fanged mouth filled with dead gray mist.

In the center of the chamber is a circle of runes and black onyx fragments set into the floor.

Fiendish Skulls. The fiendish skulls are imbued with powerful magic. When any character steps into a skull's mouth, macabre laughter erupts from the northwest corner. The character is teleported to the mouth of another skull (roll 1d6 to determine randomly), where he or she comes tumbling back into the room, falling prone and taking 3 (1d6) bludgeoning damage. The character must succeed on a DC 15 saving throw (the ability is based on the skull's number) or suffer the skull's curse. The curse is a cumulative -1d4 penalty to checks and saving throws for the indicated ability score. If a character has an accrued penalty of -5 or more, the character also suffers the curse's secondary effect. A *remove curse* spell can remove the penalty and effect.

1) Strength, with a secondary effect of falling prone whenever hit by an attack.

2) Constitution, with a secondary effect of reduction to three-quarters of normal hit point maximum.

3) Dexterity, with a secondary effect of having to move at half speed or falling prone at the end of the movement.

4) Intelligence, with a secondary effect of being unable to speak or understand language.

5) Wisdom, with a secondary effect of being unable to perceive anything more than 30 feet away.

6) Charisma, with a secondary effect that the character gains an unpleasant odor that causes allies adjacent to him or her to have disadvantage on checks and saving throws.

Secret Door. In the northwest corner, 20 feet above the floor, a secret door is hidden. The door is nearly impossible to find from the floor (DC 30). The smooth wall is hard to climb without aid, but the vaulted ceiling provides places where a grappling hook might catch.

Beyond the secret door, a teleportation circle set into the floor of a small chamber glows with a blood-red light. A creature that steps into the circle is teleported into one of the circles in area 89 (roll randomly).

Black Gate. Because it must be activated before it can be used, the black gate here doesn't exude shadowy energy. Any character who successfully assesses the gate knows that it must be activated and how to do so. A character who succeeds on a DC 30 Intelligence (Arcana) check while holding a glyph key, which need not be

attuned to this zone, can reactivate the gate. The DC decreases by 2 each time a character in the room enters a fiendish skull's mouth. Once the gate reactivates, it also attunes the activator's glyph key to this zone.

Stone Golem Quarries

Red Wizards have repurposed this zone's magic to the creation of stone golems.

92. Timeless Prison

A statue of an angelic female stands on a raised dais at the center of this chamber, the walls of which glow dimly with golden light. Cracked pillars support the crumbling ceiling, each carved in its lower portions to resemble a four-armed gargoyle shrieking in rage.

To the northeast is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. When any living creature enters this area, which the Thayans avoid, a four-armed gargoyle emerges from a random pillar and attacks. At the start of each round thereafter, another random pillar transforms until all six gargoyles have emerged.

With the Red Wizards drawing off the magic in this area to create stone golems, the ceiling is close to

ROLEPLAYING LUMALIA

Kazit Gul called Lumalia, a servant of Mystra, forth and bound her in the Doomvault centuries ago. Gul put her into stasis and compelled her to slay each time she awoke. She sensed Mystra's death long ago and gave in to despair. When she awoke this time, she didn't realize that Gul's power over her had been broken, but she feels the celestial spheres shifting. Once she is lucid and able to talk to the characters, she vows to aid them by moving through the Doomvault on her own.

Lumalia decides her first task will be to inflict justice upon the Thayans. She is immortal, but her anger and regret for the time lost during her imprisonment seems very human. In the thick of combat, she can become lost in her thirst for vengeance upon the current owners of the Doomvault. Lumalia was neutral good when she was imprisoned, but she is now chaotic good.

giving way. Whenever a gargoyle emerges from a pillar, crumbling stone falls from the ceiling, making the area around the pillar difficult terrain. Any creature next to the pillar must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) bludgeoning damage.

Deva Statue. Anyone who succeeds on a DC 15 Intelligence (Religion) check recognizes the statue as that of an astral deva. This creature is an extraplanar agent of a good deity.

The last gargoyle to appear uses its initial action to touch the deva statue, ending the curse holding the creature in stasis. This astral deva's name is Lumalia. When she is freed, the walls shed bright light instead of dim. The deva shrieks, unable to act until her turn, when she attacks the nearest creatures. The gargoyles stay away from her so that she targets the adventurers.

A character who succeeds on a DC 13 Wisdom (Insight) check understands that the deva is crazed from captivity. The characters can try to influence her to direct her attacks only against the gargoyles, but doing so takes a successful DC 15 Charisma (Persuasion) check to calm and refocus her attention.

Dungeon State. The magic of the Doomvault resonates within Lumalia. She needs no glyph key to move through the magical gates in the dungeon, although she can't allow others to do so. If she is free, her resonance creates feedback in the gate system, making it harder to find intruders in the dungeon. Tell the event coordinator to subtract 1 from the alert level in the Doomvault. The coordinator should also add Lumalia to the special encounters.



Lumalia

93. Stone Quarry

If the giants are here, their working is audible from either doorway even with the doors closed.

A deep pit surrounded by loose rock and rubble scars the smooth marble floor of this chamber. A heavy rope descending into the pit is connected to a system of winches and pulleys.

Creatures. One stone giant operates the pulley system to haul stone out of the pit while a second giant cuts stone out of the pit. Both are occupied with their noisy work.

The giants joined the Dread Legion willingly, but they hate their duties. Initially, they relish the chance to take their wrath out on the party, but they listen to offers of freedom. They need a glyph key to leave the dungeon.

Pit. Filled with rubble, which is difficult terrain, the pit is 30 feet deep with rough, gently sloped sides. The ropes and pulleys above the pit are attached to a gigantic bucket used to raise rock. It takes a successful DC 15 Strength check to raise the bucket while it is filled with stone.

Rubble. The area within 10 feet of the pit is full of rock debris, so it is difficult terrain.

94. Golem Assembly

If the Thayans are here, their working is audible from any open hallway leading into the room.

White stones frame three other open archways in this chamber. The four corner stones of each arch pulse with white light. Walls in this vast space are set with copper panels that reflect the magical lights, revealing piles of stone blocks.

In the eastern corner is a glowing circle of glyphs on the wall about 3 feet from the floor.

Glowing Archways. Any creature that steps into one of the four archways here is hurled 10 feet into the room. The first time a creature does so on a given turn, the creature must also succeed on a DC 15 Constitution saving throw or take 5 (2d4) force damage and fall prone.

Touching any of an archway's corner stones causes that stone to change color for 1 round. Number the corner stones from 1 to 4 and make the players specify which stones are touched. Select colors, pretending to consult the adventure each time.

Creatures. Two Red Wizards and two Thayan apprentices are distracted by their work shaping an incomplete stone golem here. However, they notice anyone hurled into the room. These Thayans all have light hammers (1d6 + 2 bludgeoning damage) instead of daggers. Either wizard can activate the golem by succeeding on a DC 15 Intelligence (Arcana) check made as an action.

Stone Piles. The 3-foot-high piles of rough stone blocks are difficult terrain.

Copper Panels. If a creature touches a copper panel, the creature takes 2 (1d4) lightning damage, and

the archway stones flash. Until the end of the creature's next turn, it can pass through any archway in this room without being pushed or hurt. The Thayans know that a creature holding a nonconductive object can gain the benefit of the panel without taking damage.

Treasure. Each Thayan has a fine chisel (four total, 50 gp each). At the feet of the golem are a few jars of rare oils and boxes of rare powders. A character who succeeds on a DC 15 Intelligence (Arcana) check realizes that these materials, which weigh 10 pounds, are worth 2,500 gp. Each Red Wizard has a glyph key attuned to this zone.

Contact Stone. The circle of glowing glyphs is a contact stone.

Iron Golem Foundries

Deadly elemental fire fuels the creation of iron golems to serve the Red Wizards. This whole area echoes with the roar of flames and flickers with firelight, in addition to the magical lights. When the heat here isn't outright dangerous, it's uncomfortable.

95. Efreeti Prison

Characters approaching this area can hear the roar of flames.

A low, round pool of molten material sits at the center of this chamber. Smoke curls like tendrils from it, moving in unnatural ways. In three corners stand red urns, most cracked and empty but a few still closed and glowing with eldritch glyphs.

Fire Vent. A fire vent blocks the passage between here and area 97. A creature can jump over the vent easily but must succeed on a DC 15 Constitution saving throw when doing so or take 5 (2d4) fire damage. Any creature that enters the vent or starts its turn there takes 21 (6d6) fire damage instead. A creature can take this damage only once per turn.

Creatures. Two efreet are bound to the smoke at the center of the room, so they can't leave the area or use their powers against anyone outside the room. They are the last among those kept in urns here.

Binding Smoke. The smoke tendrils form chains without solidity, but their abjuration magic holds the efreet in this area. An efreeti bound in this smoke is susceptible to the *charm person* spell and has disadvantage on the saving throw. They are used to being charmed by those who enter here. They attack anyone who fails to do so and fails to comply with orders to grant the efreet freedom.

The efreet have no means to break the binding smoke. They know it can be done with spells, such as *dispel magic* (DC 17), *gust of wind*, *knock*, or any spell that can push the efreet out of the area of the lava pool. The smoke dissipates if an efreeti is slain.

Molten Pool. The pool has a 3-foot wall. Any creature that enters the pool or starts its turn there takes 35 (10d6) fire damage. A creature can take this damage only once per turn.

Urns. Two unbroken funeral urns stand in each corner shown to have urns on the map. Primordial glyphs on the urns suggest that they are binding vessels for efreet, and *detect magic* reveals that they have an aura of abjuration. The wax-seal stopper of an urn is broken easily, and the urn can be broken like any clay vessel of the sort. When broken, an urn releases a gas that makes any creature within 10 feet of the urn resistant to fire for 1 hour. Each urn is 1 foot tall and weighs 5 pounds.

Dungeon State. The magic of the Doomvault resonates within the efreet, who have been here since before the Thayans came to power in the dungeon. They need no glyph keys to move through the magical gates in the dungeon but can't allow others to do so. If freed, the efreet rampage through the dungeon, preferring Thayan targets. Tell the event coordinator to add them to the special encounters.

96. Fire Vortex

This rough cavern splits off from the smooth walls of the adjacent chamber, its floor covered in a layer of ash.

Ash. Elemental ash covers the floor to a depth of half a foot, hiding how uneven the floor is. This entire area is difficult terrain.

Cavern Walls. The extremely rough walls make it possible to climb across the cavern horizontally.

Elemental Vortex. When any creature reaches the center of the cavern, its walls suddenly erupt in a maelstrom of elemental fire for 2d4 rounds. Any creature that starts its turn in the cavern takes 21 (6d6) fire damage, or half of that on a successful DC 17 Dexterity saving throw.

97. Golem Forge

At the center of this fiery hall is a huge crucible that exudes vapors. Dozens of molds and piles of armor plate are spread out before six hulking armored figures that stand along the walls.

To the southwest is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke. To the north of that is a glowing circle of glyphs on the wall about 3 feet from the floor.

Creatures. Two Red Wizards and two Thayan apprentices work on an incomplete iron golem in this area. Either wizard can activate a golem by succeeding on a DC 15 Intelligence (Arcana) check made as an action.

A charmed efreeti (see area 95) boils metal for them in the crucible. The efreeti fights for its Thayan friends. If freed of the *charm person* spell, it snatches up a falchion intended for the golems and attacks the Thayans.

If the efreeti is alive when the other foes in the area are slain, it rampages like its kin in area 95.

Crucible. A 5-foot-high crucible contains molten metal. As an action, a creature can attempt to shove the crucible over, taking 21 (6d6) fire damage in the process. On a successful DC 15 Strength check, the crucible tips, and on a successful DC 20 Strength check, the pusher can also push the crucible 5 feet before it tips. Molten metal quickly spreads from the crucible over an area 30 feet by 30 feet in size, including the crucible and the area within 5 feet of it.

Anyone caught in the area takes 21 (6d6) fire damage and must succeed on a DC 15 Constitution saving throw or fall prone. The floor of the area is covered in molten metal. For 5 rounds, any creature that enters the covered area or starts its turn there takes 10 (3d6) fire damage. (A creature can take this damage only once per turn.) For 5 rounds after that, the damage is 3 (1d6), and then it drops to none.

Fire Vent. See area 95.

Treasure. A search of the molds across the room reveals vials of rare tinctures and admixtures used in the construction of iron golems. A character who succeeds on a DC 15 Intelligence (Arcana) check realizes that these materials, which weigh 30 pounds, are worth 5,000 gp.

Each Red Wizard has a glyph key attuned to this zone.

Contact Stone. The circle of glowing glyphs is a contact stone.

TEMPLES OF EXTRACTION

These “temples” are profane laboratories that fuel Szass Tam’s schemes to ascend to godhood. Szass Tam and his closest associates have reshaped this sector’s magic to collect the divine essence of the Chosen of various deities. The Thayan regent believes this essence may be the key to becoming a god.

Creatures. The Thayans here are the most loyal and fanatic servants of Szass Tam. They all know that no one is authorized in this sector, so the characters have a hard time fooling them. Except for the cowardly Red Wizard Shalok (area 103), the Thayans in this sector are unlikely to surrender and are unwilling to help intruders even at the cost of their lives.

A Red Wizard in this sector might feign surrender to put the characters off their guard. For example, a wizard might fall to his knees. When the characters close in, the wizard casts an area spell that includes himself and the party.

If a shrine of binding (see that section) exudes a magical effect to which creatures in the room can become inured, the creatures guarding the shrine have already become accustomed.

Doors. All the doors of this sector are locked.

Random Encounters. No random encounters occur in the Temples of Extraction.

Shrines of Binding

Each chamber of this zone features an identical 3-foot-high shrine whose arcane power is the center of the extraction process. When the characters see a shrine for the first time, use the following description.

A three-step stone dais is set with four pillars, all carved of black jet. Glowing arcane runes surround the top edge of this shrine. Between the pillars, an unconscious humanoid is suspended in a roiling field of golden light.

Thereafter, you can shorten the description of the shrine, but be sure to specifically describe the Chosen bound in it.

Entering a Shrine. Stepping onto a shrine requires pushing through its tangible magical energy (multiple schools of magic). A shrine is blocking terrain unless entered willingly. Doing so requires a successful DC 10

Charisma check, and unless the check succeeds by 5 or more, the shrine is difficult terrain. On a failed check, the creature is knocked prone next to the shrine and takes 5 (2d4) force damage.

Effects of a Shrine. Channeling the energy of the entrapped Chosen, each shrine creates magical effects and light throughout its area. See each area description for details. A successful DC 10 Wisdom check allows a character to intuit the effects of a working shrine, including how it channels the life essence of the entrapped Chosen to another place and how to disable it. When a shrine is disabled, its magical effect in the area ends and the Chosen is freed.

Disabling a Shrine. The process for disabling a shrine is the same in each area. Characters who have entered the shrine's area must disable its magic with three DC 15 ability checks: Strength to smash the pillars, Dexterity to remove elements and disable key

arcane runes, or Intelligence to disrupt the flow of magical energy. A character can make multiple checks of the same type or any combination. On any failed check, the character who attempted the check is pushed off the shrine and knocked prone next to it, taking 5 (2d4) force damage.

Reaching the Phylactory Vault. A character who studies a disabled shrine of binding and succeeds on a DC 15 Intelligence (Arcana) check learns that the essence of the Chosen is being channeled through the shrine using the power of the black gates in this sector. A character understands that if the power of the black gates in the Temples of Extraction can be overloaded, those gates will attune themselves to the location where the power of the Chosen is being absorbed.

After the black gates in this sector have been overloaded by disrupting the black gates in other sectors, any creature who has a glyph key can enter one of these black gates to be taken to the Phylactory Vault.

The Chosen

In each area of the Temples of Extraction, one of the Chosen of the gods is being drained to grant power to Szass Tam. Some of these Chosen would be deadly threats,



but the binding ordeal leaves most of them physically and mentally weakened to the point that they pose no real danger. The Chosen have no memory of how they came to be in the Doomvault, so they can offer no information about the dungeon.

Many of the helpless Chosen are thoroughly evil, and good adventurers might balk at seeing them freed. Take advantage of this situation to create opportunities for interesting interactions.

If combat statistics become necessary, a helpless Chosen is AC 10, has 5 hit points, and makes checks and saves with a +0 modifier. If you plan on using this adventure in a continuing campaign, killing a helpless Chosen can later bring the adventurers into conflict with other agents of that Chosen's deity.

The magic of the Doomvault resonates within the Chosen. A Chosen needs no glyph key to move through the magical gates in the dungeon, although the Chosen can't allow others to do the same.

Temples of Anguish

The Chosen of deities known for torment have been imprisoned in these chambers.

98. Temple of Poison

The air in this white marble chamber hangs heavy with a dark mist that burns the eyes.

To the north is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. A Red Wizard and two Thayan apprentices work here, guarded by a helmed horror.

Dark Mist. The shrine exudes mist that makes the room lightly obscured. Any living creature that starts its turn in the room must succeed on a DC 15 Constitution saving throw against poison or become stunned until the start of its next turn. If the save succeeds, the creature is immune to this effect for a day and gains the following trait. Constructs and undead can't gain this trait.

Venomous Touch. When the creature hits with a weapon attack, that attack also deals 5 (2d4) poison damage.

Chosen of Zehir. The Chosen of Zehir is a male yuan-ti named Oussa. Zehir is the serpentine god of poison, darkness, and murder. He is a strange god worshiped primarily by yuan-ti. If Oussa is rescued and then realizes that the adventurers are not Zehir's faithful sent to help him, he uses his unholy power to instantly transform into a fully capable giant viper snake and attacks the party.

Glyph Key. The Red Wizard has a glyph key attuned to this zone.

99. Temple of Suffering

Stripes of red mist appear in the air in this white marble chamber, as if someone is whipping the air and it bleeds.

Creatures. A Red Wizard and two Thayan apprentices work here, guarded by a dread warrior and four wights.

If he is alive, the Red Wizard here is Mennek Ariz. He was betrayed by Baazka and transported back to the Doomvault, where Red Wizard magic has left him brainwashed and charmed into service. Mennek recognizes any adventurers who assaulted the Bloodgate, shrieking out oaths of vengeance as he attacks. A character who succeeds on a DC 15 Wisdom (Insight) check can discern that he is not acting of his own volition. Only magic, such as a *dispel magic* or a *charm person*, can break him of the effect. Mennek can reveal two pieces of lore.

Suffering Aura. Whenever a creature in this room deals damage to another creature, it must make a DC 15 Wisdom saving throw. If the save fails, the attacker takes radiant damage equal to one-quarter of the highest damage dealt to one target. If the save succeeds, the attacker instead regains a number of hit points equal to one-quarter of the highest damage dealt to one target.

Chosen of Ilmater. A lawful good male human named Kieren is the Chosen of Ilmater. Ilmater is the Crying God, the god of endurance, suffering, martyrdom, and perseverance. It is he who offers succor and calming words to those who are in pain, oppressed, or in great need.

Treasure. Mennek carries a *wand of binding*, as well as a skeleton key that unlocks the doors of this zone. He also has a glyph key attuned to this zone.

100. Temple of Pain

A tangible feeling of unease and discomfort fills the air of this scarred marble chamber.

Creatures. A deathlock wight keeps watch here. One wraith and four shadows circle around the shrine, streaks of crimson trailing from their spectral forms.

Web of Pain. Whenever a living creature in this area takes damage, it must succeed on a DC 15 Constitution saving throw or, until the end of its next turn, the creature makes attack rolls, Strength and Dexterity saving throws, and ability checks with disadvantage. In addition, others make attack rolls against the creature with advantage until the end of its next turn.

Chosen of Loviatar. A lawful evil female half-elf named Irisroth is the Chosen of Loviatar. Loviatar, the Maiden of Pain, is the goddess of hurt and agony, and the patroness of torturers. Loviatar teaches that the world is filled with pain and torment, and the best that one may do is to suffer those blows that cannot be avoided, and deal as much pain back to those who offend.

Temples of Oppression

The dark of living night and deadly abominations fuels the shrines here.

101. Temple of Ooze

The walls in this hexagonal hall of gleaming gray marble shudder occasionally.

To the northeast is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. A Red Wizard works here, with a wight leading two sentient gray oozes and two sentient ochre jellies to guard her. Myrra, the Red Wizard, is especially cruel and likely to toy with the characters even when she is losing.

Ooze Walls. Once during any creature's movement within 15 feet of the walls, the creature provokes an opportunity attack as if made by a gray ooze with a range of 15 feet. The attack roll is made with advantage.

Chosen of Ghaunadaur. A sickly and chaotic evil male drow named Therzt is the Chosen of Ghaunadaur. Ghaunadaur is a strange god worshiped primarily by male drow seeking power outside the confines of a society dominated by women. Ghaunadaur is a malignant and unknowable deity that desires living sacrifice and destruction due to monstrous things, particularly oozes.

If freed, Therzt babbles about the weakness he demonstrated in being captured and declares that he must die. As an action, Therzt casts *Melf's acid arrow* on himself while screaming his devotion to Ghaunadaur. The acid consumes him utterly as unholy energy pulses out to touch the walls, creating two gray oozes at the center point of each wall. The oozes treat all creatures remaining here as prey.

Keys. The Red Wizard has a skeleton key that unlocks the doors of this zone, as well as a glyph key attuned to this zone.

102. Temple of Shadows

The shrine of binding takes up most of this black marble chamber, which has no light sources.

Light. Bright light from a source other than a spell of 3rd level or higher becomes dim light in this chamber.

