



ADVENTURERS LEAGUE™



ENEMY OF MY ENEMY

WILL DOYLE

Adventure Designer

Adventure Code: PHLAN1-2



Something odd is happening to the citizens of Phlan. Some have inexplicably gone mad and must be restrained, while others have developed strange magical abilities. No one is immune as it has affected young and old, rich and poor, strong and weak. Opinions about the cause are plentiful, but some theories seem more solid than others. A D&D Adventurers League adventure for character levels 11 to 16 set in and around Phlan.

A four-hour adventure for 11th-16th level characters

Producer: Baldman Games

Hulburg Administrator & Developer: Robert Alaniz

Editing and Layout: Encoded Designs

Cartography: John Arcadian

Organized Play: Chris Lindsay

D&D Adventurers League Wizards Team: Adam Lee, Chris Lindsay, Matt Sernett

D&D Adventurers League Administrators: Robert Adducci, Bill Benham, Travis Woodall, Claire Hoffman, Greg Marks, Alan Patrick

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INTRODUCTION

Enemy of My Enemy is the second installment of the Baldman Games *Alliances* trilogy.

This adventure is designed for three to seven 10th -16th level characters, and is optimized for five 12th-level characters.

The adventure is set in the Moonsea region of the Forgotten Realms, in and around the city of Phlan.

The D&D Adventurers League

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

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

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

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

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

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

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

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players

with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the D&D Adventurers League Player's Guide for reference.

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

Adjusting the Adventure

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

You may adjust the adventure beyond the guidelines given. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you may want to make

it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 1th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

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

Running the Adventure

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

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

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

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.

Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.

- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

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

Downtime and Lifestyle

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

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

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

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

Spellcasting Services

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

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

Spellcasting Services

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

Acolyte Background

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

Melvaunt is a large city where any acolyte can find a friendly shrine or temple.

Disease, Death, and Recovery

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

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

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

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

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

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

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

Background

For millennia, the death slaad Nethrex has scrutinized Toril with one patient, envious eye. Now he draws his plans against the world, reaching out from the chaos of Limbo to poison Toril's oceans. Nethrex has developed a waterborne strain of the Chaos Phage, and is testing it in the Stojanow River.

Slaad larvae infect all who drink the polluted river water. As each parasite grows, the personality of its host changes. They master new skills, and even manifest aberrant magic powers. In the final stages of affliction, physical mutations tear their body apart. Nethrex is yet to perfect the strain, but yearns for it to evolve into a new breed of slaadi!

Nethrex's minions recently seized Sorcerer's Isle (see DDEX1-11: Dark Pyramid of Sorcerer's Isle). Brave adventurers fought them off, but now the slaadi have reclaimed the pyramid.

At the mouth of the Stojanow River, Phlan revels in its victory over the Cult of the Dragon. They fete their afflicted as "Godstouched": heroes blessed with divine boons. When the Godstouched start dying, Knight Commander Greycastle deduces that the water is to blame. She hatches a plan to save the infected; including herself. But she needs help.

The State of Phlan

Phlan is an anchorage on the north coast of the Moonsea. Its inhabitants are celebrating the death of Vorgansharax: a green dragon who laid claim to the town for many months.

Knight Commander Greycastle led the alliance of heroes that slew the dragon (as told in DDEP4: Reclamation of Phlan). In doing so, she leaned on the neighboring city states of Mulmaster and Hillsfar. Masquerading as friends, these rival powers circle hungrily, eager to steer Phlan's future to their own ends.

Yet the townsfolk grow weary of tyranny. Veterans of the resistance demand a stake in the town's future. Merchants wish for fewer regulations. Loyalists call for the return of monarchy. With the militia too weak to impose order, Greycastle has conceded to an election. For the first time, Phlan's citizens have a say in their own destiny.

The Election

Four candidates have emerged as front-runners in Phlan's upcoming election.

Jhessail Greycastle

Knight Commander Greycastle is a hero, but her loyalty to the Black Fists makes her vulnerable. She pledges to:

- Establish a parliament of elected peers to govern Phlan, and serve as First Minister.
- Reform the Black Fists and weed out corruption in its ranks.

Barrett Sokol

The youngest scion of House Sokol has gained popularity among the labor guilds. He pledges to:

- Reinstatement of the mercantile Council of Ten and stand as High Councilor.
- Create jobs reconstructing Phlan and raising the old city walls.

Colvin Doverson

Lord Doverson claims ancestry with the Royal House of Daoran. If legitimized, this would make him heir to the Cinnabar Throne. He pledges to:

- Reinstatement of the monarchy and crown himself Lord Protector.
- Renegotiate trade deals with other Moonsea ports for the benefit of Phlan's merchants.

Graben Samaulkin

The religious fervor washing through town has aided this priest of Bane. He pledges to:

- Establish theocratic rule and declare himself Ruinlord of Phlan,
- Rebuild the Lyceum of the Black Lord and appease the god with plentiful sacrifices.

The Godstouched

The townsfolk avoid drawing water from their polluted river. Unfortunately, an explosion cracked a cistern during the liberation, and river sludge leaked through. Nethrex's chaos strain has now infected over a third of the populace.

In most folk, the affliction manifests as personality changes and odd epiphanies. In others – the so-called "Godstouched" – it is not so subtle. Few are aware that the affliction ends in fatal mutation.

Aberrant Powers

Each character in the group has a 50% chance of starting the adventure infected by the chaos strain. At least one character must be infected. The chaos strain is a magical affliction, so even creatures immune to poison or disease can be affected. Characters infected by the strain gain access to one of the aberrant powers listed below.