Creatures. Six shadows lurk in this chamber.

Poisoned Shadows. Whenever a living creature in this area takes damage, it must succeed on a DC 15 Wisdom saving throw or it can't see, as if shrouded in darkness that darkvision can't penetrate. In addition, any light source the creature has that is not from a 3rd- or higher-level spell is extinguished and can't be relit until the effect ends 1 minute later. A creature can repeat the saving throw at the end of each of its turns to end the effect early, but on each failed saving throw, the creature takes 5 (2d4) poison damage.

Chosen of Ibrandul. A chaotic evil female drow named Ashdra is the Chosen of Ibrandul. Ibrandul is a god of darkness and underground places once primarily worshiped by humans in southern lands such as Calimshan. He was worshiped as a comforter and protector of those who travel and work in darkness.

Temples of Turmoil

The magic of Szass Tam turns different facets of chaos to absolute evil in these great halls.

103. Temple of Fortune

A pattern of shadow swirls around a shrine of binding and plays out across the white-and-gold marble floor of this hall.

To the west is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. A Red Wizard works here, guarded by a flesh golem and a wight. Shalok, the Red Wizard, is a coward. If the fight goes badly for the Thayans, he surrenders. He offers his keys and one piece of lore if the adventurers let him flee to the gatehouse.

Curse of Fortune. High and low d20 results matter more in this area:

- ◆ Whenever a creature rolls a natural 1 on an attack roll, it takes the damage from its attack. A creature that scores a critical hit can roll the extra damage die twice instead of just once.
- ◆ If a creature rolls a 1 on a saving throw, the creature suffers the worst possible effect, such as maximum damage from a spell. If a creature rolls a 20 on a saving throw, the creator of the effect that forced the saving throw suffers the effect instead.
- ◆ Whenever a creature rolls a 1 on an ability check, it suffers the worst possible outcome of the attempted action. Conversely, rolling a 20 on an ability check indicates a particularly spectacular and favorable outcome.

Chosen of Tymora. A chaotic good male halfling named Curran Corvalin is the Chosen of Tymora. Tymora is the goddess of good fortune, skill, and victory. She is the patron of all who take risks. Although considered to be a good deity who favors those who take bold action, she is also seen as somewhat capricious. Those who participated in *Scourge of the Sword Coast* recognize Curran. He was captured by the Red Wizards a couple weeks ago and taken through the Bloodgate. Curran never considered himself to be a Chosen of Tymora, since he never had any powers. He always just assumed he had unnaturally good luck.

Curran is eager to return to Daggerford, but he is too weak to help the party. If taken to the gatehouse, he awaits the party's triumph there.

Keys. Shalok carries a skeleton key that unlocks the doors of this zone. He also has a glyph key attuned to this zone.

104. Temple of Savagery

This chamber of red marble rings with the dying screams of humanoids. The sounds arouse feelings of violence.

Creatures. A Red Wizard has command over two dread warriors here. A shadow lurks at each pillar on the shrine of binding.

Curse of Bloodlust. In combat, a creature takes 5 (2d4) psychic damage if it ends its turn without dealing damage to another creature.

Curse of Betrayal. Any creature that ends its turn in this area must make a DC 15 Charisma saving throw. If the save fails, until the end of the creature's next turn, for the purpose of opportunity attacks, it treats all other creatures as enemies and makes every opportunity attack it can. In addition, the creature has advantage on attack rolls for opportunity attacks.

Chosen of Bhaal. This altar contains a Chosen of Bhaal. Those who participated in the *Murder in Baldur's Gate* adventure recognize the Chosen here. If none of the players participated in that adventure, the Chosen of Bhaal here is Torlin Silvershield, formerly a duke of Baldur's Gate. Before this encounter, survey the players about the outcome of their experience with *Murder in Baldur's Gate*, and use whichever character became the Chosen at the end of the adventure for a majority of participants.

The Chosen has become a wight. His or her body was retrieved by the Red Wizards after the events in Baldur's Gate and transported back to the Doom-vault. It hisses an oath to Bhaal and attacks characters who free it, focusing on anyone it recognizes from the *Murder in Baldur's Gate* adventure.

Bhaal is the Lord of Murder, and until the events of *Murder in Baldur's Gate*, was a dead god. He is a patron to assassins and murderers.

Temples of Nature

The power of nature is stripped down to its most destructive core in this area.

105. Temple of Plague

A glowing green mist drifts around a shrine of binding in this white marble chamber.

To the southwest is a circle of runes and black onyx fragments set into the floor, exuding shadowy energy like curling black smoke.

Creatures. A Red Wizard and a deathlock wight work here, guarded by a dread warrior and four zombies. Thutai, the Red Wizard, is the overseer of this sector. He cares little for his underlings, including them

in area effects if it means harming more characters. If the fight goes badly, he uses the black gate to flee.

Curse of Death. Characters have disadvantage on death saving throws made here.

Plague Mist. The shrine exudes mist that makes the room lightly obscured. Each creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw against poison, or it takes 5 (2d4) poison damage and spends its turn retching and reeling. If a creature fails three saving throws against this mist, the creature's hit point maximum is lowered by the amount of poison damage it takes from the mist. A creature that succeeds on three saving throws against the mist becomes immune until the creature has been out of the mist for 1 hour.

Chosen of Yurtrus. A neutral evil male orc named Bandagh is the Chosen of Yurtrus. Yurtrus is the orc deity of disease, decay, rot, and death. Orcs fear Yurtrus and his priests have protected status in the tribe even though they are often weak or infirm in some way. Bandagh is pockmarked from years of disease, and is in no condition to pick a fight if he is freed.

Treasure. Thutai wears *bracers of defense* and has scrolls of *remove curse* and *speak with dead*. He carries a skeleton key that unlocks all the doors of this sector. He also has a glyph key attuned to each zone in this sector.

106. Temple of the Forest

Bare and gnarled vines thrust from the rough floor of this green cavern, and roots dangle from the ceiling. The vines move as if in a breeze, though you feel none.

Creatures. A wraith and three will-o'-wisps guard this chamber. The wisps start out invisible.

Clutching Vines. While on the ground, a creature that moves more than half its speed or misses with a melee attack causes the branches within 5 feet to elongate and grasp. Each creature on the ground in the area must succeed on a DC 15 Strength saving throw or become restrained in the vines. The area becomes difficult terrain. A restrained creature can take an action to make a DC 13 Strength check, freeing itself on a success.

Chosen of Rillifane Rallathil. A neutral good female wood elf named Eira is the Chosen of Rillifane Rallathil, the elven god of the woodlands and of the harmony of nature. He is seen as a calm and steady deity, quite unlike his more mercurial fellow elven deities.

As part of the experiments in this sector, Eira has been infused with the essence of a Chosen of Talona who was sacrificed. The binding process has left Eira at half her hit points but otherwise in good shape. She begs to join the adventurers in the fight against the Red Wizards. If she does, when she enters combat, the Talona side surfaces and contests for control. She argues out loud with herself, and 50 percent of the time she acts

chaotic evil and without concern for her saviors. While talking to herself, she reveals what happened to her as well as one piece of lore. If Eira drops to 0 hit points, she disintegrates, her body dividing and turning to ash.

107. Temple of Winter

A blast of freezing air comes through the open doors to this chamber, whose walls are covered with ice.

Creatures. A Red Wizard and a Thayan apprentice work here, with four trained yetis as bodyguards. Aduna, the Red Wizard, and her apprentice prefer to stand near the braziers.

Braziers. The magic stone braziers (evocation) are built into the room and can't be moved. A creature that touches a brazier takes 3 (1d6) fire damage. A creature can take this damage only once per turn.

Chill Metal Aura. A creature within 10 feet of a brazier ignores this effect. Any other creature wielding a metal weapon or wearing metal armor must succeed on a DC 15 Constitution saving throw at the start of each of its turns or take 5 (2d4) cold damage. A creature that fails the saving throw by 5 or more has disadvantage on Strength- and Dexterity-based attack rolls, ability checks, and saving throws until the start of its next turn.

Chosen of Auril. The Chosen of Auril is a chaotic evil female human named Hedrun Arnsfirth. Auril is a callous and cold-hearted bringer of winter. Most humans propitiate Auril with offerings or prayers when the first frosts come and curse her name during blizzards.

If your players participated in the *Legacy of the Crystal Shard* adventure, they may recognize Hedrun the Ice Witch, the Chosen of Auril. If she survived that adventure, then she is alive and captured here. If she was slain, or if no one at your table played that adventure, then she is now a wight. She curses an oath to Auril and attacks characters, swearing vengeance on Ten Towns and the people of Icewind Dale. She focuses her attacks on anyone she recognizes from the *Legacy of the Crystal Shard* adventure. Although Icewind Dale is a long way from Thay, the Red Wizards have been scouring the world for such individuals, and they found Hedrun (dead or alive) and captured her.

Treasure. Aduna wears a *robe of summer*, and the apprentice wears a magic robe whose abjuration magic keeps him comfortable in extreme natural temperatures. Aduna carries a skeleton key that unlocks all the doors of this zone, as well as a glyph key attuned to this zone.

FINAL SESSION

This session features all groups playing in the Phylactery Vault. Once the characters disrupt enough black gates throughout the dungeon, they can use the gates in the Temples of Extraction to travel to the vault.

At the start of the Final Session, Syranna calls all groups back to the gatehouse to brief them on their final task. If you're playing this adventure as part of D&D Encounters and the groups haven't yet managed to disrupt enough black gates to gain entry into the Phylactery Vault, consult the event coordinator and discuss how you'd like to proceed. If you're short on time, you can assume that NPCs such as Jekk, Shalendra, and Hadarr have helped in disabling some of the gate, allowing entry into the Phylactery Vault.

At the start of the session, the event coordinator, speaking as Syranna, reads:

The image of a female Red Wizard appears again before you, and speaks. You recognize the form as Syranna's.

"Hello again," she says. "I confess that I'm surprised you have persevered so well. Your actions have significantly disrupted activity here in the Doomvault. The wards remain, though, and until you complete one last action, I cannot teleport you home.

"You have a chance to deal a heavy blow to Szass Tam and the lichs of Thay. The black gates have been disrupted, allowing entry into a chamber deep beneath the Doomvault. Accessible only by magic, this room is called the Phylactery Vault, because it houses the phylacteries of many of Szass Tam's high ranking lich servants.

"I remind you that it was I who saved you when the Bloodgate shattered and your allies were too slow to extract you. Do this last task, and you shall be rewarded for your service. Enter the phylactery vault, defeat its guardians, and disrupt the magic there. You can enter through the black gate when you are ready."

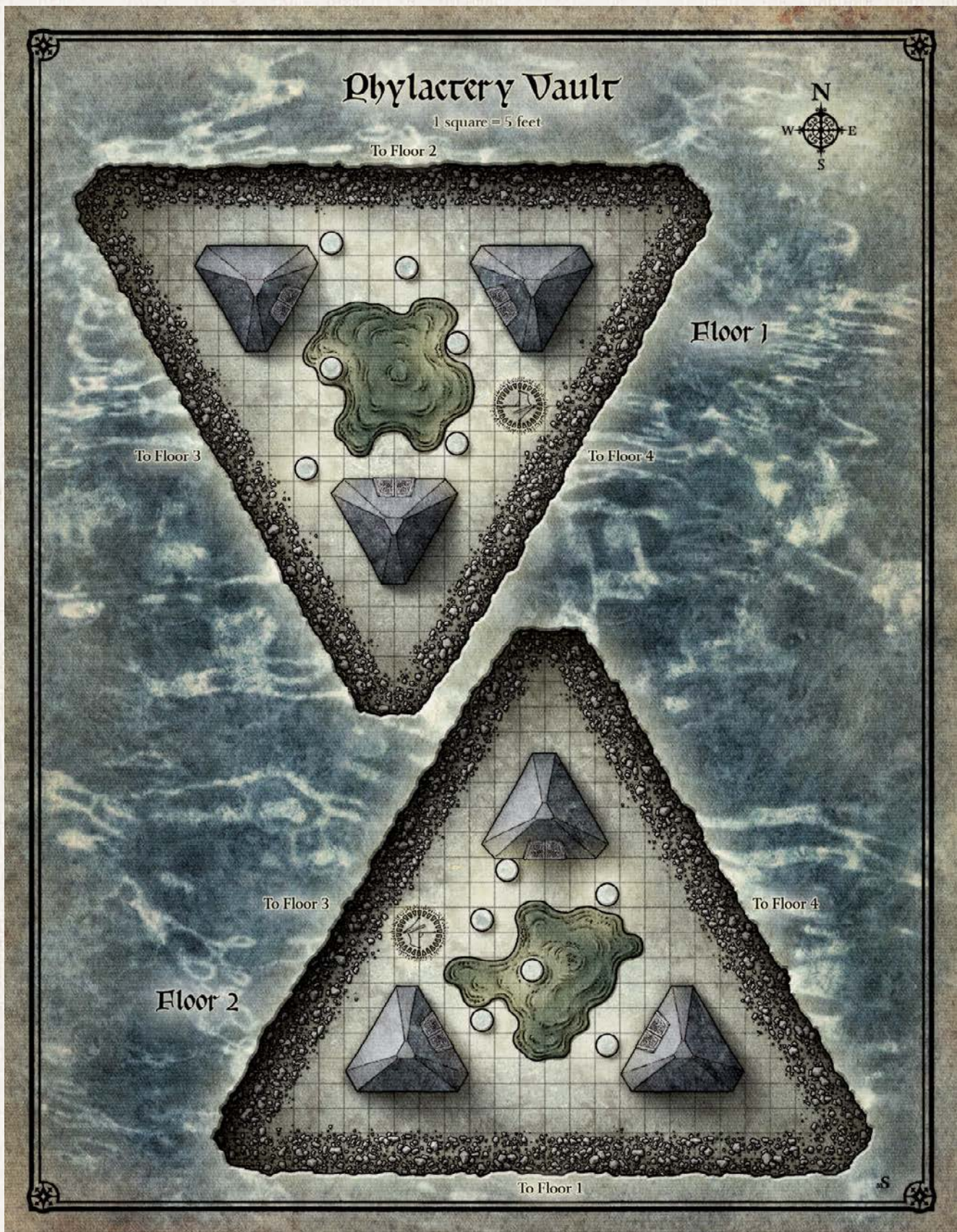
Characters can ask questions of Syranna, but she can supply only information that has been acquired from the "Phylactery Vault" lore section on page 25.

Entering the Vault

The Phylactery Vault is a tetrahedral space, and the characters are inside that space. Each face of the vault has its own gravity. In effect, every surface is a floor. See the "Gravity" section for more details.

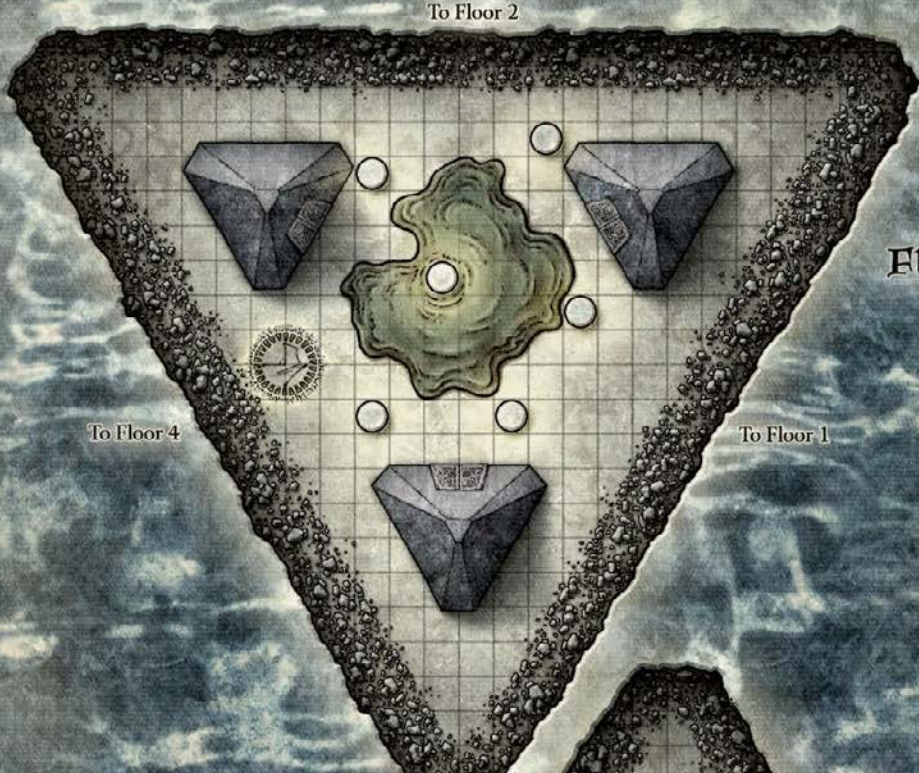
The event coordinator begins by describing the area.

The vast four-sided pyramidal space has a floor of rough-hewn white marble set with low circular pedestals of the same material. At the three corners of the floor stand sepulchers of white marble, each a three-sided pyramid reflecting the shape of the vault. Engraved into each sepulcher's double doors is a four-armed gargoyle, poised to attack. A pool of dark liquid churns in the center of the floor.



Phylactery Vault

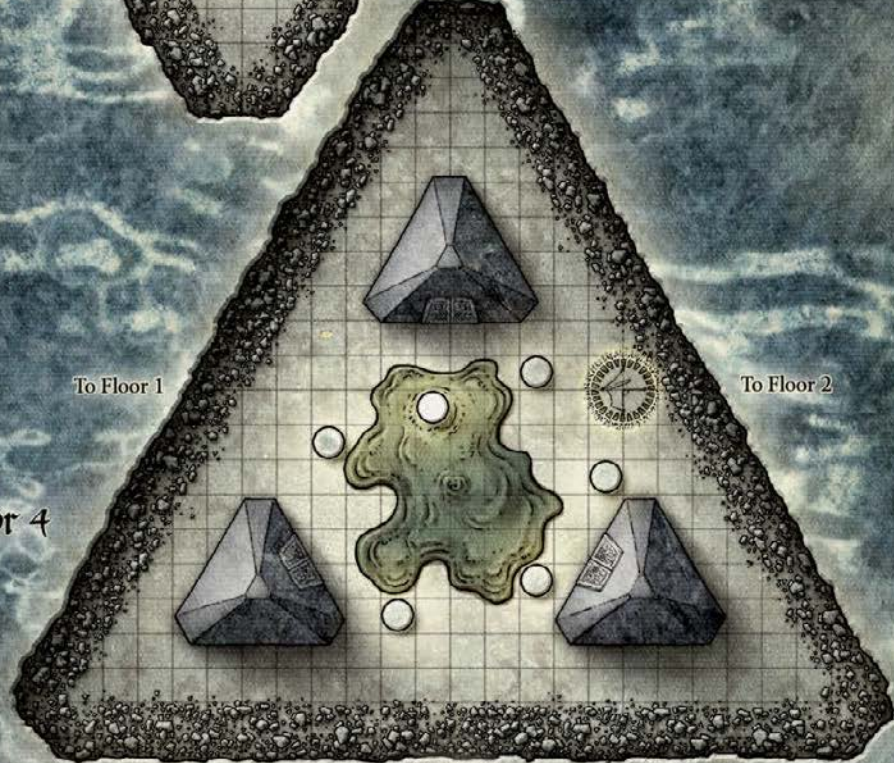
1 square = 5 feet



Floor 3

To Floor 4

To Floor 1



Floor 4

To Floor 1

To Floor 2

To Floor 3

The characters either sense the relative gravity or observe it as each group arrives on a different floor.

Features

The maps show how each floor connects to adjacent floors. Each floor has the following features.

Dark Pools. Each dark pool is 1 foot deep and difficult terrain. Any creature that starts its turn in a dark pool takes 9 (2d8) necrotic damage. A creature in a dark pool can't regain hit points.

Pedestals. These 3-foot-high pedestals store radiant energy, which is released in the presence of undead intruders. If an undead creature other than Kazit Gul ends its turn within 5 feet of a pedestal, the creature must succeed on a DC 14 Charisma saving throw or take 11 (2d10) radiant damage.

Rubble Piles. Along the edge of each floor, a pile of loose chunks of black marble rises to a height of 3 feet as it crosses to the adjacent floor. This rubble is difficult terrain.

Sepulchers. The double doors to these tetrahedral pyramids are locked (successful DC 17 Dexterity check to pick the lock or DC 20 Strength check to burst). If either of the two doors on a sepulcher is opened, each door on that sepulcher transforms into a four-armed gargoyle and attacks.

Within each sepulcher is a set of phylacteries. See the "Phylacteries" section.

Gravity

Each face of the vault's tetrahedral space has its own gravity. The gravity also has the following effects.

Flying. A creature flying from one floor to land on another must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone upon landing. If multiple groups are participating in the Final Session, then a character who moves to a floor where another group is active can roll initiative and join that party.

Ranged Attacks. Due to the weird gravity, creatures have disadvantage on attack rolls for ranged weapon attacks made from one floor to another.

Rubble Piles. Each side of the tetrahedron is surrounded by piles of rubble. Crossing to the rubble pile to an adjacent floor requires a successful DC 17 Strength check or Dexterity check. If the check fails, the creature falls prone in the rubble pile.

Phylacteries

The sepulcher walls hum with arcane power. On stone shelves are leather cases, amulets, daggers, scroll tubes, unholy symbols, and other ornate objects. These are the phylacteries of Szass Tam's lich servants.

Protected by the magic of the sepulcher, the phylacteries can't be harmed. A successful DC 10 Intelligence (Arcana) check made to assess the magic of a sepulcher

reveals that disrupting the flow of eldritch energy within can destroy the relics. Disrupting the energy flow takes intense concentration.

It takes three successful DC 15 Intelligence (Arcana or Religion) checks performed by a character trained in Arcana or Religion to disrupt a sepulcher's protective magic and destroy its phylacteries. On each failed check, the character takes force damage equal to the amount by which the check failed. The first time a character makes this check, he or she realizes that each glyph key he or she possesses grants a +1 bonus to the check.

When the group disables its first sepulcher on a side, read the text below.

Fountains of shadowy energy burst from the dark pools to form an inky vortex in the open air at the vault's center. A gleaming black humanoid skull flies out of the vortex. It has a ruby in each of its eye sockets and eight oversized glowing diamonds in place of teeth.

If multiple groups are participating in the event, inform the event coordinator, who will communicate to the other groups the appearance of the aspect of the demilich. As each group opens its first sepulcher, another aspect of Kazit Gul appears. In this way, each group ends up battling a copy of the creature while trying to disable the sepulchers.

Kazit Gul

An aspect of Kazit Gul attacks the characters who are disrupting the sepulchers. The aspect is weaker than a normal demilich, but it still has significant power. If multiple groups are participating in the event and the aspect defeats one of the groups, it moves to attack another. If the aspect is destroyed, read the following text.

The skull turns to black ash that floats away, and its eight jeweled teeth fall to the ground.

The jeweled teeth that contain souls gleam with inner light. If the gem is crushed, the soul is released. It departs for the afterlife unless its body is intact and within 10 feet of the crushed gem.

Endgame

To destroy the Phylactery Vault, all aspects of Kazit Gul must be destroyed, and a quantity of sepulchers must be disabled based on the number of groups participating in the Final Session: three sepulchers for one group, six sepulchers for two groups, nine sepulchers for three groups, or twelve sepulchers for four groups.

When all aspects of Kazit Gul have been destroyed and enough sepulchers have been disabled, the magic coursing through the Phylactery Vault unravels. The event coordinator reads the following text.

The white pedestals crumble to rubble and the dark pools dissipate, leaving behind black ash. The vortex overhead collapses, spilling black ash and diamonds onto the floor. Your glyph keys pulse with blue light and subtle vibrations. The black gates begin to pulse in time with the keys.

A character can make a DC 13 Intelligence (Arcana) check to assess the failing magic and confirm that the Phylactery Vault is collapsing.

If all the demilich's jeweled teeth have been destroyed when the Phylactery Vault begins to collapse, then Kazit Gul is permanently slain. The characters present can hear a distant wail and sense Gul's death.

The adventurers' glyph keys allow them to travel through the black gates, but the only place they can go is the gatehouse.

Conclusion

With the Phylactery Vault destroyed, Syranra is true to her word and uses *teleport* to return characters back to the North, along with any NPCs they saved from the Doomvault. She invites any characters who proved useful, particularly those with arcane talents, to remain in Thay under her leadership. She promises them power and influence if they throw in support for her.

Any fallen adventurers who were raised as soul-bound undead cannot leave the Doomvault without dying permanently. Syranra assures undead characters who choose to stay that she will see that they are restored to life, once she gains sufficient power.

If the characters return to Daggerford, they find Sir Isteval and Darfin Floshin. The pair is eager to hear of events in the Doomvault, and reacts to the return or loss of Jekk, Hadarr, Shalendra, and Curran. Although Iseval expresses relief that the Red Wizard plot was thwarted, he is concerned that they may not have seen the last of Baazka or Tarul Var (if he survived). Most troubling to them are tales from the Temples of Extraction and Szass Tam's apparent effort to collect the divine essence of Chosen. Isteval concludes with words that allude to the future of the Sword Coast:

A new threat looms on the horizon. The Cult of the Dragon has become increasingly active, though we don't yet know its purpose. Factions, new and old, are gathering adventurers to face this threat. If you seek to challenge these threats, look to the Harpers, the Order of the Gauntlet, the Emerald Enclave, the Lords' Alliance and . . . even the Zhentarim. Together, these groups will face the new challenges.

APPENDIX 1. MAGIC ITEMS

Loadstone

Wondrous item, very rare

This stone appears to be a large semiprecious stone worth 150 gp. Its magical nature is hidden, so that detect magic does not detect the stone.

Secret. As soon as the stone's carrier needs to move quickly, such as in combat, the loadstone's curse activates, rendering the carrier encumbered. While the curse functions, the carrier's maximum load and maximum lift capacities are halved. Whatever the carrier does to the stone, unless the curse is first undone, the stone reappears on his or her person soon after, taking up a hand if the carrier has no other receptacle that can hold the stone.

Plate Mail of Vulnerability

Armor (plate), very rare

This cursed magic armor functions as normal plate armor until attuned to its wearer.

Attuned. The armor appears to be +2 plate armor.

Secret. The wearer of this plate armor has a -2 penalty to Armor Class. In addition, when an enemy scores a critical hit against the wearer, the armor falls off, leaving its wearer unarmored (but still attuned to the armor). While attuned, the wearer cannot choose to wear any other armor. The wearer can end attunement to this armor only if the curse is ended.

Robe of Summer

Wondrous item, uncommon

This elegant garment is made from fine cloth in hues of red, orange, and gold. While you wear the robe, you are comfortable as if the temperature were that of a balmy day, so you suffer no ill effects from extreme natural cold or natural heat. In addition, you have resistance to cold damage.

Staff of Evocation

Staff, rare

To use any of the staff's properties, you must attune yourself to the staff. You may only do so if you are a mage. This staff weighs 4 pounds.

Magic Implement [Attuned]. While wielding this staff, you have a +1 bonus to the DC to resist any evocation spell you cast.

Ray of Frost [Attuned]. While wielding the staff, you can cast the *ray of frost* spell at will.

Spell Knowledge [Attuned]. While wielding the staff, add *chain lightning*, *fireball*, *ice storm*, and *magic missile* to the list of spells you know or have prepared.

APPENDIX 2. NPCs

EIRA, CHOSEN OF RILLIFANE RALLATHIL

Medium humanoid (wood elf), neutral good (evil)

Armor Class 17 (+1 studded dragon leather)

Hit Points 58 (9d8 + 18)

Speed 35 ft.

Str 10 (+0) Dex 14 (+2) Con 14 (+2)

Int 12 (+1) Wis 16 (+3) Cha 16 (+3)

Saving Throws Wis +7, Cha +7; advantage on saving throws against being charmed

Proficiencies Arcana +5, Perception +7, Search +5, Survival +7

Special Senses darkvision 60 ft.

Immunities disease, poison, sleep

Languages Common, Draconic, Elvish

Spellcasting. Eira is a 9th-level spellcaster who uses Wisdom as her magic ability (spell save DC 15). She knows the following spells:

Cantrips (At Will)—*druidcraft, spare the dying*

1st Level (4 Slots)—*animal friendship, cure wounds, entangle, healing word*

2nd Level (3 Slots)—*barkskin, calm emotions, lesser restoration, spike growth*

3rd Level (2 Slots)—*call lightning, holy vigor, mass healing word*

Poison Strike (3/Day). When Eira hits with a melee attack, once per turn she can expend a use of this trait to deal 9 (2d8) extra poison damage to the target she hit.

ACTIONS

+1 **Scimitar—Melee Attack.** +7 to hit, reach 5 ft., one creature.

Hit: 6 (1d6 + 3) slashing damage and 4 (1d8) poison damage

GORVAN IRONHEART, CLERIC OF GRUMBAR

Medium humanoid (dwarf), chaotic neutral

Armor Class 16 (chain mail)

Hit Points 33 (6d8 + 6)

Speed 25 ft.

Str 12 (+1) Dex 10 (+0) Con 12 (+1)

Int 10 (+0) Wis 16 (+3) Cha 14 (+2)

Special Senses darkvision 60 ft.

Resistances poison

Skills Persuasion +4, Religion +2

Languages Common, Dwarvish

Dwarven Resilience. Gorvan has advantage on saving throws against poison effects.

Stonecunning. While underground, Gorvan has advantage on Wisdom (Perception) checks and knows its approximate depth beneath the surface.

Spellcasting. Gorvan is a 6th-level spellcaster that uses Wisdom as his magic ability (+6 to hit; spell save DC 14). The cleric knows the following spells:

Cantrips (At Will)—*light, sacred flame, thaumaturgy*

1st Level (4 Slots)—*cure wounds (or inflict wounds), healing word, sanctuary*

2nd Level (3 Slots)—*lesser restoration, spiritual weapon*

3rd Level (3 Slots)—*mass healing word, prayer*

ACTIONS

Mace—Melee Attack. +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d6 + 1) bludgeoning damage.

HADARR KARAKAYA

Medium humanoid (human), chaotic good

Armor Class 17 (+1 dragon leather armor)

Hit Points 41 (7d6 + 14)

Speed 30 ft.

Str 11 (+0) Dex 18 (+4) Con 14 (+2)

Int 14 (+2) Wis 10 (+0) Cha 16 (+3)

Saving Throws Dexterity +7

Proficiencies Acrobatics +7, Arcana +5, Deception +9, History +5, Perception +6, Search +8, Stealth +7; navigation tools, thieves tools (+6)

Languages Common, Dwarvish, Elvish

Cunning Action. On each of his turns, Hadarr can take a second action to disengage, hide, or hustle.

Sneak Attack. When Hadarr attack a creature and hits, he can deal 2d6 extra damage to that target if he has advantage against it or if another enemy of the target is within 5 feet of it and is not incapacitated.

Spellcasting. Hadarr is a 7th-level spellcaster who uses Intelligence as his magic ability (spell save DC 13). He knows the following spells:

Cantrips (At Will)—*mage hand**, *minor illusion, prestidigitation*

1st Level (4 Slots)—*cause fear, color spray, comprehend languages, disguise self*

2nd Level (2 Slots)—*invisibility, suggestion*

*Hadarr can use *mage hand* to use tools and skills with which he has proficiency.

ACTIONS

Two-Weapon Fighting. Hadarr wields a scimitar in each hand and engages in two-weapon fighting.

Melee Attack—Silvered Scimitar. +6 to hit (reach 5 ft.; one creature); Hit: 7 (1d6 + 4) slashing damage, or 3 (1d6) slashing damage if the hit was with the second of two attacks.

REACTIONS

Evasion. When an attacker Hadarr can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

JEKK IRONFIST

Medium humanoid (dwarf), neutral good

Armor Class 17 (+1 studded dragon leather armor)

Hit Points 55 (6d10 + 18)

Speed 25 ft.

Str 18 (+4) **Dex** 14 (+2) **Con** 16 (+3)

Int 10 (+0) **Wis** 13 (+1) **Cha** 9 (-1)

Saving Throws Strength +5, Constitution +4

Proficiencies Acrobatics +4, Athletics +5, History +2,

Intimidation +1, Stealth +4

Special Senses darkvision 60 ft.

Languages Common, Dwarvish

Action Surge (1/rest). Jekk can take an extra action on his turn.

Dwarven Resilience. Jekk has advantage on saving throws against poison, and resistance against poison damage.

ACTIONS

Multiattack. Jekk makes two melee attacks. If he hasn't used his whole move for the turn, he can move between attacks.

Melee Attack—+1 Silvered Greataxe. +7 to hit (reach 5 ft.; one creature); Jekk scores a critical hit on a roll of 19 or 20. **Hit:** 10 (1d12 + 4) slashing damage.

Second Wind (1/rest). Jekk takes the dodge action and gains 1d10 + 6 temporary hit points for 5 minutes.

KELSON DARKREADER

Medium humanoid (half-elf), neutral good

Armor Class 18 (+1 mithral scale armor)

Hit Points 72 (9d10 + 18)

Speed 30 ft.

Str 17 (+3) **Dex** 16 (+3) **Con** 14 (+2)

Int 13 (+1) **Wis** 16 (+3) **Cha** 11 (+0)

Saving Throws Dexterity +6, Wisdom +6

Proficiencies Animal Handling +6, Athletics +6, Insight +6,

History +4, Perception +6, Medicine +6, Nature +6, Stealth +6,

Survival +6; mounts (land), herbalism kit

Special Senses low-light vision

Languages Common, Dwarvish, Elvish, Goblin, Orc

Fey Ancestry. Kelson has advantage on saving throws against being charmed, and magic cannot put him to sleep.

Land's Stride. Moving through nonmagical difficult terrain costs Kelson no extra movement.

Mobility. Any creature that makes an opportunity against Kelson has disadvantage on the attack roll.

Spellcasting. Kelson is a 9th-level spellcaster that uses Wisdom as his magic ability (spell save DC 14). He has the following spells prepared:

1st Level (4 Slots)—*cure wounds*, *hunter's mark*

2nd Level (3 Slots)—*hunter's veil*, *lesser restoration*

3rd Level (2 Slots)—*conjure barrage*

ACTIONS

Two-Weapon Fighting. To engage in two-weapon fighting, Kelson wields a longsword in his primary hand and a short sword in his off hand.

Melee Attack—+1 Longsword. +7 to hit (reach 5 ft.; one creature). **Hit:** 8 (1d8 + 4) slashing damage.

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

Ranged—+1 Longbow. +7 to hit (ranged 150/600 ft.; one creature). **Hit:** 8 (1d8 + 4) piercing damage.

MENNEK ARIZ

Medium humanoid (human), lawful evil

Armor Class 15 (bracers of defense)

Hit Points 38 (8d6 + 8)

Speed 30 ft.

Str 9 (-1) **Dex** 14 (+2) **Con** 13 (+1)

Int 18 (+4) **Wis** 16 (+3) **Cha** 12 (+1)

Saving Throws Intelligence +7, Wisdom +6

Proficiencies Arcana +7, Deception +4, History +7, Insight +6, Persuasion +4

Languages Common, Draconic, Elvish, Infernal, Primordial, Thayan

Aura of Antipathy. Any creature that can be charmed has disadvantage on melee attack rolls against Mennek, provided he is not incapacitated.

Spellcasting. Mennek is an 8th-level spellcaster that uses Intelligence as his magic ability (spell save DC 15). He has the following spells prepared:

Cantrips (At Will)—*prestidigitation*, *ray of frost*, *shocking grasp*

1st Level (4 Slots)—*cause fear*, *magic missile*, *shield*

2nd Level (3 Slots)—*hold person*, *mirror image*, *suggestion*

3rd Level (3 Slots)—*dispel magic*, *lightning bolt*

4th Level (2 Slots)—*confusion*

ACTIONS

Melee Attack—+1 Dagger. +6 to hit (reach 5 ft.; one creature). **Hit:** 5 (1d4 + 3) piercing damage.

REACTIONS

Instinctive Charm. When a creature within 50 feet of Mennek that he can see attacks him, Mennek can use his reaction to force the creature, provided it can be charmed, to succeed on a DC 15 Wisdom saving throw or be unable to choose him as a target.

SHALENDRA FLOSHIN

Medium humanoid (gold elf), lawful neutral

Armor Class 19 (+1 studded dragon leather armor, shield)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 13 (+1)

Int 17 (+3) **Wis** 12 (+1) **Cha** 13 (+1)

Saving Throws Constitution +4, Wisdom +4

Special Senses low-light vision

Proficiencies Arcana +6, Athletics +5, History +6, Insight +4,

Persuasion +4; flute, mounts (land), vehicles (land)

Languages Primordial, Sylvan

Action Surge (1/rest). Shalendra can take an extra action on her turn.

Fey Ancestry. Shalendra has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Keen Senses. Shalendra has advantage on Wisdom (Perception) checks.

Spellcasting. Shalendra is a 5th-level spellcaster who uses Intelligence as her magic ability (spell save DC 14). She has the following spells prepared:

Cantrips (At Will)—*minor illusion*, *prestidigitation*, *ray of frost*, *shocking grasp*

1st Level (4 Slots)—*magic missile*, *shield*, *thunderwave*

2nd Level (3 Slots)—*invisibility*, *scorching ray*

3rd Level (2 Slots)—*haste*

ACTIONS

Multiattack. Shalendra makes two longsword attacks. If she hasn't used her whole move for the turn, she can move between attacks.

Melee Attack—+1 **Longsword.** +6 to hit (reach 5 ft.; one creature); Shalendra scores a critical hit on a roll of 19 or 20. **Hit:** 7 (1d8 + 3) slashing damage.

APPENDIX 3. MONSTERS

ABOLETH

Large aberration, lawful evil

Armor Class 8

Hit Points 135 (18d10 + 36)

Speed 10 ft., swim 40 ft.

Str 21 (+5) **Dex** 7 (-2) **Con** 15 (+2)

Int 18 (+4) **Wis** 11 (+0) **Cha** 11 (+0)

Saving Throws Int +9, Con +7, Cha +5

Skills Perception +10

Special Senses darkvision 120 ft.

Languages Deep Speech

Aquatic. The aboleth can breathe underwater, and being underwater imposes no penalty on its attack rolls or checks.

Mucous Cloud. While underwater, the aboleth surrounds itself with a 1-foot-thick cloud of mucous. Any living creature that inhales the cloud must succeed on a DC 14 Constitution saving throw. If the save fails, or if the target forgoes the saving throw, the target can breathe underwater (as the *water breathing* spell) for 1d4 hours, but cannot breathe air for the same duration.

Telepathy. The aboleth can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. The aboleth makes four tentacle attacks.

Tentacle—Melee Attack. +8 to hit, reach 10 ft., one creature. **Hit:** 12 (2d6 + 5) bludgeoning damage, and the target must succeed on a DC 14 Constitution saving throw or be cursed. While cursed, the target cannot regain hit points, and its skin becomes a translucent, slimy membrane over a period of 1 minute. Once the transformation is complete, the target's skin must be kept damp with cool water, or the target takes 5 (1d10) necrotic damage at the end of each of its turns. A *lesser restoration* or *remove curse* spell cast on the target ends the curse and restores the target's flesh to normal.

Tail—Melee Attack. +8 to hit, reach 10 ft. one creature. **Hit:** 15 (3d6 + 5) bludgeoning damage.

Dominate (3/Day). One creature that the aboleth can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be dominated by the aboleth. While dominated, the target can't take reactions, and the aboleth has a telepathic link to it. Through the link, the aboleth chooses the target's actions and where it moves by commanding it telepathically. The aboleth must be able to take actions to issue telepathic commands, and if it gives the target no commands, the target does nothing other than what it needs to survive, such as moving away from a threat. The aboleth cannot order the dominated target to do something that is obviously self-destructive. If the target receives a *dispel magic* or *lesser restoration* spell, or if the target and the aboleth move more than 1 mile apart, the target is no longer dominated, and the aboleth's telepathic link to it is broken.

Mind Probe. The aboleth can probe the mind of any living creature it can see within 100 feet of it and instantly know the creature's deepest desire(s).

AIR ELEMENTAL

Large elemental (air), neutral

Armor Class 13

Hit Points 45 (7d10 + 7)

Speed 0 ft., fly 60 ft.

Str 14 (+2) Dex 17 (+3) Con 13 (+1)

Int 6 (-2) Wis 10 (+0) Cha 10 (+0)

Special Senses darkvision 60 ft.

Immunities poison; dehydration, disease, petrification, poison effects, sleep, starvation, and suffocation; can't be paralyzed, restrained, or knocked prone

Resistances lightning, thunder, damage from nonmagical weapons

Languages Primordial (Auran)

Air Form. The elemental can enter a space occupied by an enemy. In addition, if air can pass through an opening, the elemental can do so without squeezing.

Hover. The elemental hovers as long as it is alive.

ACTIONS

Slam—Melee Attack. +5 to hit, reach 5 ft., one creature. Hit: 11 (2d8 + 2) bludgeoning damage.

Whirlwind. Each creature in the elemental's space must make a DC 14 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 10 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and is pushed so that it is no longer in the elemental's space.

AIR GRUE

Small elemental (air), neutral evil

Armor Class 13

Hit Points 14 (4d6)

Speed 5 ft., fly 50 ft.

Str 12 (+1) Dex 17 (+3) Con 10 (+0)

Int 8 (-1) Wis 11 (+0) Cha 8 (-1)

Special Senses blindsight 15 ft., darkvision 120 ft.

Immunities poison; dehydration, disease, petrification, poison effects, sleep, starvation, and suffocation; can't be paralyzed, restrained, or knocked prone

Resistances cold, damage from nonmagical weapons

Languages Primordial (Auran)

Against the Wind. Neither wind nor thunder can force the grue to move.

Move as Wind. The grue is invisible and silent while it is moving.

ACTIONS

Melee Attack—Slam. +4 to hit (reach 5 ft.; one creature).

Hit: 8 (2d4 + 3) slashing damage.

APPEARANCE

The grue is invisible or a cloud of swirling vapor with lashing tentacles and three glowing red eyes.

ASTRAL DEVA

Medium celestial, lawful good

Armor Class 17

Hit Points 90 (12d8 + 36)

Speed 30 ft., fly 90 ft.

Str 18 (+4) Dex 18 (+4) Con 18 (+4)

Int 17 (+3) Wis 20 (+5) Cha 20 (+5)

Saving Throws Wis +9, Cha +9

Skills Perception +9

Special Senses darkvision 120 ft.

Immunities necrotic, poison; charmed, frightened; disease, poison effects, sleep effects; doesn't need to sleep

Resistances radiant; bludgeoning, piercing, and slashing from nonmagical weapons

Languages Supernal

Magical Resistance. The deva has advantage on saving throws against spells and other magical effects.

Angelic Weapons. While in the living deva's hands, the deva's weapons are magical, deal extra damage, and can deal radiant damage as noted in the attack.

Spellcasting. The deva is a 12th-level spellcaster that uses Charisma as its spellcasting ability (spell save DC 17, +9 to hit). It needs to use only somatic and verbal components to cast its spells. The deva knows the following spells:

At Will—*detect good and evil*

1/Day Each—*commune, raise dead*

Telepathy. The deva can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Angelic Mace—Melee Weapon Attack. +8 to hit, reach 5 ft., one target. Hit: 25 (1d6 + 4 plus 4d8) bludgeoning or radiant damage (the deva's choice).

Lay on Hands (3/Day). The deva touches another creature, and the creature regains 20 (4d8 + 2) hit points. In addition, the touch removes all diseases, curses, and poisons afflicting the creature.

Change Shape. The deva polymorphs into a Medium or smaller beast or humanoid, or back into its angelic form. Any change in shape works as if the deva cast the true polymorph spell on itself, but instead of the spell's duration, the deva can remain in the new form indefinitely. If slain, the deva reverts to its angelic form.

ASPECT OF KAZIT GUL

Tiny undead, neutral evil

Armor Class 20

Hit Points 80 (20d4)

Speed 0 ft., fly 30 ft.

Str 1 (-5) **Dex** 20 (+5) **Con** 10 (+0)

Int 20 (+5) **Wis** 17 (+3) **Cha** 20 (+5)

Saving Throws Int +11, Wis +9, Cha +11

Special Senses true seeing 120 ft.

Immunities cold, lightning, necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons; charmed, frightened, intoxicated, paralyzed, prone, stunned, unconscious; disease, petrification, poison effects, polymorph, Turn Undead; any effect targets a creature's soul; doesn't breathe, drink, eat, or sleep

Resistances acid, fire, force, radiant, thunder; bludgeoning, piercing, and slashing from magic weapons

Languages –

Avoidance. If the aspect of Kazit Gul is subjected to an effect that allows it to make a saving throw to take only half damage, it instead take no damage if it succeeds on the saving throw, and only half damage if it fails.

Hover. Even while incapacitated, if it still has hit points, the aspect of Kazit Gul continues to hover.

Telepathy. The aspect of Kazit Gul can communicate telepathically with any creature within 100 feet that understands a language. This telepathy extends into the Ethereal Plane.

ACTIONS

Trap the Soul. The aspect of Kazit Gul chooses one creature within 30 feet of it that it can see. The creature must make a DC 14 Wisdom saving throw. On a failure, the creature's soul is trapped inside one of the aspect of Kazit Gul's eight gems (two in the eyes and six in the jaws), and the creature's body collapses and decays, turning to dust by the start of the aspect of Kazit Gul's next turn. On a success, the creature takes 14 (4d6) necrotic damage, and if this damage reduces the creature to 0 hit points, its soul is trapped as if it failed the saving throw.

The aspect of Kazit Gul devours any soul trapped in one of its gems for 24 hours. The soul is then completely gone.

If the aspect of Kazit Gul drops to 0 hit points, it is destroyed and turns to powder, leaving behind its eight gems. Crushing a gem releases any soul trapped within, which can be seen as a glow in the gem. However, the soul's body must be within 10 feet of the crushed gem and in a condition to return to life, or the soul is released into the afterlife.

LEGENDARY ACTIONS

The aspect of Kazit Gul gains one legendary actions at the end of each of its turns. It can take these actions at any time between then and the start of its next turn, when any untaken legendary actions are lost. The aspect of Kazit Gul can take its legendary actions in the following ways, spending the specified number of actions:

- **1 Action.** The aspect of Kazit Gul swirls its dusty remains around it. Each creature within 10 feet of the aspect of Kazit Gul, including around a corner, must succeed on a DC 14 Constitution saving throw or be blinded until the end of the aspect of Kazit Gul's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the aspect of Kazit Gul's next turn.
- **1 Action.** At the start or end of another creature's turn, the aspect of Kazit Gul flies up to half its speed.

BARGHEST

Medium fiend (shapechanger), chaotic evil

Armor Class 13

Hit Points 38 (7d8 + 7)

Speed 30 ft. (50 ft. in fiendish wolf form)

Str 18 (+4) **Dex** 14 (+2) **Con** 13 (+1)

Int 14 (+2) **Wis** 11 (+0) **Cha** 14 (+2)

Saving Throws Con +4, Cha +5

Special Senses darkvision 120 ft.

Resistances damage from nonmagical weapons

Languages Abyssal, Goblin

Pass without Trace. While in fiendish wolf form, the barghest can pass without trace (as the spell) at will.

ACTIONS

Bite—Melee Attack (Fiendish Wolf Form Only). +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage.

Claws—Melee Attack (Goblin Form Only). +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

Change Shape. The barghest polymorphs into a Small goblin. It statistics do not change except for its size, and any equipment it carries is not transformed. It reverts to fiendish wolf form when dropped to 0 hit points.

Spellcasting (Goblin Form Only). The barghest is a 7th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 12). It needs to use only somatic and verbal components to cast its spells. The barghest knows the following spells:

At Will—*levitate, misdirection*

1/Day Each—*dimension door*

REACTIONS

Devour Body and Soul. When the barghest kills a humanoid creature, it begins gorging on the creature's body. It feeds until the end of its next turn, whereupon it also swallows the creature's soul and traps it in its gullet. If the barghest is wounded before it can finish gorging, it loses the soul and gains no benefits.

When the barghest traps a soul, its current and maximum hit points both increase by 10 for 24 hours. These benefits are cumulative with multiple gorgings, up to a maximum increase of 60 hit points. After 24 hours, a trapped soul is completely consumed, and the barghest's maximum hit points decrease by 10.

A creature killed by the barghest cannot be raised from the dead as long as its soul is trapped in the barghest's gullet. A creature whose soul is completely consumed by the barghest cannot be raised or resurrected by any means. If the barghest dies, any undigested souls in its gullet are released.

BASILISK

Medium beast, unaligned

Armor Class 10

Hit Points 28 (5d8 + 5)

Speed 20 ft.

Str 13 (+1)

Dex 8 (-1)

Con 12 (+1)

Int 2 (-4)

Wis 14 (+2)

Cha 12 (+1)

Special Senses darkvision 60 ft.

Immunities petrification from any source other than its own eyes

Languages –

Petrifying Gaze. Each creature that starts its turn within 30 feet of and able to see the basilisk's eyes must either make a DC 11 Constitution saving throw against petrification or, unless surprised, avert its own eyes. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the basilisk. On a failed save, the creature is restrained and begins to turn to stone. While restrained in this way, a creature must repeat the saving throw at the end of its next turn, becoming permanently petrified on a failure or ending the effect on a success.

A petrified creature is stunned and has resistance to all damage. If it is physically broken or damaged while petrified, the creature suffers from similar damage or deformities when it reverts to its normal state.

If it sees its own eyes reflected on a polished surface that's within 30 feet of it and in an area of bright light, the basilisk can be affected by its own gaze.

ACTIONS

Bite–Melee Attack. +4 to hit, reach 5 ft., one creature.

Hit: 8 (2d6 + 1) piercing damage.

BEHIR

Huge monstrosity, neutral evil

Armor Class 15

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

Str 23 (+6)

Dex 13 (+1)

Con 18 (+4)

Int 5 (-3)

Wis 14 (+2)

Cha 12 (+1)

Skills Perception +7, Stealth +6

Special Senses darkvision 90 ft.

Immunities lightning

Languages Draconic

ACTIONS

Multiattack. The behir makes one bite attack and one constrict attack.

Bite–Melee Attack. 10 to hit, reach 10 ft., one creature. Hit: 22 (3d10 + 6) piercing damage.

Constrict–Melee Attack. +10 to hit, reach 10 ft., one creature. Hit: 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage, and the creature is grappled and restrained while grappled. While grappling in this way, the behir can constrict only the grappled creature.

Lightning Breath (Recharge 6). The behir breathes lightning in a 20-foot line. Each creature in the line must make a DC 12 Dexterity saving throw, taking 65 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow Whole. While grappling a Medium or smaller creature, the behir can make one bite attack against the creature, and if the attack hits, the creature is swallowed. While swallowed, the creature is blinded and restrained. Until it is freed, the swallowed creature takes 10 (3d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

A swallowed creature can cut its way free by dealing 15 piercing or slashing damage to the behir's gizzard. If the behir is incapacitated, the swallowed creature can be pulled or crawl the 10 feet out of the behir. In either case, a freed creature is then prone in a space within 5 feet of the behir.

BEHOLDER

Large aberration, lawful evil

Armor Class 15

Hit Points 123 (13d10 + 52)

Speed 0 ft., fly 20 ft.

Str 10 (+0) **Dex** 14 (+2) **Con** 18 (+4)

Int 17 (+3) **Wis** 15 (+2) **Cha** 17 (+3)

Saving Throws Int +7, Wis +6, Cha +7

Skills Perception +10

Special Senses darkvision 120 ft.

Immunities cannot be knocked prone

Languages Deep Speech, Undercommon

Antimagic Cone. The beholder's central eye has been maimed, so it is unable to use this ability. Healing magic has no effect on restoring the eye.

Hover. Even while incapacitated, if it still has hit points, the beholder continues to hover.

ACTIONS

Bite—Melee Attack. +7 to hit, reach 5 ft., one creature. **Hit:** 5 (2d4) piercing damage.

Eye Rays. The beholder uses three of the following eye rays, but it can use each ray only once on its turn. The beholder shoots each ray at a target it can see within 150 feet of it. The target must succeed on a DC 15 Dexterity saving throw to avoid a ray and its effect. The beholder can use each ray only once on its turn.

1—**Charm.** The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder or one of its allies harms the creature.

2—**Paralysis.** The creature must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

3—**Fear.** The creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, with disadvantage if the beholder is within line of sight, ending the effect early on a success.

4—**Slow.** The creature must succeed on a DC 15 Wisdom saving throw or, for 1 minute, its speed is halved. In addition, the creature takes a -2 penalty to AC and Dexterity saving throws, and it can either move or take an action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

5—**Inflict Wounds.** The creature must make a DC 15 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6—**Telekinesis.** The creature must contest its Strength against the beholder's Charisma. If the beholder wins, it moves the creature up to 30 feet in any direction. In addition, until the start of the beholder's next turn, the creature is restrained in a telekinetic grip.

An object weighing 300 pounds or fewer is moved up to 30 feet in any direction, unless it is being carried or worn. In that case, the carrier or wearer must contest its Strength against the beholder's Charisma. If the beholder wins, the object is moved. The beholder can also engage in fine manipulation of objects with its telekinesis.

7—**Sleep.** The creature must succeed on a DC 15 Wisdom saving throw or fall asleep and remain unconscious for 1 minute, or until it takes damage or someone takes an action to wake it.

8—**Petrification.** The creature must succeed on a DC 15 Constitution saving throw or be restrained and begin to turn to stone. While restrained in this way, a creature must repeat the saving throw at the end of each of its turns, becoming permanently petrified on a failure or ending the effect on a success.

BLACK DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 13

Hit Points 22 (4d8 + 4)

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

Str 15 (+2) **Dex** 10 (+0) **Con** 13 (+1)

Int 10 (+0) **Wis** 11 (+0) **Cha** 13 (+1)

Saving Throws Dex +2, Con +3, Wis +1, Cha +3

Skills Perception +4, Stealth +2

Special Senses blindsight 10 ft., darkvision 60 ft.

Immunities acid; doesn't sleep; can't be paralyzed

Languages Draconic

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Acid Breath (Recharge 6). The dragon breathes acid in a 15-foot line that is 5 feet wide. Each creature in the line must make a DC 11 Dexterity saving throw, taking 11 (2d10) acid damage on a failed save, or half as much damage on a successful one.

BLACK PUDDING

Large ooze, unaligned

Armor Class 8

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

Str 16 (+3) Dex 7 (-2) Con 16 (+3)

Int 1 (-5) Wis 6 (-2) Cha 1 (-5)

Special Senses blind, blindsight 60 ft.

Immunities acid, cold, lightning, slashing; effects that require the target to see; doesn't sleep; can't be blinded, charmed, frightened, knocked prone, or fall unconscious

Languages –

Corrosion. Any nonmagical metal or wood weapon that hits the ooze becomes damaged and takes a cumulative -1 penalty to damage rolls. If a damaged weapon's penalty drops to -5, the weapon is destroyed. Repairing a damaged weapon costs half its original cost. Nonmagical metal or wood ammunition that hits the ooze is destroyed.

If wood or metal object remains in contact with the pudding from the start of one of its turns until the start of its next turn, the object takes 24 acid damage.

Formless. The pudding is considered to be squeezing only if in a space only large enough for a creature three sizes smaller than it is.

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

ACTIONS

Pseudopod—Melee Attack. +6 to hit, reach 5 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage plus 13 (3d8) acid damage.

REACTIONS

Split. If a pudding that is Medium or larger and has 10 hit points or more takes lightning or slashing damage, it takes a reaction to split into two new puddings. Each new pudding has hit points equal to one-half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

CARRION CRAWLER

Large beast, unaligned

Armor Class 12

Hit Points 34 (4d10 + 12)

Speed 30 ft., climb 30 ft.

Str 14 (+2) Dex 11 (+0) Con 16 (+3)

Int 1 (-5) Wis 12 (+1) Cha 6 (-2)

Special Senses darkvision 60 ft.

Languages –

ACTIONS

Multiattack. The carrion crawler makes one tentacles attack and one bite attack.

Tentacles—Melee Attack. +8 to hit, reach 5 ft., one creature. Hit: The target must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute but can repeat the saving throw at the end of each of its turns, ending the paralysis early on a successful save. The duration is cumulative with multiple hits. This is a poison effect.

Bite—Melee Attack. +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) piercing damage.

CHOKER

Small aberration, chaotic evil

Armor Class 13

Hit Points 16 (3d6 + 6)

Speed 40 ft.

Str 14 (+2) Dex 17 (+3) Con 14 (+2)

Int 6 (-2) Wis 10 (+0) Cha 7 (-2)

Saving Throws Str +4, Dex +5, Con +4

Skills Stealth +10

Special Senses darkvision 60 ft.

Languages Undercommon

ACTIONS

Tentacle Arms—Melee Attack. +5 to hit, reach 10 ft., one creature. The attack automatically hits a creature grappled by the choker. Hit: 5 (1d6 + 2) bludgeoning damage and 3 (1d6) piercing damage, the target is grappled and cannot speak, and the target has disadvantage on checks made to escape. The choker can grapple only one creature at a time.

CLAY GOLEM

Large construct, unaligned

Armor Class 12

Hit Points 85 (9d10 + 36)

Speed 20 ft.

Str 20 (+5) Dex 9 (-1) Con 18 (+4)

Int 3 (-4) Wis 8 (-1) Cha 1 (-5)

Special Senses darkvision 60 ft.

Immunities lightning, poison, and psychic, as well as damage from nonmagical weapons except those made of adamantite; dehydration, disease, petrification, poison effects, sleep, starvation, and suffocation; can't be charmed, frightened, or paralyzed
Languages understands Common

Berserk. While the golem is in combat, roll a d10 at the start of each of its turns. If the result is 1, the golem goes berserk until the end of the encounter. On its turn, a berserk golem attacks the nearest creature or some object smaller than itself if no creature is within reach, and it deals 5 extra bludgeoning damage when it hits with a melee attack. Once the golem goes berserk, it can no longer be controlled by its creator.

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

ACTIONS

Multiattack. The golem makes two fist attacks.

Fist—Melee Attack. +6 to hit, reach 5 ft., one creature. Hit: 16 (2d10 + 5) bludgeoning damage, or 21 (2d10 + 10) bludgeoning damage while the golem is berserk.

Haste (Recharge 6). The golem gains the benefits of a haste spell until the end of its next turn.

COCKATRICE

Small beast, unaligned

Armor Class 12

Hit Points 13 (3d6 + 3)

Speed 20 ft., fly 40 ft.

Str 6 (-2) **Dex** 14 (+2) **Con** 12 (+1)

Int 1 (-5) **Wis** 13 (+1) **Cha** 8 (-1)

Special Senses darkvision 60 ft.

Languages –

ACTIONS

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

Tail–Melee Attack. +4 to hit, reach 5 ft., one creature. **Hit:** The target must succeed on a DC 10 Constitution saving throw against petrification. On a failed save, the target begins to turn to stone and is restrained. The target is turned to stone permanently at the end of its next turn unless it uses an action to make a DC 10 Constitution check and succeeds on the check

DARKENBEAST

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 22 (5d8)

Speed 10 ft., fly 40 ft.

Str 14 (+2) **Dex** 14 (+2) **Con** 11 (+0)

Int 5 (-3) **Wis** 11 (+0) **Cha** 4 (-3)

Skills Perception +2, Stealth +4

Special Senses darkvision 120 ft.

Immunities can't be charmed

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

Light Vulnerability. While in bright light, the darkenbeast has disadvantage on attack rolls. If exposed to sunlight, the darkenbeast reverts to the animal from which it was created.

Radiant Reversion. If the darkenbeast takes radiant damage, it must make a Constitution saving throw with a DC equal to the amount of radiant damage dealt. If the save fails, the darkenbeast reverts to the animal from which it was created.

ACTIONS

Flying Multiattack. While flying, the darkenbeast makes one bite attack and one claw attack.

Bite–Melee Attack. +4 to hit, reach 5 ft., one creature. **Hit:** 9 (2d6 + 2) slashing damage.

Claws–Melee Attack. +4 to hit, reach 5 ft., one creature. **Hit:** 7 (2d4 + 2) slashing damage.

LORE

Darkenbeasts are evil creations of the Red Wizards of Thay. Only the Red Wizards know how to transform common animals into these fell servitors, and they guard that secret well.

A darkenbeast looks like an emaciated wyvern with black skin. The creature's eyes glow violet, and its bones are similarly luminous enough that they show through the skin. Created by magically altering a normal animal, a given darkenbeast might have physical vestiges of the animal it once was.

DEATHLOCK WIGHT

Medium undead, lawful evil

Armor Class 12

Hit Points 27 (4d8 + 8)

Speed 30 ft.

Str 12 (+1) **Dex** 15 (+2) **Con** 14 (+2)

Int 14 (+2) **Wis** 13 (+1) **Cha** 14 (+2)

Special Senses darkvision 60 ft.

Immunities necrotic, poison; can't be intoxicated or paralyzed, unconscious; disease, poison effect; doesn't need to breathe, drink, eat, or sleep

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

Languages Common, Infernal

Spellcasting. The wight is a 4th-level spellcaster that uses Intelligence as its magic ability (spell save DC 12). It knows the following spells:

Cantrips (At Will)—*eldritch blast*, *prestidigitation*

1st Level (4 Slots)—*cause fear*, *detect magic*, *magic missile*

2nd Level (3 Slots)—*mirror image*, *misty step*

ACTIONS

Energy Drain–Melee Attack. +4 to hit, reach 5 ft., one creature. **Hit:** 6 (1d8 + 2) necrotic damage, and the creature must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest.

A humanoid creature slain by this attack rises 24 hours later as a zombie under the wight's control.

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 40 ft.

Str 18 (+4) **Dex** 15 (+2) **Con** 16 (+3)

Int 3 (-4) **Wis** 12 (+1) **Cha** 8 (-1)

Special Senses darkvision 60 ft.

Languages –

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

Displacement. The beast projects an illusion that makes it appear to be standing in a place near its actual location. Attack rolls made against the beast have disadvantage. If the beast takes damage, this trait ceases to function until the start of the beast's next turn. This trait also ceases to function while the beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The beast makes two tentacle attacks.

Tentacle–Melee Attack. : +6 to hit, reach 10 ft., one creature. **Hit:** 9 (1d10 + 4) bludgeoning damage.

DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 17

Hit Points 149 (13d12 + 65)

Speed 20 ft., swim 40 ft.

Str 25 (+7) **Dex** 10 (+0) **Con** 20 (+5)

Int 10 (+0) **Wis** 12 (+1) **Cha** 12 (+1)

Saving Throws Dex +4, Con +9, Wis +5

Special Senses darkvision 60 ft.

Immunities doesn't sleep, can't be paralyzed

Resistances fire

Languages Draconic, Primordial (Aquan)

Aquatic. The dragon can breathe air and water.

ACTIONS

Multiattack. The dragon makes one bite attack and two claw attacks.

Bite—Melee Attack. +7 to hit, reach 10 ft., one creature. **Hit:** 20 (2d12 + 7) piercing damage.

Claw—Melee Attack. +7 to hit, reach 5 ft., one creature. **Hit:** 14 (2d6 + 7) slashing damage.

Tail—Melee Attack. +7 to hit, reach 10 ft., one creature. **Hit:** 21 (3d8 + 8) bludgeoning damage, and the creature must succeed on a DC 19 Strength saving throw or be pushed up to 10 feet away from the dragon and knocked prone.

Steam Breath (Recharge 6). The dragon breathes scalding steam in a 60-foot cone. Each creature in the cone must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

DREAD WARRIOR

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

Str 16 (+3) **Dex** 12 (+1) **Con** 16 (+3)

Int 10 (+0) **Wis** 11 (+0) **Cha** 10 (+0)

Special Senses darkvision 60 ft.

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, frightened, intoxicated

Languages Common

Turn Resistance. The warrior has advantage on saving throws against Turn Undead.

Undead Fortitude. If the warrior takes damage that reduces it to 0 hit points, it makes a Constitution saving throw with a DC equal to 5 + the damage taken. If the saving throw succeeds, the warrior drops to 1 hit point instead.

ACTIONS

Multiattack. The dread warrior makes two attacks, either with its battleaxe or its javelin.

Melee Attack—Battleaxe. +6 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) slashing damage.

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

EARTH ELEMENTAL

Large elemental (earth), neutral

Armor Class 13

Hit Points 68 (8d10 + 24)

Speed 30 ft.

Str 19 (+4) **Dex** 8 (-1) **Con** 16 (+3)

Int 5 (-3) **Wis** 10 (+0) **Cha** 10 (+0)

Special Senses darkvision 60 ft.

Immunities poison; dehydration, disease, petrification, poison effects, sleep, starvation, and suffocation; can't be knocked prone or paralyzed

Resistances damage from nonmagical weapons

Languages Primordial (Terran)

Earth Crawl. The elemental can move through stone, dirt, or any other sort of rock (except metal) with no penalty to its speed.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two fist attacks.

Fist—Melee Attack. +6 to hit, reach 10 ft., one creature. **Hit:** 11 (2d6 + 4) bludgeoning damage.

EARTH GRUE

Small elemental (earth), neutral evil

Armor Class 12

Hit Points 22 (5d6 + 5)

Speed 30 ft.

Str 14 (+2) **Dex** 10 (+0) **Con** 12 (+1)

Int 7 (-2) **Wis** 11 (+0) **Cha** 7 (-2)

Special Senses darkvision 120 ft.

Immunities acid, disease, hunger, poison, sleep, suffocation, thirst; can't be paralyzed, petrified, or polymorphed

Resistances cold, nonmagical weapons

Languages Primordial

Earth Meld. The grue can move through earth and stone, leaving no tunnel, at half speed. A coating of filth is left on the surface the grue enters.

ACTIONS

Melee Attack—Claws. +4 to hit (reach 5 ft.; one creature). **Hit:** 9 (2d6 + 2) slashing damage.

APPEARANCE

The grue can appear as a lump of filth with rocky extrusions, but its preferred form is a creature of earth that looks like a hedgehog with a skull face.

EFREETI*Large elemental (fire), lawful evil***Armor Class** 15**Hit Points** 150 (12d10 + 84)**Speed** 40 ft., fly 60 ft.**Str** 22 (+6) **Dex** 11 (+0) **Con** 24 (+7)**Int** 16 (+3) **Wis** 15 (+2) **Cha** 16 (+3)**Saving Throws** Int +7, Wis +6, Cha +7**Special Senses** darkvision 120 ft.**Immunities** fire**Languages** Primordial (Ignan)

Fiery Demise. When the efreeti dies, it disappears in a flash of fire and a puff of smoke, leaving behind embers and any gear it was carrying or wearing.

Telepathy. The efreeti can communicate telepathically with any creature within 100 feet that speaks or understands a language.

ACTIONS

Multiattack. The efreeti makes two scimitar attacks.

Scimitar–Melee Attack. +9 to hit, reach 10 ft., one target. **Hit:** 13 (2d6 + 6) slashing damage and 10 (3d6) fire damage.

Smoke Form (Recharge 6). The efreeti polymorphs into a 10-foot-diameter cloud of smoke. In this form, it cannot take actions and can't be harmed, but it can pass through the smallest gaps. The efreeti can use an action to end the effect.

Spellcasting. The efreeti is a 12th-level spellcaster that uses Intelligence as its spellcasting ability (spell save DC 13). It needs to use only somatic and verbal components to cast its spells. The efreeti knows the following spells:

At Will—*detect magic, produce flame*

1/Day—*enlarge, invisibility, polymorph.*

1/Month—*wish* (cannot use for its own gain or benefit.)

ELDER BLACK PUDDING*Gargantuan ooze, unaligned***Armor Class** 8**Hit Points** 147 (14d12 + 56)**Speed** 20 ft., climb 20 ft.**Str** 18 (+4) **Dex** 7 (-2) **Con** 18 (+4)**Int** 1 (-5) **Wis** 6 (-2) **Cha** 1 (-5)**Special Senses** blind, blindsight 60 ft.

Immunities acid, cold, lightning, slashing; blinded, charmed, frightened, prone, unconscious; effects that require the target to see; doesn't sleep

Languages –

Amorphous. The pudding is considered to be squeezing only if in a space only large enough for a creature three sizes smaller than that is.

Corrosion. Any nonmagical metal or wood weapon that hits the ooze becomes damaged and takes a cumulative -1 penalty to damage rolls. If a damaged weapon's penalty drops to -5, the weapon is destroyed. Repairing a damaged weapon costs half its original cost. Nonmagical metal or wood ammunition that hits the ooze is destroyed.

If wood or metal object remains in contact with the pudding from the start of one of its turns until the start of its next turn, the object takes 24 acid damage. **Spider Climb.** The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The pudding takes the attack action and makes one two pseudopod attacks. If it hasn't used its whole move for the turn, the pudding can move between attacks

Pseudopod–Melee Attack. +7 to hit, reach 5 ft., one creature. **Hit:** 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) acid damage.

REACTIONS

Split. If a pudding that is Medium or larger and has 10 hit points or more takes lightning or slashing damage, it takes a reaction to split into two new puddings. Each new pudding has hit points equal to one-half the original pudding's, rounded down. New puddings are one size smaller than the original pudding.

ETTERCAP

Medium monstrosity, neutral evil

Armor Class 13

Hit Points 27 (5d8 + 5)

Speed 30 ft., climb 30 ft.

Str 15 (+2) Dex 15 (+2) Con 13 (+1)

Int 10 (+1) Wis 10 (+0) Cha 10 (+0)

Skills Perception +2, Stealth +4

Special Senses darkvision 60 ft.

Languages –

Spider Climb. The ettercap can climb on smooth walls and upside down on horizontal surfaces. It ignores movement restrictions due to webbing, including that from a *web* spell.

ACTIONS

Bite–Melee Attack. +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 10 (3d6) poison damage (half as much damage on a successful save).

Web–Ranged Attack (Recharge 5–6). +4 to hit, range 30 ft./60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check to escape. The webbing has AC 12, and another creature can deal 5 fire or slashing damage to the webbing to end this effect; if fire damage is used, the restrained creature also takes the damage.

FIRE ELEMENTAL

Large elemental (fire), neutral

Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 50 ft.

Str 10 (+0) Dex 15 (+2) Con 14 (+2)

Int 6 (-2) Wis 10 (+0) Cha 10 (+0)

Immunities fire, poison; dehydration, disease, petrification, poison effects, sleep, starvation, and suffocation; can't be knocked prone or paralyzed

Resistances damage from nonmagical weapons

Languages Primordial (Ignan)

Checked by Water. The elemental takes 5 cold damage each time it starts its turn in a body of water of its size or larger. It cannot willingly cross bodies of water 10 feet wide or wider.

Illumination. The elemental sheds bright light in a 20-foot-radius sphere. The elemental cannot alter the brightness of its light.

ACTIONS

Touch–Melee Attack. +6 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) fire damage, and the target must succeed on a DC 13 Dexterity saving throw or catch fire and take 3 (1d6) fire damage at the start of each of its turns. A creature can use its action to extinguish the flames, which ends this effect. Any event that smothers the fire likewise ends the effect.

FIRE GRUE

Small elemental (fire), neutral evil

Armor Class 13

Hit Points 22 (4d8 + 4)

Speed 30 ft.

Str 11 (+0) Dex 17 (+3) Con 13 (+1)

Int 10 (+0) Wis 10 (+0) Cha 8 (-1)

Special Senses darkvision 120 ft.

Immunities disease, fire, hunger, poison, sleep, suffocation, thirst; can't be paralyzed, petrified, or polymorphed

Resistances damage from nonmagical weapons

Languages Primordial

Extinguish. At the end of each of the grue's turns, roll a d20. On a roll of 11 or higher, the grue vanishes from its current plane and appears in the Ethereal Plane. At the start of its next turn, the grue returns to a space within 10 feet of the space the grue vanished from.

ACTIONS

Melee Attack–Slam. +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d4 + 3) fire damage.

APPEARANCE

The grue can appear as bonfire or a humanoid like a bronze statue come to life, a form it uses to hide in plain sight. Its preferred form is that of a humanoid upper body, arms, and head suspended on a column of flame. In humanoid form, its hair is fire, and its face is skull-like with black voids for eyes.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 57 (6d8 + 30)

Speed 30 ft.

Str 19 (+4) Dex 9 (-1) Con 20 (+5)

Int 3 (-4) Wis 10 (+0) Cha 1 (-5)

Special Senses darkvision 60 ft.

Immunities lightning, poison, and psychic damage, as well as damage from nonmagical weapons except those made of adamantite; dehydration, disease, petrification, poison effects, sleep, starvation, and suffocation; can't be charmed, frightened, or paralyzed

Languages understands Common

Berserk. While the golem is in combat, roll a d10 at the start of each of the golem's turns. If the result is 1, the golem goes berserk until the end of the encounter. On its turn, a berserk golem attacks the nearest creature or some object smaller than itself if no creature is within reach, and it deals 5 extra bludgeoning damage when it hits with a melee attack.

The berserk golem's creator can, if it is within 60 feet of the golem and can be seen and heard by the golem, calm it by speaking firmly and persuasively, which requires an action and a DC 16 Charisma (Persuasion) check. If the check succeeds, the golem is no longer berserk, although it may go berserk again.

Lightning Absorption. Whenever the golem would take lightning damage, it instead regains hit points equal to half the damage dealt.

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

ACTIONS

Multiattack. The golem makes two fist attacks.

Fist—Melee Attack. +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, or 18 (2d8 + 9) bludgeoning damage while the golem is berserk.

FOUR-ARMED GARGOYLE

Medium elemental (earth), lawful evil

Armor Class 15

Hit Points 45 (6d8 + 18)

Speed 40 ft., fly 60 ft.

Str 16 (+3) Dex 14 (+2) Con 16 (+3)

Int 6 (-2) Wis 11 (+0) Cha 7 (-2)

Special Senses darkvision 60 ft.

Immunities poison, disease, petrification, poison effects; doesn't breathe, drink, eat, or sleep

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

Languages Common, Primordial

False Appearance. The gargoyle resembles an inanimate fiendish statue. A creature that can see the gargoyle and succeeds on a DC 17 Intelligence (Arcana) check ascertains what the gargoyle really is.

ACTIONS

Multiattack. The gargoyle makes one bite attack, two claws attacks, and one gore attack.

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

Claws—Melee Attack. +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Gore—Melee Attack. +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 73 (7d10 + 35)

Speed 15 ft.

Str 14 (+2) Dex 3 (-4) Con 20 (+5)

Int 1 (-5) Wis 10 (+0) Cha 1 (-5)

Special Senses blind, blindsight 60 ft.

Immunities blinded, charmed, frightened, prone, unconscious; effects that require the target to see; doesn't sleep

Languages —

Ooze Cube. The cube takes up its entire 10-foot space. Other creatures can enter the cube's space. A creature that enters the cube's space is subjected to the cube's Engulf and has disadvantage on the saving throw.

Attacks, spells, and other effects can't target anything inside the cube. An area of effect that includes the cube includes nothing inside the cube.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 13 Strength check, and the creature making the attempt takes 5 (2d4) acid damage.

The cube is large enough to hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod—Melee Attack. +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) acid damage.

Engulf. The cube moves up to its speed, and while doing so it can enter Large or smaller creatures' spaces. If the cube enters a creature's space, the creature must make a DC 14 Strength saving throw.

If the saving throw succeeds, the creature can choose to be pushed 5 feet back or, if possible, to the side as the cube moves. In either case, after the creature moves, it remains within 5 feet of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

If the saving throw fails, the cube enters the creature's space, and the creature takes 5 (2d4) acid damage and is inside the cube. While inside the cube, the creature is restrained and takes 5 (2d4) acid damage at the start of each of the cube's turns. When the cube moves, it pulls with it any creature inside it, and the creature remains inside the cube. A creature inside the cube can escape by taking an action to make a DC 14 Strength check. On a success, the creature can move out of the cube.

GHOST

Medium undead, chaotic neutral

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

Str 7 (-2) Dex 13 (+1) Con 10 (+0)

Int 10 (+0) Wis 12 (+1) Cha 17 (+3)

Special Senses darkvision 60 ft.

Immunities necrotic, poison; charmed, frightened, grappled, intoxicated, paralyzed, prone, restrained, unconscious; dehydration, disease, petrification, poison effects, polymorph; doesn't breathe, drink, eat, or sleep

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

Languages Common

Incorporeal Movement. The ghost can move through an object or another creature, but can't stop there.

ACTIONS

Withering Touch. Melee Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa.

Horrifying Visage. Each creature of the ghost's choice within 60 feet of it and able to see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, a creature frightened in this way is also cursed to age 20 (1d4 × 10) years. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the ghost is within line of sight, ending the frightened condition on it early on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ghost's Horrifying Visage for the next 24 hours.

If the aging effect isn't reversed in 24 hours, it is no longer considered to be a curse. Therefore, it becomes permanent.

Possession (While the Ghost has no Creature Possessed, Recharge 5-6). The ghost chooses a living creature within 5 feet of it, and it can choose a creature on the Material Plane if on the Ethereal Plane. The creature must succeed on a DC 15 Charisma saving throw or become intoxicated. At the end of the creature's next turn, it can repeat the saving throw. On a failure, for the next 24 hours, the ghost has the creature possessed.

While possessing a creature, the ghost vanishes into the creature. Except against Turn Undead, the possessing ghost has total cover on all sides. The ghost controls the possessed creature. While doing so, the ghost retains its alignment, Intelligence, Wisdom, Charisma but otherwise uses the possessed creature's statistics.

A few situations can end the possession. If the ghost is turned, the possession ends. A *protection from evil* spell can target the possessed creature, allowing the creature can make another saving throw against being possessed. On a success, the possession ends. If the possessed creature drops to 0 hit points or dies, the possession ends. The possession ends if the ghost moves out of the creature. When the possession ends, the ghost reappears in a space of its choice within 5 feet of the formerly possessed creature.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ghost's Possession for the next 24 hours.

GHOUL

Medium undead, chaotic evil

Armor Class 12

Hit Points 18 (4d8)

Speed 30 ft.

Str 13 (+1) Dex 15 (+2) Con 10 (+0)

Int 7 (-2) Wis 10 (+0) Cha 6 (-2)

Special Senses darkvision 60 ft.

Immunities poison; charmed, intoxicated, unconscious; disease, poison effects; doesn't need to breathe, drink, eat, or sleep

Languages Common

ACTIONS

Multiattack. The ghoul makes one bite attack and one claw attack.

Bite—Melee Attack. +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) piercing damage.

Claws—Melee Attack. +4 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage, and a living creature that isn't an elf must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

GIANT CENTIPEDE

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft., climb 30 ft.

Str 5 (-3) Dex 14 (+2) Con 10 (+0)

Int 1 (-5) Wis 8 (-1) Cha 3 (-4)

Special Senses blindsight 30 ft.

Languages —

ACTIONS

Bite—Melee Attack. +2 to hit, reach 5 ft., one creature. Hit: 1 (1d4 - 3) piercing damage, and the creature must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage. If the poison damage reduces a creature to 0 hit points, the creature is stable but paralyzed for 1d6 hours.

GIANT CRAB

Medium beast, unaligned

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft., swim 30 ft.

Str 13 (+1) Dex 15 (+2) Con 11 (+0)

Int 1 (-5) Wis 9 (-1) Cha 3 (-4)

Skills Stealth +4

Special Senses blindsight 30 ft.

Languages —

Aquatic. The crab can breathe air and water.

ACTIONS

Claw—Melee Attack. +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) bludgeoning damage, and the creature is grappled. The crab can have only one creature grappled at a time, but the crab has advantage on attack rolls against that creature.

GIANT FIRE BEETLE

Small beast, unaligned

Armor Class 11

Hit Points 3 (1d6)

Speed 30 ft.

Str 8 (-1) **Dex** 10 (+0) **Con** 10 (+0)

Int 1 (-5) **Wis** 8 (-1) **Cha** 3 (-4)

Special Senses blindsight 30 ft.

Languages –

Illumination. The beetle sheds bright light in a 10-foot radius and dim light in a 20-foot radius.

ACTIONS

Bite–Melee Attack. +1 to hit, reach 5 ft., one creature. **Hit:** 2 (1d6 - 1) slashing damage.

GIANT VIPER SNAKE

Medium beast, unaligned

Armor Class 12

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

Str 10 (+0) **Dex** 15 (+2) **Con** 13 (+1)

Int 2 (-4) **Wis** 10 (+0) **Cha** 3 (-4)

Skills Perception +2

Special Senses blindsight 10 ft.

Languages –

ACTIONS

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

GIANT SPIDER

Large beast, unaligned

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 30 ft., climb 30 ft.

Str 14 (+2) **Dex** 15 (+2) **Con** 12 (+1)

Int 2 (-4) **Wis** 11 (+0) **Cha** 4 (-3)

Skills Stealth +4

Special Senses blindsight 20 ft., darkvision 60 ft.

Languages –

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

Web Walker. The spider ignores movement restrictions due to webbing.

ACTIONS

Bite–Melee Attack. +3 to hit, reach 5 ft., one creature. **Hit:** 6 (1d8 + 2) piercing damage, and the creature must succeed on a DC 10 Constitution saving throw or take 7 (2d6) poison damage.

Web–Ranged Attack (Recharge 5–6). +4 to hit, range 30 ft./60 ft., one creature. **Hit:** The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The webbing is an object that can also be attacked (AC 10; immune to bludgeoning, poison, psychic, and radiant damage; 5 hp), ending the effect if it is destroyed.

GIBBERING MOUTHER

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10 ft., swim 20 ft.

Str 10 (+0) **Dex** 8 (-1) **Con** 16 (+3)

Int 3 (-4) **Wis** 10 (+0) **Cha** 6 (-2)

Special Senses darkvision 60 ft.

Immunities can't be knocked prone

Languages –

Aberrant Ground. The ground in a 10-foot radius around the moulder becomes dough-like and is difficult terrain. Each creature that starts its turn in the area must succeed on a DC 10 Strength saving throw or be unable to move until the start of its next turn.

Gibbering. When agitated or able to see anything edible, provided it isn't incapacitated, the moulder babbles constantly and incoherently. Each creature that starts its turn within 10 feet of and able to hear the moulder must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or, if it can't make such a melee attack, does nothing.

ACTIONS

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

Bites. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 10 (3d6) piercing damage, or 21 (6d6) piercing damage if the creature is prone, and the target must succeed on a DC 12 Strength saving throw or be knocked prone. A creature that dies due to this damage has its body destroyed as it is absorbed into the moulder.

Blinding Spittle (Recharge 5–6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 15 Wisdom saving throw or be blinded until the end of the moulder's next turn.

GLABREZU

Large fiend (demon), chaotic evil

Armor Class 15

Hit Points 104 (11d10 + 44)

Speed 40 ft.

Str 23 (+6) Dex 15 (+2) Con 19 (+4)

Int 19 (+4) Wis 17 (+3) Cha 16 (+3)

Saving Throws Str +10, Con +8, Wis +7, Cha +7

Special Senses true seeing 120 ft.

Immunities poison; disease, poison effects

Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Languages Abyssal

Magic Resistance. The glabrezu has advantage on saving throws against magical effects.

Spellcasting. The glabrezu is an 11th-level spellcaster that uses Charisma as its spellcasting ability (spell save DC 15, +7 to hit). It needs to use only somatic and verbal components to cast its spells. The glabrezu knows the following spells:

At Will—darkness, detect magic, dispel magic

1/Day Each—confusion, fly, power word stun

Telepathy. The glabrezu can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. The glabrezu makes two pincer attacks and casts one spell, or it makes two pincer attacks and two fist attacks.

Pincer—Melee Attack. +9 to hit, reach 10 ft., one creature. Hit: 17 (2d10 + 6) piercing damage, and the creature is grappled and restrained while grappled. The glabrezu can have up to two creatures grappled at a time, one in each of its two pincers. While using a pincer to grapple in this way, the glabrezu can use the pincer only against the grappled creature.

Fist—Melee Attack. +9 to hit, reach 5 ft., one creature. Hit: 11 (2d4 + 6) bludgeoning damage.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide, shield); 13 while using longbow (no shield)

Hit Points 13 (3d8)

Speed 30 ft.

Str 14 (+2) Dex 12 (+1) Con 11 (+0)

Int 7 (-2) Wis 10 (+0) Cha 8 (-1)

Special Senses darkvision 60 ft.

Languages Gnoll

ACTIONS

Bite—Melee Attack. +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) piercing damage.

Spear—Melee or Ranged Attack. +4 to hit, reach 5 ft. or range 30 ft./120 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

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

REACTIONS

Bloody Rampage. When a hostile creature drops to 0 hit points within 10 feet of it, the gnoll makes a melee attack with disadvantage.

GORGON

Large monstrosity, unaligned

Armor Class 17

Hit Points 76 (8d10 + 32)

Speed 40 ft.

Str 20 (+5) Dex 11 (+0) Con 18 (+4)

Int 2 (-4) Wis 12 (+1) Cha 7 (-2)

Skills Perception +4

Special Senses darkvision 60 ft.

Immunities petrification

Languages —

Trample. If the gorgon moves at least 20 feet straight toward a target right before hitting it with a gore attack, the target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the gorgon can take a bonus action to make one hoof attack against it.

ACTIONS

Gore—Melee Attack. +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage.

Hooves—Melee Attack. +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Petrifying Breath (Recharge 6). The gorgon exhales petrifying gas in a 30-foot cone. Each creature in the area must succeed on a DC 16 Constitution saving throw. On a failed save, the creature is restrained and begins to turn to stone. While restrained in this way, a creature must repeat the saving throw at the end of its next turn, becoming permanently petrified on a failure or ending the effect on a success.

GRAY OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 10 ft.

Str 12 (+1) Dex 6 (-2) Con 16 (+3)

Int 1 (-5) Wis 6 (-2) Cha 2 (-4)

Special Senses blind, blindsight 60 ft

Immunities blinded, charmed, frightened, prone, unconscious; effects that require the target to see; doesn't sleep

Resistances acid, cold, fire

Languages —

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes, taking a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed.

The ooze dissolves through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. The ooze resembles wet rock. A creature that can see the ooze and succeeds on a DC 15 Intelligence (Nature) check ascertains what the ooze really is.

ACTIONS

Pseudopod—Melee Attack. +5 to hit, reach 5 ft., one creature. Hit: 3 (1d6) bludgeoning damage plus 7 (2d6) acid damage.

GRELL

Medium aberration, neutral evil

Armor Class 12

Hit Points 55 (10d8 + 10)

Speed 10 ft., fly 30 ft.

Str 15 (+2) **Dex** 14 (+2) **Con** 13 (+1)

Int 12 (+1) **Wis** 11 (+0) **Cha** 9 (-1)

Skills Stealth +8

Special Senses blind, blindsight 60 ft.

Immunities lightning; blinded, prone; effects that require the target to see

Languages Grell

Hover. The grell hovers as long as it is alive.

ACTIONS

Multiattack. The grell makes two attacks, one with its tentacles and one with its beak.

Tentacles. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. **Hit:** 7 (1d10 + 2) piercing damage, and the target is grappled. Until this grapple ends, the target is restrained, and the grell can't use its tentacles on another target. In addition, the creature must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute and paralyzed while poisoned in this way. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 7 (2d4 + 2) piercing damage.

GRICK

Medium monstrosity, neutral

Armor Class 12

Hit Points 9 (2d8)

Speed 30 ft., climb 30 ft.

Str 14 (+2) **Dex** 14 (+2) **Con** 11 (+0)

Int 3 (-4) **Wis** 14 (+2) **Cha** 5 (-3)

Special Senses darkvision 60 ft.

Resistance bludgeoning, piercing, and slashing damage from nonmagical weapons

Languages –

Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The grick makes one tentacle attack, and if that attack hits, one bite attack against the same target.

Tentacles–Melee Attack. +3 to hit, reach 5 ft., one creature. **Hit:** 9 (2d6 + 2) slashing damage.

Bite–Melee Attack. +3 to hit, reach 5 ft., one creature. **Hit:** 5 (1d6 + 2) piercing damage.

HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

Str 15 (+2) **Dex** 13 (+1) **Con** 16 (+3)

Int 10 (+0) **Wis** 10 (+0) **Cha** 10 (+0)

Skills Perception +3

Special Senses blindsight 60 ft.

Immunities force damage from magic missile spells, necrotic, poison; blinded, charmed, deafened, frightened, intoxicated, paralyzed, stunned, unconscious; dehydration, disease, effects that require the target to see, petrification, poison effects, polymorph; doesn't breathe, drink, eat, or sleep

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

Languages understands Common

Magic Resistance. The horror has advantage on saving throws against magical effects.

Spell Immunity. The horror is immune to three specific 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 Attack. +5 to hit, reach 5 ft., one creature. **Hit:** 6 (1d8 + 2) slashing damage.

HEZROU

Large fiend (demon), chaotic evil

Armor Class 14

Hit Points 85 (9d10 + 36)

Speed 30 ft.

Special Senses darkvision 120 ft.

Str 19 (+4) **Dex** 17 (+3) **Con** 18 (+4)

Int 5 (-3) **Wis** 12 (+1) **Cha** 13 (+1)

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

Special Senses darkvision 120 ft.

Immunities poison; disease, poison effects

Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Languages Abyssal

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 15 Constitution saving throw against poison or have disadvantage on attack rolls and ability checks until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's Stench for 24 hours.

Magic Resistance. The hezrou has advantage on saving throws against magical effects.

Telepathy. The hezrou can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. The hezrou makes one bite attack and two claw attacks.

Bite–Melee Attack. +8 to hit, reach 5 ft., one creature. **Hit:** 13 (2d8 + 4) piercing damage.

Claw–Melee Attack. : +8 to hit, reach 5 ft., one creature. **Hit:** 8 (1d8 + 4) slashing damage.

HOOK HORROR

Large monstrosity, neutral

Armor Class 15

Hit Points 37 (5d10 + 10)

Speed 20 ft., climb 20 ft.

Str 18 (+4) **Dex** 10 (+0) **Con** 15 (+2)

Int 6 (-2) **Wis** 12 (+1) **Cha** 7 (-2)

Skills Perception +4

Special Senses darkvision 10 ft., blindsight 60 ft.

Languages –

Ekholocation. While deafened, the horror can't use its blindsight.

Keen Hearing. When using its sense of hearing, the horror has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The horror makes two hook attacks.

Hook–Melee Attack. +7 to hit, reach 5 ft., one creature. **Hit:** 11 (2d6 + 4) piercing damage.

HUNTER SHARK

Large beast, unaligned

Armor Class 11

Hit Points 32 (5d10 + 5)

Speed 0 ft., swim 40 ft.

Str 18 (+4) **Dex** 13 (+1) **Con** 13 (+1)

Int 1 (-5) **Wis** 10 (+0) **Cha** 4 (-3)

Skills Perception +3

Special Senses blindsight 30 ft.

Languages –

Water Breathing. The shark can breathe only while underwater.

ACTIONS

Bite–Melee Attack. +7 to hit, reach 5 ft., one creature. **Hit:** 13 (2d8 + 4) piercing damage.

IRON GOLEM

Large construct, unaligned

Armor Class 18

Hit Points 157 (15d10 + 75)

Speed 20 ft.

Str 24 (+7) **Dex** 9 (-1) **Con** 20 (+5)

Int 3 (-4) **Wis** 11 (+0) **Cha** 1 (-5)

Special Senses darkvision 120 ft.

Immunities lightning, poison, and psychic damage, as well as damage from nonmagical weapons except those made of adamantite; dehydration, disease, petrification, poison effects, sleep, starvation, and suffocation; can't be charmed, frightened, or paralyzed

Languages understands Common

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

ACTIONS

Multiattack. The golem makes one fist attack and one iron sword attack.

Fist–Melee Attack. +8 to hit, reach 5 ft., one creature. **Hit:** 25 (4d8 + 7) bludgeoning damage.

Iron Sword–Melee Attack. +8 to hit, reach 5 ft., one creature. **Hit:** 25 (4d8 + 7) slashing damage.

Poison Breath (Recharge 6). The golem breathes poisonous gas in a 15-foot cone. Each target must succeed on a DC 15 Constitution saving throw or take 35 (10d6) poison damage (half as much damage on a successful save).

KRAKEN SIMULACRUM

Huge monstrosity, chaotic evil

Armor Class 15

Hit Points 172 (15d12 + 75)

Speed 5 ft., swim 90 ft.

Str 25 (+7) **Dex** 11 (+0) **Con** 20 (+5)

Int 15 (+2) **Wis** 18 (+4) **Cha** 18 (+4)

Saving Throws Str +12, Con +10, Int +7, Wis +9, Cha +9

Special Senses true seeing 120 ft.

Immunities lightning and thunder damage, and damage from nonmagical weapons; polymorph effects, sleep; can't be frightened or paralyzed

Languages understands Thayan

Aquatic. The kraken can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Siege Monster. The kraken deals double damage to objects and structures.

Telepathy. The kraken can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. The kraken makes three melee attacks, each of which it can replace with one use of *Fling*.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 23 (3d8 + 10) piercing damage.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one target. Hit: 20 (3d6 + 10) bludgeoning damage, and the target is grappled. Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple only one target.

Fling. One object held or creature grappled by the kraken's tentacles is thrown up to 60 feet away from the kraken and knocked prone. If a thrown target strikes an object, such as a wall or floor, it takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that target must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken creates three bolts of lightning, each of which can strike a target within 150 feet of the kraken. A target must make a DC 20 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

KUO-TOA

Medium humanoid (kuo-toa), chaotic evil

Armor Class 12 (shield)

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

Str 10 (+0) **Dex** 10 (+0) **Con** 12 (+1)

Int 9 (-1) **Wis** 10 (+0) **Cha** 8 (-1)

Skills Perception +7

Special Senses darkvision 120 ft.

Immunities poison damage and poison effects; can't be paralyzed

Resistances lightning

Languages Undercommon

Light Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls.

Otherworldly Perception. The kuo-toa can sense the presence of invisible and Ethereal creatures within 30 feet of it, but cannot pinpoint their exact locations unless they are in motion.

Slippery Hide. An unarmored kuo-toa that is grappled gains advantage on checks made to escape. An unarmored kuo-toa that is restrained gains advantage on checks and saving throws to end the condition.

ACTIONS

Javelin—Melee and Ranged Attack. +2 to hit, reach 5 ft. or range 30 ft./120 ft., one creature. Hit: 3 (1d6) piercing damage.

Net. The kuo-toa targets a point in space up to 20 feet away. Each Large or smaller creature within 5 feet of that point must succeed on a DC 10 Dexterity saving throw or be restrained by the net. A creature can break free of the net by using its action to make a DC 10 Strength check or by dealing 5 slashing damage to the net.

REACTIONS

Sticky Shield. When a creature misses the kuo-toa with a melee attack, the kuo-toa uses its reaction to catch the attacking weapon with its sticky shield. The attacking creature and the kuo-toa engage in a Strength contest; if the kuo-toa wins the contest, the weapon is wrested from its wielder's grip and stuck to the kuo-toa's shield.

Pulling a weapon free of the shield requires an action and is resolved as a Strength contest (see above).

LEUCROTTA

Large monstrosity, chaotic evil

Armor Class 13

Hit Points 45 (6d10 + 12)

Speed 50 ft.

Str 17 (+3)

Dex 14 (+2)

Con 15 (+2)

Int 9 (-1)

Wis 12 (+1)

Cha 6 (-2)

Skills Perception +3

Languages Common

False Tracks. It takes a successful DC 20 Intelligence (Nature) check to tell a leucrotta's tracks from those of a large deer.

Keen Smell. When using its sense of smell, the leucrotta has advantage on Wisdom (Perception) checks.

Mimicry. The leucrotta can mimic sounds it has heard, such as a person crying out in pain. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Perception) check.

ACTIONS

Bite—Melee Attack. +5 to hit, reach 5 ft., one creature.

Hit: 10 (2d6 + 3) slashing damage. If the leucrotta scores a critical hit, it rolls the damage dice thrice instead of twice.

Hooves—Melee Attack. +5 to hit, reach 5 ft., one creature.

Hit: 8 (2d4 + 3) bludgeoning damage.

Kicking Retreat. Whenever the leucrotta takes the disengage action, it can take a bonus action to make a hoof attack before moving.

APPEARANCE

A leucrotta stands 7 feet tall at the shoulder, and its tan body, which gradually darkens to black at the head, can be up to 9 feet long. The creature's body resembles that of a muscular deer; it has a tufted tail and cloven hooves, and its head is like that of a badger. Instead of teeth, the leucrotta has several serrated bone ridges, and the monster's eyes glow with red light when it is fighting. The smell of death hangs in the air around a leucrotta, and its breath is especially foul.

LICH

Medium undead, neutral evil

Armor Class 16

Hit Points 135 (18d8 + 54)

Speed 30 ft.

Str 11 (+0)

Dex 16 (+3)

Con 16 (+3)

Int 20 (+5)

Wis 14 (+2)

Cha 13 (+1)

Saving Throws Int +11, Wis +8

Skills Arcana +10, Insight +7, Perception +7

Special Senses true seeing 120 ft.

Resistances cold, lightning, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Immunities poison; charmed, frightened, intoxicated, paralyzed, unconscious; disease, poison effects, polymorph; any effect targets a creature's soul; doesn't need to breathe, drink, eat, or sleep

Languages Abyssal, Common, Draconic, Infernal, Primordial

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

Phylactery Rejuvenation. Provided it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Spellcasting. The lich is an 18th-level wizard that uses Intelligence as its spellcasting ability (spell save DC 18, +10 to hit). The lich has the following spells prepared:

Cantrips—*eldritch blast, mage hand, prestidigitation*

1st level (4 Slots)—*magic missile, shield, thunderwave*

2nd level (3 Slots)—*detect thoughts, invisibility, mirror image*

3rd level (3 Slots)—*counterspell, fireball*

4th level (3 Slots)—*blight, dimension door*

5th level (3 Slots)—*cloudkill, scrying*

Turn Resistance. The lich has advantage on saving throws against Turn Undead.

ACTIONS

Paralyzing Touch—Melee Attack. +8 to hit, reach 5 ft., one creature. **Hit:** 10 (3d6) cold damage, and the creature must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute and have its hit point maximum reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies.

A creature can repeat the saving throw at the end of each of its turns, ending the paralyzed condition on it early on a success. The reduction to a creature's hit point maximum lasts until the creature finishes a long rest.

LEGENDARY ACTIONS

The lich gains three legendary actions at the end of each of its turns. It can take these actions at any time between then and the start of its next turn, when any untaken legendary actions are lost. The lich can take its legendary actions in the following ways, spending the specified number of actions:

- 3 Actions. The lich disrupts life force around it. Each creature within 20 feet of the lich must make a DC 15 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.
- 2 Actions. The lich fixes its gaze on one creature it can see within 10 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the lich is within line of sight, ending the effect on it early on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lich's gaze for the next 24 hours.
- 1 Action (1/Round). The lich casts a cantrip.
- 1 Action (1/round). The lich makes one touch attack.

MANE

Small fiend (demon), chaotic evil

Armor Class 11

Hit Points 4 (1d6 + 1)

Speed 20 ft.

Str 10 (+0) **Dex** 12 (+1) **Con** 13 (+1)

Int 3 (-4) **Wis** 8 (-1) **Cha** 4 (-3)

Immunities poison; charmed, frightened; disease, poison effects, sleep

Resistances cold, fire, lightning

Languages understands Abyssal but doesn't speak

ACTIONS

Multiattack. The mane makes one bite attack and one claw attack.

Bite—Melee Attack. +2 to hit, reach 5 ft., one creature. **Hit:** 2 (1d4) piercing damage.

Claws—Melee Attack. +2 to hit, reach 5 ft., one creature. **Hit:** 2 (1d4) slashing damage.

MERROW

Large monstrosity, chaotic evil

Armor Class 13

Hit Points 52 (7d10 + 14)

Speed 10 ft., swim 60 ft.

Str 19 (+4) **Dex** 10 (+0) **Con** 14 (+2)

Int 10 (+0) **Wis** 11 (+0) **Cha** 11 (+0)

Special Senses darkvision 60 ft.

Languages Giant, Primordial (Aquan)

Aquatic. The merrow can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

ACTIONS

Claws—Melee Attack. +5 to hit, reach 5 ft., one creature. **Hit:** 9 (2d4 + 4) slashing damage.

Harpoon—Melee or Ranged Attack. +5 to hit, reach 5 ft. or range 20 ft., one creature. **Hit:** 11 (2d6 + 4) piercing damage, and if the target is more than 5 feet away from the merrow, the merrow can pull the target within 5 feet of it if it beats the target in a Strength contest.

Javelin—Melee or Ranged Attack. +5 to hit, reach 5 ft. or range 30 ft./120 ft., one creature. **Hit:** 11 (2d6 + 4) piercing damage.

OCHRE JELLY

Large ooze, unaligned

Armor Class 8

Hit Points 45 (6d10 + 12)

Speed 10 ft., climb 10 ft.

Str 15 (+2) **Dex** 6 (-2) **Con** 14 (+2)

Int 1 (-5) **Wis** 6 (-2) **Cha** 1 (-5)

Special Senses blind, blindsight 60 ft.

Immunities lightning, slashing; blinded, charmed, frightened, prone, unconscious; effects that require the target to see; doesn't sleep

Resistances acid

Languages —

Amorphous. The jelly is considered to be squeezing only if in a space only large enough for a creature three sizes smaller than it is.

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

ACTIONS

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

REACTIONS

Split. If a jelly that is Medium or larger and has 10 hit points or more takes lightning or slashing damage, it takes a reaction to split into two new jellies. Each new jelly has hit points equal to one-half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

OGRE ZOMBIE

Large undead, neutral evil

Armor Class 9 (hide)

Hit Points 45 (6d10 + 12)

Speed 30 ft.

Str 19 (+4) **Dex** 6 (-2) **Con** 15 (+2)

Int 5 (-3) **Wis** 6 (-2) **Cha** 5 (-3)

Special Senses darkvision 60 ft.

Immunities poison; intoxicated, unconscious; dehydration, disease, starvation, and suffocation

Languages understands Common and Giant

Zombie Fortitude. If the zombie takes damage that reduces it to 0 hit points, it makes a Constitution saving throw with a DC equal to 5 + the damage taken. If the saving throw succeeds, the zombie drops to 1 hit point instead.

ACTIONS

Greatclub—Melee Attack. +5 to hit, reach 5 ft., one creature. **Hit:** 13 (2d8 + 4) bludgeoning damage.

Javelin—Ranged Attack. +5 to hit, range 30 ft./120 ft., one creature. **Hit:** 11 (2d6 + 4) piercing damage.

Ooze Master

Gargantuan undead, chaotic evil

Armor Class 15

Hit Points 114 (12d12 + 36)

Speed 30 ft.

Str 11 (+0) Dex 1 (-5) Con 16 (+3)

Int 17 (+3) Wis 8 (-1) Cha 12 (+1)

Special Senses blindsight 60 ft.

Immunities disease, petrification, poison, sleep, starvation, suffocation, thirst; can't be blinded, frightened, forced to move, or knocked prone

Resistances acid, cold, fire

Languages Common, Thayan

Instinctive Attacker. The Ooze Master can take an extra action on his turn to attack.

Spellcasting. Ooze Master is an 8th-level spellcaster who uses Intelligence as his magic ability (spell save DC 15). He knows the following spells:

Cantrip (At Will)—*eldritch blast*

1st Level (4 Slots)—*charm person, magic missile, sleep*

2nd Level (3 Slots)—*detect thoughts, Melf's acid arrow, suggestion*

3rd Level (3 Slots)—*fear, slow*

4th Level (3 Slots)—*confusion*

ACTIONS

Caustic Touch—Melee Attack. +6 to hit, reach 15 ft., one creature.

Hit: 7 (2d6) bludgeoning damage plus 7 (2d6) acid damage.

REACTIONS

Instinctive Charm. When a creature the Ooze Master can sense within 50 feet of him attacks him, he can use his reaction to force the attacker to succeed on a DC 15 Wisdom saving throw or target the creature closest to it other than the Ooze Master. The attacker chooses among valid targets, wasting the attack if no targets are in range.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 12 (hide)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2) Dex 10 (+0) Con 12 (+1)

Int 7 (-2) Wis 11 (+0) Cha 10 (+0)

Special Senses darkvision 60 ft.

Languages Common, Orc

Relentless. If the orc takes damage that reduces it to 0 hit points, it makes a Constitution saving throw with a DC equal to 5 + the damage taken. If the saving throw succeeds, the orc drops to 1 hit point instead. If the orc has only 1 hit point at the end of its next turn, it drops to 0 hit points.

ACTIONS

Greataxe—Melee Attack. +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage or, if used in two hands, 7 (1d10 + 2) slashing damage.

Shortbow—Ranged Attack. +4 to hit, range 30 ft./120 ft., one creature. Hit: 5 (1d6 + 2) piercing damage.

Otyugh

Large aberration, neutral

Armor Class 13

Hit Points 84 (8d10 + 40)

Speed 20 ft.

Str 16 (+3) Dex 11 (+0) Con 21 (+5)

Int 6 (-2) Wis 13 (+1) Cha 6 (-2)

Special Senses darkvision 60 ft.

Immunities disease

Languages —

Grappler. Against any creature grappled by it, the otyugh has advantage on attack rolls.

Limited Telepathy. The otyugh can communicate simple ideas and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. The otyugh makes one bite attack and two tentacle attacks

Bite—Melee Attack. +6 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage.

Tentacle—Melee Attack. +6 to hit, reach 10 ft., one creature. Hit: 6 (1d6 + 3) bludgeoning damage, and the creature is grappled. The otyugh has two tentacles, so it can have up to two creatures grappled at a time. While using a tentacle to grapple a creature, the otyugh can use the tentacle only against the grappled creature.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must make a DC 14 Strength saving throw, taking 8 (1d8 + 4) bludgeoning damage and becoming stunned until the end of the otyugh's next turn on a failed save. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

OWLBEAR

Large monstrosity, unaligned

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 40 ft.

Str 20 (+5) **Dex** 12 (+1) **Con** 17 (+3)

Int 3 (-4) **Wis** 12 (+1) **Cha** 7 (-2)

Skills Perception +4

Special Senses darkvision 60 ft.

Languages –

Grappler. Against any creature grappled by it, the owlbear has advantage on attack rolls.

Keen Sight and Smell. When using its sense of sight or smell, the owlbear has advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The owlbear makes one claw attack and one beak attack.

Claws—Melee Attack. +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage, and the creature is grappled. While grappling in this way, the owlbear can claw only the grappled creature.

Beak—Melee Attack. +5 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage.

PERYTON

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 26 (4d8 + 8)

Speed 20 ft., fly 60 ft.

Str 16 (+3) **Dex** 12 (+1) **Con** 15 (+2)

Int 9 (-1) **Wis** 10 (+0) **Cha** 10 (+0)

Skills Perception +7

Immunities damage from nonmagical weapons

Languages understands Common and Elvish

Flyby. The peryton doesn't provoke opportunity attacks when it flies out of a hostile creature's reach.

Keen Sight. When using its sense of sight, the peryton has advantage on Wisdom (Perception) checks.

ACTIONS

Claws—Melee Attack. +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Gore—Melee Attack. +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage.

Dive. The peryton flies a minimum distance of 30 feet and makes one claws attack with advantage against a creature at a lower altitude. On a hit, the peryton makes one gore attack against the same target.

PIT FIEND

Large fiend (devil), lawful evil

Armor Class 17

Hit Points 199 (19d10 + 95)

Speed 30 ft., fly 90 ft.

Str 26 (+8) **Dex** 13 (+1) **Con** 20 (+5)

Int 22 (+6) **Wis** 18 (+4) **Cha** 24 (+7)

Saving Throws Dex +7, Con +11, Wis +10

Special Senses true seeing 120 ft.

Immunities fire, poison; disease, poison effects, sleep

Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Languages Common, Infernal

Fear Aura. Unless the fiend is incapacitated, any creature that isn't the fiend's ally and starts its turn within 20 feet of the fiend must succeed on a DC 21 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the fiend is within line of sight, ending the effect on it early on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fiend's Fear Aura for the next 24 hours.

Magic Resistance. The fiend has advantage on saving throws against magical effects.

Spellcasting. The fiend is a 19th-level spellcaster that uses Charisma as its spellcasting ability (spell save DC 21, +13 to hit). It needs to use only somatic and verbal components to cast its spells. The fiend knows the following spells:

At Will—*detect magic, fireball* (12d6 fire damage)

3/Day Each—*wall of fire* (10d8 fire damage), *mass hold monster*

Telepathy. The fiend can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. The fiend makes one bite attack, one claw attack, one tail attack, and one mace attack.

Bite—Melee Attack. +9 to hit, reach 5 ft., one creature. *Hit:* 15 (2d6 + 8) piercing damage, and the creature must succeed on a DC 15 Constitution saving throw or take 5 (2d4) poison damage, cumulative with multiple bites, at the start of each of its turns. While taking this poison damage, the creature has disadvantage on attack rolls, ability checks, and saving throws, and it takes a 15-foot penalty to its speed.

Claw—Melee Attack. +9 to hit, reach 5 ft., one creature. *Hit:* 12 (1d8 + 8) slashing damage.

Constricting Tail—Melee Attack. +9 to hit, reach 5 ft., one creature. *Hit:* 13 (1d10 + 8) bludgeoning damage, and the creature is grappled and restrained while grappled. While grappling in this way, the fiend can use its tail attack only on the grappled creature.

Mace—Melee Attack. +11 to hit, reach 10 ft., one creature. *Hit:* 15 (2d6 + 8) bludgeoning damage.

PREDATORY FISH

Medium beast, unaligned

Armor Class 11

Hit Points 26 (4d8 + 8)

Speed 0 ft., swim 60 ft.

Str 14 (+2)

Dex 13 (+1)

Con 15 (+2)

Int 1 (-5)

Wis 8 (-1)

Cha 5 (-3)

Languages –

Aquatic. The fish can breathe underwater, and being underwater imposes no penalty on its attack rolls or ability checks.

Blood Frenzy +5. Whenever the fish is within 100 feet of a wounded creature that has taken piercing or slashing damage, the fish gains a +5 bonus to melee damage rolls.

Pack Tactics. The fish has advantage on any attack roll it makes against a creature that is within 5 feet of at least one of the fish's friends who isn't incapacitated.

ACTIONS

Bite–Melee Attack. +4 to hit, reach 5 ft., one creature.

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

PRISONER

Medium humanoid (varies), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 10 (+0)

Dex 10 (+0)

Con 10 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Languages Common

ACTIONS

Unarmed Attack–Melee Attack. +1 to hit, reach 5 ft., one creature. Hit: 1 bludgeoning damage.

Rock–Ranged Attack. +1 to hit, range 20 ft./60 ft., one creature. Hit: 2 (1d4) bludgeoning damage.

QUASIT

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft. (in bat form, 10 ft.), (in bat form, fly 40 ft.), (in centipede form, climb 40 ft.), (in toad form, swim 40 ft.)

Str 5 (-3)

Dex 17 (+3)

Con 10 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Special Senses darkvision 120 ft.

Immunities poison; disease, poison effects

Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Languages Abyssal, Common

Magic Resistance. The quasit has advantage on saving throws against magical effects.

ACTIONS

Claws–Melee Attack. +4 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) slashing damage, and the creature must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect early on a success.

Scare (1/Day). Each creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on it early on a success.

Change Shape. The quasit polymorphs into the beast form of a bat, centipede, or toad, or into its demon form. Its statistics don't change, and any equipment it carries is not transformed. If slain, the quasit reverts to its demon form.

Invisibility. The quasit turns invisible until it attacks or uses Scare, or until its concentration ends. Anything quasit is carrying or wearing is invisible as long as it remains in contact with the quasit.

RED WIZARD

Medium humanoid (human), lawful evil

Armor Class 11

Hit Points 36 (8d6 + 8)

Speed 30 ft.

Str 9 (-1)

Dex 12 (+1)

Con 13 (+1)

Int 16 (+3)

Wis 12 (+1)

Cha 11 (+0)

Saving Throws +3 Int, +3 Wis

Languages Common, Thayan

Spellcasting. The wizard is an 8th-level spellcaster that uses Intelligence as his magic ability (spell save DC 14). The wizard has the following spells prepared:

Cantrips (At Will)—*chill touch*, *prestidigitation*, *ray of frost*

1st level (4 Slots)—*cause fear*, *false life*, *mage armor*, *magic missile*

2nd level (3 Slots)—*hold person*, *invisibility*, *ray of enfeeblement*

3rd level (3 Slots)—*animate dead*

4th level (2 Slots)—*blight*

ACTIONS

Dagger–Melee Attack. +4 to hit, reach 5 ft., one creature.

Hit: 3 (1d4 + 1) piercing damage.

RED WIZARD (CONJURER)

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 35 (6d6 + 12)

Speed 30 ft.

Str 9 (-1) Dex 16 (+3) Con 14 (+2)

Int 18 (+4) Wis 13 (+1) Cha 11 (+0)

Saving Throws Int +7, Wis +4

Proficiencies Arcana +7, Deception +3, Insight +4, Stealth +6

Languages Common, Thayan, Draconic, Infernal, Primordial

Spellcasting. The wizard is a 6th-level spellcaster who uses Intelligence as his or her magic ability (spell save DC 15). He or she usually has the following mage spells prepared:

Cantrips (At Will)—*eldritch blast*, *prestidigitation*, *shocking grasp*

1st Level (4 Slots)—*false life*, *fog cloud*, *magic missile*

2nd Level (3 Slots)—*flaming sphere*, *web*

3rd Level (3 Slots)—*dispel magic*, *fireball*, *misty step*

ACTIONS

Dagger—Melee Attack. +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d4 + 3) piercing damage.

Benign Transposition. The Red Wizard teleports up to 30 feet to an unoccupied space that it can see. Alternatively, it can choose a space within range that is occupied by a Small or Medium creature. If that creature is willing, both creatures teleport, swapping places. Once it uses this feature, the Red Wizard can't use it again until it finishes a long rest or casts a conjuration spell of 1st level or higher.

USING RED WIZARDS

The Doomvault holds Red Wizards of the various schools of magic. Each Red Wizard is tattooed with patterns depicting his or her specialty. When the party encounters a Red Wizard, you can either use the statistics block below if the wizard's specialty isn't important, or you can choose from among the statistics of the other Red Wizards presented here.

RED WIZARD (EVOKER)

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 35 (6d6 + 12)

Speed 30 ft.

Str 9 (-1) Dex 16 (+3) Con 14 (+2)

Int 18 (+4) Wis 13 (+1) Cha 11 (+0)

Saving Throws Int +7, Wis +4

Proficiencies Arcana +7, Deception +3, Insight +4, Stealth +6

Languages Common, Thayan, Draconic, Infernal, Primordial

Potent Cantrips. When the Red Wizard misses a creature or that creature succeeds on a saving throw against its evocation cantrip, the creature still takes half the cantrip's damage (if any) but suffers no additional effect.

Sculpt Spells. When the Red Wizard casts an evocation spell that affects other creatures that it can see, it can choose a number of them equal to 1 + the spell's level. The chosen creatures automatically succeed on their saving throws against the spell, and they take no damage if they would normally take half damage from it.

Spellcasting. The wizard is a 6th-level spellcaster who uses Intelligence as his or her magic ability (spell save DC 15).

He or she usually has the following mage spells prepared:

Cantrips (At Will)—*eldritch blast*, *prestidigitation*, *shocking grasp*

1st Level (4 Slots)—*gust of wind*, *magic missile*, *thunderwave*

2nd Level (3 Slots)—*invisibility*, *scorching ray*

3rd Level (3 Slots)—*dispel magic*, *fireball*

ACTIONS

Dagger—Melee Attack. +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d4 + 3) piercing damage.

RED WIZARD (ILLUSIONIST)

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 35 (6d6 + 12)

Speed 30 ft.

Str 9 (-1) Dex 16 (+3) Con 14 (+2)

Int 18 (+4) Wis 13 (+1) Cha 11 (+0)

Saving Throws Int +7, Wis +4

Proficiencies Arcana +7, Deception +3, Insight +4, Stealth +6

Languages Common, Thayan, Draconic, Infernal, Primordial

Spellcasting. The wizard is a 6th-level spellcaster who uses Intelligence as his or her magic ability (spell save DC 15).

He or she usually has the following mage spells prepared:

Cantrips (At Will)—*eldritch blast*, *minor illusion*1,

prestidigitation, *shocking grasp*

1st Level (4 Slots)—*cause fear*, *color spray*, *magic missile*

2nd Level (3 Slots)—*invisibility*, *phantasmal force*, *sound burst*

3rd Level (3 Slots)—*aura of invisibility*, *fireball*

The wizard can use the *minor illusion* Ghost Sound and Silent Image effects simultaneously.

ACTIONS

Dagger—Melee Attack. +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d4 + 3) piercing damage.

RED WIZARD (NECROMANCER)

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 35 (6d6 + 12)

Speed 30 ft.

Str 9 (-1) Dex 16 (+3) Con 14 (+2)

Int 18 (+4) Wis 13 (+1) Cha 11 (+0)

Saving Throws Int +7, Wis +4

Proficiencies Arcana +7, Deception +3, Insight +4, Stealth +6

Languages Common, Thayan, Draconic, Infernal, Primordial

Spellcasting. The wizard is a 6th-level spellcaster who uses Intelligence as his or her magic ability (spell save DC 15).

He or she usually has the following mage spells prepared:

Cantrips (At Will)—*chill touch*, *eldritch blast*, *prestidigitation*

1st Level (4 Slots)—*false life*, *grease*, *magic missile*

2nd Level (3 Slots)—*invisibility*, *ray of enfeeblement*

3rd Level (3 Slots)—*animate dead*, *dispel magic*, *lightning bolt*

ACTIONS

Dagger—Melee Attack. +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d4 + 3) piercing damage.

REACTIONS

Grim Harvest. Once per turn when the Red Wizard kills one or more creatures with a spell of 1st level or higher, it regains hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. It doesn't gain this benefit for killing constructs or undead.

RED WIZARD (TRANSMUTER)

Medium humanoid (human), lawful evil

Armor Class 13

Hit Points 35 (6d6 + 12)

Speed 30 ft.

Str 9 (-1) Dex 16 (+3) Con 14 (+2)

Int 18 (+4) Wis 13 (+1) Cha 11 (+0)

Saving Throws Int +7, Wis +4

Proficiencies Arcana +7, Deception +3, Insight +4, Stealth +6

Resistances acid, cold, fire, lightning, or thunder, changed each time the wizard casts a spell

Languages Common, Thayan, Draconic, Infernal, Primordial

Spellcasting. The wizard is a 6th-level spellcaster who uses Intelligence as his or her magic ability (spell save DC 15).

He or she usually has the following mage spells prepared:

Cantrips (At Will)—*eldritch blast*, *mending*, *prestidigitation*, *shocking grasp*

1st Level (4 Slots)—*longstrider*, *magic missile*, *shield*, *thunderwave*

2nd Level (3 Slots)—*heat metal*, *spider climb*

3rd Level (3 Slots)—*fireball*, *slow*

ACTIONS

Dagger—Melee Attack. +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d4 + 3) piercing damage.

REMORHAZ

Huge monstrosity, unaligned

Armor Class 17

Hit Points 115 (11d12 + 44)

Speed 30 ft., burrow 20 ft.

Str 23 (+6) Dex 13 (+1) Con 18 (+4)

Int 4 (-3) Wis 7 (-2) Cha 5 (-3)

Special Senses tremorsense 60 ft.

Immunities cold and fire damage

Languages —

Heat Aura. In combat, the remorhaz emits tremendous heat such that other creatures within 5 feet of it have disadvantage on all attack rolls and checks, and any creature that comes into direct contact with the remorhaz or hits it with an unarmed attack takes 10 (3d6) fire damage.

ACTIONS

Bite—Melee Attack. +7 to hit, reach 10 ft., one creature. Hit: 15 (2d8 + 6) piercing damage, and if the target is Medium or smaller, it must succeed on a DC 11 Dexterity saving throw or be swallowed by the remorhaz.

A swallowed creature takes 35 (10d6) fire damage at the start of each of the remorhaz's turns until it escapes. A swallowed creature is blinded and restrained, but it can use its action to cut its way free by dealing 25 piercing or slashing damage to the gizzard (AC 15). A creature that frees itself falls prone in an unoccupied space within 5 feet of the remorhaz.

SAHUAGIN

Medium humanoid (sahuagin), lawful evil

Armor Class 11

Hit Points 13 (3d8)

Speed 30 ft., swim 60 ft.

Str 12 (+1) Dex 11 (+0) Con 11 (+0)

Int 12 (+1) Wis 13 (+1) Cha 9 (-1)

Skills Perception +3

Special Senses darkvision 60 ft.

Languages Infernal, Primordial (Aquan)

Limited Amphibiousness. The sahuagin can breathe air and water, but it can go without breathing water for only 4 hours.

Shark Telepathy. The sahuagin can communicate simple concepts and images telepathically with any shark that is within 100 feet of it.

ACTIONS

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

Claws—Melee Attack. +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

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

SAHUAGIN BARON

Large humanoid (sahuagin), lawful evil

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 30 ft., swim 60 ft.

Str 19 (+4) Dex 13 (+1) Con 15 (+2)

Int 14 (+2) Wis 13 (+1) Cha 17 (+3)

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

Skills Perception +5

Special Senses darkvision 60 ft.

Languages Primordial (Aquan), Infernal

Limited Amphibiousness. The sahuagin can breathe air and water, but it can go without breathing water for only 4 hours.

Shark Telepathy. The sahuagin can communicate simple concepts and images telepathically with any shark that is within 100 feet of it.

ACTIONS

Multiattack. The sahuagin makes one bite attack and two claw attacks, or one bite attack and two trident attacks.

Bite—Melee Attack. +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage. **Claw—Melee Attack.** +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

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

SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), lawful evil

Armor Class 11

Hit Points 27 (6d8)

Speed 30 ft., swim 60 ft.

Str 12 (+1) Dex 11 (+0) Con 11 (+0)

Int 12 (+1) Wis 17 (+3) Cha 13 (+1)

Skills Perception +6, Religion +4

Special Senses darkvision 60 ft.

Languages Infernal, Primordial (Aquan)

Limited Amphibiousness. The sahuagin can breathe air and water, but it can go without breathing water for only 4 hours.

Shark Telepathy. The sahuagin can communicate simple concepts and images telepathically with any shark that is within 100 feet of it.

Spellcasting. The sahuagin is a 6th-level spellcaster that uses Wisdom as its spellcasting ability (spell save DC 14, +6 to hit). The sahuagin knows the following spells:

1st Level (4 Slots)—*bestow curse*, *jump*, *inflict wounds*

2nd Level (3 Slots)—*hold person*, *spiritual weapon* (trident)

3rd Level (3 Slots)—*conjure animals* (1 hunter shark), *mass healing word*

ACTIONS

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

Claws—Melee Attack. +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

SEA HAG

Medium fey, chaotic evil

Armor Class 15

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 40 ft.

Str 13 (+1) Dex 15 (+2) Con 15 (+2)

Int 12 (+1) Wis 12 (+1) Cha 8 (-1)

Languages Common, Giant

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 13 Wisdom saving throw. Unless the target is surprised or the revelation of the hag's true form is sudden, the target can instead avert its own eyes. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on it early on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

ACTIONS

Claws—Melee Attack. +5 to hit, reach 5 ft., one creature. Hit: 8 (2d6 + 1) slashing damage.

Death Glare (3/Day). The hag chooses one frightened creature she can see within 30 feet of her, forcing it to gaze upon her hideous visage. The target must succeed on a DC 13 Wisdom saving throw or drop to 0 hit points.

Illusory Seeming. The hag covers herself and anything she is carrying or wearing with an illusion that makes her look like another ugly female creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no claws, but someone touching her hand might feel the claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 16 Wisdom (Perception) check to discern that the hag is disguised.

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 13 (3d8)

Speed 40 ft.

Str 1 (-5) Dex 14 (+2) Con 11 (+0)

Int 6 (-2) Wis 10 (+0) Cha 8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Special Senses darkvision 60 ft.

Immunities necrotic, poison; frightened, grappled, intoxicated, paralyzed, prone, restrained, unconscious; dehydration, disease, petrification, poison effects, polymorph; doesn't breathe, drink, eat, or sleep

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

Languages –

Light Sensitivity. While in bright light, the shadow has disadvantage on attack rolls and ability checks.

Shadow Form. While in dim light or darkness, the shadow can move through any opening without squeezing.

Shadow Stealth. Dim light obscures the shadow enough for it to attempt to hide.

ACTIONS

Strength Drain—Melee Attack. +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) necrotic damage, and a living creature takes a cumulative -1 penalty to Strength-based attack rolls, Strength checks, and Strength saving throws. If a creature's penalty plus its normal Strength modifier equals -5, the creature dies. The penalty lasts until the creature finishes a short or long rest.

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

SHAMBLING MOUND

Large plant, unaligned

Armor Class 9

Hit Points 93 (11d10 + 33)

Speed 20 ft., swim 20 ft.

Str 18 (+4) Dex 8 (-1) Con 16 (+3)

Int 5 (-3) Wis 10 (+0) Cha 5 (-3)

Skills Stealth +3 (+7 in a swampy or forested area)

Special Senses blind, blindsight 60 ft.

Immunities lightning; blinded, deafened, unconscious; effects that require the target to see; doesn't sleep

Resistances bludgeoning, cold, fire

Languages –

Lightning Absorption. Whenever the mound is dealt lightning damage, it regains a number of hit points equal to the damage dealt to it.

ACTIONS

Multiattack. The mound makes two slam attacks. If both attacks hit one creature, the creature is grappled, and restrained and unable to breathe while grappled. In addition, the creature must succeed on a DC 13 Constitution saving throw at the start of each of the mound's turns or take 13 (2d8 + 4) bludgeoning damage. While grappling in this way, the mound can't use its Multiattack.

Slam—Melee Attack. +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

SKELETON

Medium undead, lawful evil

Armor Class 11 (armor scraps)

Hit Points 9 (2d8)

Speed 30 ft.

Str 10 (+0) Dex 10 (+0) Con 10 (+0)

Int 6 (-2) Wis 8 (-1) Cha 3 (-4)

Special Senses darkvision 60 ft.

Immunities poison; intoxicated, unconscious; disease, poison effects; doesn't breathe, drink, eat, or sleep

Vulnerabilities bludgeoning

Languages understands Common but can't speak

ACTIONS

Longsword—Melee Attack. +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) slashing damage.

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

SPIRIT NAGA

Large monstrosity, neutral evil

Armor Class 14

Hit Points 75 (10d10 + 20)

Speed 40 ft.

Str 18 (+4) Dex 17 (+3) Con 14 (+2)

Int 16 (+3) Wis 15 (+2) Cha 16 (+3)

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

Special Senses darkvision 60 ft.

Immunities poison; charmed, intoxicated, unconscious; disease, poison effects; doesn't need to breathe, drink, eat, or sleep

Languages Abyssal, Common

Spellcasting. The naga is a 10th-level spellcaster that uses Charisma as its spellcasting ability (spell save DC 15, +7 to hit). It needs to use only verbal components to cast its spells. The naga knows the following spells:

Cantrips—*acid splash, mage hand, minor illusion*

1st Level (4 Slots)—*detect magic, magic missile, sleep*

2nd Level (3 Slots)—*detect thoughts, hold person*

3rd Level (3 Slots)—*lightning bolt, water breathing*

4th Level (3 Slots)—*blight, dimension door*

5th Level (2 Slots)—*dominate person, true seeing*

Rejuvenation. A slain naga regains all its hit points and becomes active again in 1d6 days unless its remains have a wish spell cast upon them or are made into a bone naga.

ACTIONS

Bite—Melee Attack. +8 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the creature must make a DC 14 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

STONE GOLEM

Large construct, unaligned

Armor Class 15

Hit Points 126 (12d10 + 60)

Speed 20 ft.

Str 24 (+7) Dex 9 (-1) Con 20 (+5)

Int 3 (-4) Wis 11 (+0) Cha 1 (-5)

Special Senses darkvision 120 ft.

Immunities lightning, poison, and psychic damage, as well as damage from nonmagical weapons except those made of adamantite; dehydration, disease, petrification, poison effects, sleep, starvation, and suffocation; can't be charmed, frightened, or paralyzed

Languages understands Common

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

ACTIONS

Multiattack. The golem makes two fist attacks.

Fist—Melee Attack. +7 to hit, reach 5 ft., one creature. Hit: 21 (4d6 + 7) bludgeoning damage.

Slow (Recharge 5-6). The golem chooses any number of creatures within 10 feet of it. Each target must succeed on a DC 13 Constitution saving throw or have its speed reduced by 10 feet for 1 minute. The speed reduction is cumulative with other effects that reduce the target's speed.

SUCCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft., fly 60 ft.

Str 8 (-1) Dex 17 (+3) Con 13 (+1)

Int 18 (+4) Wis 12 (+1) Cha 18 (+4)

Skills Deception +7, Insight +5, Perception +4, Persuasion +7, Stealth +6

Special Senses darkvision 120 ft.

Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Immunities disease

Languages Abyssal, Common, Infernal

Telepathy. The succubus can communicate telepathically with any creature within 100 feet of her that can understand a language. If the creature is charmed by the succubus, the range is 1,000 feet.

ACTIONS

Claw—Melee Attack. +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Change Shape. The succubus polymorphs into a Small or Medium humanoid, or back into her fiend form. Among her statistics, only her size changes, although while in humanoid form, she can't fly. Any equipment she carries is not transformed. If slain, the succubus reverts to her fiend form.

Charm. The succubus chooses one humanoid she can see within 30 feet of her. The creature must succeed on a DC 15 Wisdom saving throw or be charmed for 1 day, until the succubus dies, or until the succubus uses this power again. While charmed in this way, the creature obeys the succubus's verbal or telepathic commands. If the charmed creature takes any damage, it can

repeat the saving throw, ending the effect early on a success. If a creature's saving throw is successful, the creature is immune to the succubus's Charm for the next 24 hours.

Draining Kiss. The succubus kisses a creature charmed by and within 5 feet of her. The creature must make a DC 15 Constitution saving throw, taking 31 (5d10 + 4) psychic damage on a failed save, or half as much damage on a successful one. The creature's hit point maximum is reduced by an amount equal to the damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest.

THAYAN APPRENTICE

Medium humanoid (human), lawful evil

Armor Class 11

Hit Points 14 (4d6)

Speed 30 ft.

Str 11 (+0) Dex 12 (+1) Con 10 (+0)

Int 14 (+2) Wis 13 (+1) Cha 11 (+1)

Languages Common, Thayan

Spellcasting. The apprentice is a 4th-level spellcaster that uses Intelligence as its magic ability (spell save DC 12). It has the following spells prepared:

Cantrips (At Will)—*prestidigitation, ray of frost, shocking grasp*
1st Level (4 Slots)—*cause fear, magic missile, shield*
2nd Level (3 Slots)—*hold person, Melf's acid arrow*

ACTIONS

Melee Attack—Dagger. +3 to hit (reach 5 ft.; one creature). Hit: 3 (1d4 + 1) piercing damage.

THAYAN WARRIOR

Medium humanoid (human), lawful evil

Armor Class 16 (studded leather, shield)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

Str 16 (+3) Dex 13 (+1) Con 14 (+2)

Int 11 (+0) Wis 11 (+0) Cha 10 (+0)

Languages Common, Thayan

Action Surge (1/Day). The warrior can take an extra action on its turn.

ACTIONS

Melee Attack—Longsword. +5 to hit (reach 5 ft.; one creature). Hit: 7 (1d8 + 3) slashing damage.

TROLL

Large giant, chaotic evil

Armor Class 13

Hit Points 66 (7d10 + 28)

Speed 30 ft.

Str 18 (+4)

Dex 13 (+1)

Con 18 (+4)

Int 7 (-2)

Wis 8 (-1)

Cha 9 (-1)

Skills Perception +2

Special Senses darkvision 60 ft.

Languages Giant

Regeneration. At the start of its turn, the troll regains 5 hit points. When it takes acid or fire damage, the troll's regeneration doesn't function on its next turn. The troll dies only if it starts its turn with 0 hit points and does not regenerate.

ACTIONS

Multiattack. The troll makes one bite attack and two claw attacks.

Bite—Melee Attack. +6 to hit, reach 5 ft., one creature.

Hit: 8 (1d8 + 4) piercing damage.

Claw—Melee Attack. +6 to hit, reach 5 ft., one creature.

Hit: 7 (1d6 + 4) slashing damage.

VAMPIRE

Medium undead, chaotic evil

Armor Class 14

Hit Points 110 (13d8 + 52)

Speed 30 ft.

Str 18 (+4)

Dex 18 (+4)

Con 18 (+4)

Int 15 (+2)

Wis 16 (+3)

Cha 18 (+4)

Saving Throws Wisdom +8

Special Senses darkvision 60 ft.

Immunities necrotic, poison, and damage from nonmagical weapons; charmed, paralyzed; dehydration, disease, poison effects, and suffocation

Languages Common

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

Regeneration. At the start of each of its turns, provided it isn't in sunlight or running water, the vampire regains 10 hit points. If the vampire takes radiant damage, this trait doesn't function on the vampire's next turn. This trait ceases to function while the vampire has 0 hit points.

Spider Climb. The vampire can climb on smooth walls and upside down on horizontal surfaces.

Sunlight Vulnerability. The vampire takes 20 radiant damage each time it starts its turn in direct sunlight.

ACTIONS

Multiattack. The vampire makes three attacks, two with its claws and one with its bite.

Claw—Melee Attack. +8 to hit, reach 5 ft., one creature. Hit: 6 (1d4 + 4) slashing damage.

Bite—Melee Attack. +8 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to the reduction. This reduction to a creature's hit point

maximum lasts until the creature finishes a long rest.

If this effect reduces a creature's hit point maximum to 0, the target dies. A humanoid that dies in this way rises as a vampire spawn under the vampire's control on the night after its interment.

Charm. The vampire chooses one humanoid it can see within 30 feet of it. Provided the target can see the vampire, it must succeed on a DC 17 Wisdom saving throw or be charmed by the vampire. While charmed in this way, the creature regards the vampire as a trusted friend and ally to be heeded and protected. Although the target isn't under the vampire's control, it takes the vampire's requests or actions in the most favorable way it can. For the vampire's bite attack, the charmed creature is considered to be a willing target.

Each time the vampire or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on it early on a success. Otherwise, the effect lasts 24 hours or until the vampire is destroyed, is on a different plane than the charmed creature, or takes a bonus action to end the effect.

Mist Form. Provided it isn't in sunlight or running water, the vampire transforms into a mist or reverts to its undead form. Any equipment the vampire carrying transforms along with it.

While in mist form, the vampire can't take any actions, speak, or manipulate objects. It has a fly speed of 20 feet, can enter a space occupied by an enemy, and has advantage on Strength, Dexterity, and Constitution saving throws. The mist has the vampire's immunities as well as immunity to all nonmagical damage. It can't fall and remains hovering even when incapacitated. In addition, if air can pass through an opening, the mist can do so, but it treats liquids as though they were solid surfaces.

REACTIONS

Misty Escape. When it drops to 0 hit points, the vampire uses Mist Form. It is destroyed if prevented from doing so. As mist, the vampire must reach its resting place within 2 hours or be destroyed. Once in its resting place the vampire reverts to its undead form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place, if the vampire still has 0 hit points, it regains 1 hit point.

LEGENDARY ACTIONS

The vampire can take up to two legendary actions between each of its turns, taking the actions all at once or spreading them over the round. A legendary action can be taken only at the start or end of a turn. The vampire has the following legendary action options:

1 Action. The vampire makes one melee attack.

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

VAMPIRE SPAWN

Medium undead, chaotic evil

Armor Class 11

Hit Points 56 (8d8 + 16)

Speed 30 ft.

Str 14 (+2) **Dex** 12 (+1) **Con** 14 (+2)

Int 10 (+0) **Wis** 10 (+0) **Cha** 11 (+0)

Saving Throws Dex +6, Wis +3

Special Senses darkvision 60 ft.

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

Damage Immunities poison

Condition Immunities poisoned

Languages Common

Regeneration. At the start of its turn, the vampire spawn regains 5 (1d10) hit points. If it takes radiant damage, the vampire spawn's regeneration does not function on its next turn.

Spider Climb. The vampire spawn can climb on smooth walls and upside down on horizontal surfaces.

Sunlight Vulnerability. The vampire spawn takes 10 radiant damage each time it starts its turn in direct sunlight.

ACTIONS

Multiattack. The vampire spawn makes two attacks, one with its claws and one with its bite.

Claws—Melee Attack. +5 to hit, reach 5 ft., one creature.

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

Vampiric Bite—Melee Attack. +5 to hit, reach 5 ft., one creature.

Hit: 5 (1d6 + 2) piercing damage and 7 (2d6) necrotic damage, the target's hit point maximum is reduced by an amount equal to the necrotic damage dealt by this attack, and the vampire regains hit points equal to the amount of necrotic damage dealt.

The reduction to the target's hit point maximum lasts for 24 hours. A creature whose hit point maximum is reduced to 0 by this attack dies.

VAMPIRIC MIST

Medium undead, chaotic evil

Armor Class 12

Hit Points 40 (9d8)

Speed 0 ft., fly 20 ft.

Str 2 (-4) **Dex** 14 (+2) **Con** 10 (+0)

Int 4 (-3) **Wis** 12 (+1) **Cha** 10 (+0)

Saving Throws Wis +5

Special Senses darkvision 60 ft.

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical weapons

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

Languages understands Common

Hover. The mist hovers until it is destroyed.

Mist Form. The mist can enter a space occupied by an enemy. In addition, if air can pass through an opening, the mist can, but it treats liquids as though they were solid surfaces. The mist can't manipulate objects.

Regeneration. At the start of each of its turns, provided it isn't in sunlight, the mist regains 5 hit points. If the mist takes radiant damage, this trait doesn't function on the mist's next

turn. This trait ceases to function when the mist drops to 0 hit points.

Sunlight Hypersensitivity. If the mist starts its turn in sunlight, it takes 20 radiant damage. While in sunlight, the mist has disadvantage on attack rolls and ability checks.

ACTIONS

Blood Drain. The mist enters a living creature's space. The creature must succeed on a DC 13 Constitution saving throw. On a failed save, the creature takes 10 (3d6) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the mist regains hit points equal to the reduction. This reduction to the creature's hit point maximum lasts until the creature finishes a long rest. If this effect reduces a creature's hit point maximum to 0, the creature dies.

VROCK

Large fiend (demon), chaotic evil

Armor Class 12

Hit Points 68 (8d10 + 24)

Speed 40 ft., fly 60 ft.

Str 17 (+3) **Dex** 15 (+2) **Con** 16 (+3)

Int 8 (-1) **Wis** 13 (+1) **Cha** 8 (-1)

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

Special Senses darkvision 120 ft.

Immunities poison; disease, poison effects

Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Languages Abyssal

Telepathy. The vrock can communicate telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Multiattack. The vrock makes one beak attack and one talon attack.

Beak—Melee Attack. +6 to hit, reach 5 ft., one creature. **Hit:** 8 (2d4 + 3) piercing damage.

Talons—Melee Attack. +6 to hit, reach 5 ft., one creature. **Hit:** 12 (2d8 + 3) slashing damage.

Spores (Recharge 6). The vrock releases poisonous spores in a 15-foot-radius sphere centered on itself. This sphere spreads around corners. Each creature in the area must succeed on a DC 13 Constitution saving throw or take 5 (1d10) poison damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on it early on a success. Splashing a creature with holy water, or casting a *bless* or *lesser restoration* spell on the creature, also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature that is not a demon, is within 20 feet of the vrock, and can hear it must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn and deafened for 1 minute. While deafened in this way, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it early on a success.

WATER ELEMENTAL

Large elemental (water), neutral

Armor Class 12

Hit Points 60 (8d10 + 16)

Speed 40 ft., swim 40 ft.

Str 18 (+4) Dex 14 (+2) Con 14 (+2)

Int 5 (-3) Wis 10 (+0) Cha 10 (+0)

Special Senses darkvision 60 ft.

Immunities poison damage; disease, petrification, poison effects, sleep, starvation, and suffocation; can't be knocked prone or paralyzed

Resistances acid damage, and damage from nonmagical weapons

Languages Primordial (Aquan)

Formless. The elemental can squeeze through gaps that are at least 1 inch wide.

Freeze. When the elemental takes cold damage, it partially freezes. Until the end of its next turn, it loses its resistance to nonmagical weapons and has its speed reduced by 20 feet.

ACTIONS

Fist—Melee Attack. +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 16 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage and is grappled. Until this grapple ends, the target is restrained and unable to breathe. If the saving throw is successful, the target is pushed so it is no longer in the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage.

A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 16 Strength and succeeding.

WATER GRUE

Small elemental (water), neutral evil

Armor Class 11

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 30 ft.

Str 12 (+1) Dex 12 (+1) Con 13 (+1)

Int 10 (+0) Wis 10 (+0) Cha 8 (-1)

Special Senses darkvision 120 ft.

Immunities poison damage; disease, petrification, poison effects, sleep, starvation, and suffocation; can't be knocked prone or paralyzed

Resistances acid damage, and damage from nonmagical weapons

Languages Primordial (Aquan)

Against the Current. No liquid can force the grue to move.

ACTIONS

Melee Attack—Water Jet. +4 to hit (reach 5 ft.; one creature). *Hit:* 8 (2d6 + 1) damage.

Blinding Jet (Recharge 5–6). +4 to hit (reach 5 ft.; one creature).

Hit: 8 (2d6 + 1) damage, and the target must succeed on a DC 9 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the blindness early on a successful save.

APPEARANCE

The grue can appear as a small pool or rolling wave of greenish water, or as a blob of jelly with a fringe of clawed appendages and tubes. It attacks with jets of water.

WHITE MAW

Gargantuan undead (ooze), unaligned

Armor Class 6

Hit Points 230 (20d12 + 100)

Speed 0 ft.

Str 18 (+4) Dex 1 (-5) Con 20 (+5)

Int 1 (-5) Wis 10 (+0) Cha 3 (-4)

Special Senses blindsight 60 ft.

Immunities blinded, charmed, frightened, prone, unconscious; disease, petrification, poison, sleep, starvation, suffocation, thirst; can't be blinded, charmed, frightened, or knocked prone

Resistances acid, cold, fire

Languages –

Dissolve. Any nonmagical weapon that hits White Maw is damaged, taking a -1 penalty, cumulative with multiple hits, to subsequent damage rolls. Nonmagical ammunition that hits the ooze is destroyed. A weapon is destroyed if this penalty drops to -5. It costs half the weapon's cost to repair this damage, but a destroyed weapon can't be repaired.

False Seeming. White Maw can hold itself so still that it appears to be the ground, and creatures can walk on it as if it is the ground. A successful DC 19 Intelligence (Search) or Wisdom (Perception) check detects small movements that reveal the floor is a creature.

Killer Response. Any creature that starts its turn in contact with the White Maw provokes an opportunity attack from the ooze.

ACTIONS

Pseudopod—Melee Attack. +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 4) bludgeoning damage plus 7 (2d6) acid damage.

WIGHT

Medium undead, neutral evil

Armor Class 14 (chain shirt)

Hit Points 27 (6d8)

Speed 30 ft.

Str 15 (+2) **Dex** 12 (+1) **Con** 10 (+0)

Int 10 (+0) **Wis** 13 (+1) **Cha** 15 (+2)

Saving Throws Wis +4

Skills Perception +4, Stealth +4

Special Senses darkvision 60 ft.

Immunities necrotic, poison; intoxicated, paralyzed, unconscious; disease, poison effect; doesn't need to breathe, drink, eat, or sleep

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

Languages Common, Thayan

ACTIONS

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

Life Drain. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 2) necrotic damage, and the creature must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest.

A humanoid creature slain by this attack rises 24 hours later as a zombie under the wight's control.

Longsword—Melee Attack. +5 to hit, reach 5 ft., one creature. Hit: 6 (1d8 + 2) slashing damage.

Longbow—Ranged Attack. +4 to hit, range 150 ft./600 ft., one creature. Hit: 5 (1d8 + 1) piercing damage.

WILL-O'-WISP

Tiny undead, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0 ft., fly 50 ft.

Str 1 (-5) **Dex** 29 (+9) **Con** 10 (+0)

Int 13 (+1) **Wis** 14 (+2) **Cha** 11 (+0)

Special Senses darkvision 120 ft.

Immunities lightning, poison; grappled, intoxicated, paralyzed, prone, restrained, unconscious; spells except for magic missile and maze; dehydration, disease, petrification, poison effects, polymorph; doesn't breathe, drink, eat, or sleep

Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Languages Common

Illumination. The will-o'-wisp sheds bright light in a 10-foot radius and dim light in a 20-foot radius. As a bonus action on its turn, the will-o'-wisp can alter its light from normal brightness down to dim light in a 5-foot radius.

Incorporeal. When the will-o'-wisp takes damage that is not force damage or radiant damage, or from an ethereal source, halve the damage.

ACTIONS

Shock—Melee Attack. +9 to hit, reach 5 ft., one creature. Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp extinguishes its illumination, becoming invisible until it attacks or uses Life Drain, or until its concentration ends.

Life Drain. The will-o'-wisp drains the life force of one dying creature it can see within 5 feet of it. The creature must succeed on a DC 12 Constitution saving throw or die. If the creature dies, the will-o'-wisp regains 5 (1d10) hit points.

WRAITH

Medium undead, neutral evil

Armor Class 13

Hit Points 31 (7d8)

Speed 0 ft., fly 60 ft.

Str 6 (-2) **Dex** 16 (+3) **Con** 11 (+0)

Int 12 (+1) **Wis** 14 (+2) **Cha** 15 (+2)

Special Senses darkvision 60 ft.

Immunities necrotic, poison; charmed, grappled, intoxicated, paralyzed, prone, restrained, unconscious; dehydration, disease, petrification, poison effects, polymorph; doesn't breathe, drink, eat, or sleep

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

Languages Common, Infernal

Incorporeal. The wraith can move through an object or another creature, but can't stop there.

Light Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, and on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.

ACTIONS

Life Drain—Melee Attack. +5 to hit, reach 5 ft., one creature. Hit: 15 (3d8 + 2) necrotic damage, and the creature must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies, and the wraith can take a bonus action to use Raise Specter. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest.

WYVERN

Large dragon, unaligned

Armor Class 12

Hit Points 76 (9d10 + 27)

Speed 20 ft., fly 60 ft.

Str 19 (+4) Dex 10 (+0) Con 16 (+3)

Int 5 (-3) Wis 12 (+1) Cha 6 (-2)

Skills Perception +4

Special Senses darkvision 60 ft.

Languages –

ACTIONS

Multiattack. The wyvern makes one bite attack and one stinger attack, or while flying, one claw attack and one stinger attack.

Bite–Melee Attack. +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage.

Claws–Melee Attack. +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage, and the wyvern can make a Strength check contested by the creature's Strength (Athletics) or Dexterity (Acrobatics) check. If the wyvern wins, the target is grappled. The wyvern can carry the grappled creature with it, but its speed is halved unless the creature is Small or smaller.

Stinger–Melee Attack. +6 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

YETI

Large monstrosity, neutral

Armor Class 12

Hit Points 51 (6d10 + 18)

Speed 40 ft.

Str 18 (+4) Dex 11 (+0) Con 16 (+3)

Int 8 (-1) Wis 7 (-2) Cha 10 (+0)

Skills Perception +0, Stealth +7

Special Senses darkvision 60 ft.

Immunities cold damage

Languages –

Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to become hidden in snowy terrain.

Chilling Gaze. A creature that starts its turn within 30 feet of the yeti and can see it must either avert its eyes or make a DC 10 Wisdom saving throw against fear (if the target is surprised, it cannot avert its eyes). A target that averts its eyes has disadvantage on attack rolls until the start of its next turn. On a failed save, the target is paralyzed until the start of its next turn.

Yeti are immune to the effect of their own chilling gaze as well as the chilling gaze of other yeti.

ACTIONS

Multiattack. The yeti makes two claw attacks.

Claw–Melee Attack. +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage and 3 (1d6) cold damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 9 (2d8)

Speed 20 ft.

Str 13 (+1) Dex 6 (-2) Con 10 (+0)

Int 5 (-3) Wis 6 (-2) Cha 5 (-3)

Special Senses darkvision 60 ft.

Immunities poison; intoxicated, unconscious; disease, poison effects; doesn't breathe, drink, eat, or sleep

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

Zombie Fortitude. If the zombie takes damage that reduces it to 0 hit points, it makes a Constitution saving throw with a DC equal to 5 + the damage taken. If the saving throw succeeds, the zombie drops to 1 hit point instead.

ACTIONS

Fist–Melee Attack. +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