To activate an aberrant power, a character must gain a level of exhaustion. No action is required.

Aberrant Powers

d8 Power

- 1 **Stoneskin.** You gain resistance to slashing and piercing damage until the end of your next turn.
- 2 **Fire Mind.** Unattended flammable objects within 5 ft. of your character burst into flame.
- 3 **Savant.** You gain advantage on one skill check made before the end of your next turn.
- 4 **Living Shadow.** Your own shadow uses the Help action to distract an enemy you are fighting.
- 5 **Lightning Rush.** Your speed doubles until the end of your next turn.
- 6 **Time Shift.** Reroll one attack, ability check or saving throw (unless it is a natural 1). You must keep the new result.
- 7 **Suckers.** You gain a climb speed of 15ft. until the end of your next turn.
- 8 **Strength.** Your Strength increases to 30 until the end of your next turn (+10 ability modifier).

Characters with aberrant powers also experience bizarre mutations. These manifest as brief “chaos spasms” when the player rolls a natural 1 on any ability check, attack roll, or saving throw. Roll on the following table if this occurs:

Chaos Mutation

d8 Mutation

- 1 **Fits.** You fall prone and froth at the mouth for 1 minute, counting as stunned. At the end of each of your turns, you make a DC 10 Constitution saving throw to recover from the effect.
- 2 **Stench.** You emit a cloud of ghastly stench in a 15 ft. sphere around yourself. The stench lasts for 1 minute. All creatures inside the cloud have disadvantage on attacks, ability checks and saving throws.
- 3 **Mania.** On your next turn, you attack a random creature in sight. After the attack, you have no memory of the event.
- 4 **Warped Features.** For 1 minute, your nose, eyes and mouth switch positions on your face. You cannot talk, and gain disadvantage on ability checks that rely on sight, hearing or smell.
- 5 **Silly Walk.** For 1 minute, your speed is halved due to your ridiculous gait.
- 6 **Brittle Body.** Until the end of your next turn, you are vulnerable to bludgeoning, slashing and piercing damage.
- 7 **Hairy.** Thick hair sprouts from every pore. Until sheared, you have disadvantage on ability checks and saving throws that rely on movement.
- 8 **Levitation.** For 1 minute, you levitate upwards at a speed of 20 ft. per turn. Once airborne, you cannot move unless you have a fly speed. At the end of each of your turns, you make a DC 15 Constitution saving throw to recover from the effect.

Left unchecked, characters afflicted by the chaos strain die within one month (or after 30 downtime days have been awarded). Due to its alien nature, only divine intervention or the magic of a wish spell can cure the affliction. Doing so removes any aberrant powers and chaos mutations from the character.

Adventure Hooks

Use one of the following hooks to draw the characters into the adventure, or devise your own.

Infected

The chaos strain has afflicted one or more characters in the group. According to rumor, Jhessail Greycastle has troubling theories about the source of these powers. When the adventure begins, the characters are on their way to meet her.

Spies

Spymasters from Hillsfar or Mulmaster have sent the characters to spy on the election candidates. The motives of Lord Commander Greycastle are of particular interest.

Investigators

Characters with the Hero of the Welcomers story award learn that the Black Fists have arrested Glevith, king of thieves. When the adventure begins, they are on their way to meet Greycastle and negotiate his release.



PART 1. OUTBREAK

Aesperus The adventure begins in Podol Plaza. When everyone is ready to begin, read:

Sunlight melts the snow over Podol Plaza. With the death of the dragon, election fever has gripped the town. Posters plaster every wall, and demagogues sing their candidates' praises from the soapboxes.

Just nearby, a beer tent plies its trade, watched by thirsty laborers from the scaffolds. Children wearing lion and eagle masks dash underfoot, chasing a pantomime green dragon.

Introducing the Candidates

Ask the players to describe their characters. When they're done, read:

An acolyte of Bane howls at you from his soapbox.

"A thousand curses rot Jhessail Greycastle, betrayer of the Black Lord! She's forsaken her vows as a paladin! Our champion, Graben Samalkin, calls on Greycastle to prove her powers in public! Vote Samalkin – and bow before the first Ruinlord of Phlan!"

One of the dwarves drinking nearby winks at you. "Fat chance of that! So, who're you voting for?"

Give the players **Handout 1: The Candidates**. Roleplay the scene with the friendly dwarf so the players can express their loyalties. When the time seems right, launch the following encounter.

The Mutated Priest

Samalkin's demagogue is one of the "Godstouched." Midway through his diatribe, the chaos strain destroys him.

The demagogue convulses mid-sentence. He shrieks, and a mass of crab-like pincers bursts from his stomach. As panic spreads through the crowd, a suckered tentacle emerges from the demagogue's mouth, ripping his head apart in a shower of gore.

In his death throws, the mutated priest attacks the group. For this combat, refer to **Map 1: Podol Plaza**. The mutated priest uses the statistics of a **marilith**, with the following modifications:

- It is a Medium aberration with 240 hit points
- It speaks no languages, and has no telepathy
- Its longswords are pincers and its tail is a tentacle. It does not need a longsword to use parry.

Scaling the Encounter: Mutated Priest

Use the following recommendations to adjust this combat encounter. These adjustments are not cumulative:

- **Very Weak Party:** The **mutated priest** loses 30 hit points at the start of each of its turns.
- **Weak Party:** The **mutated priest** loses 15 hit points at the start of each of its turns.
- **Strong Party:** Add another **fallen child** (see complications, below)
- **Very Strong Party:** Add two **fallen children** (see complications, below).

General Features

Podol Plaza has the following important features:

Lighting. Sunlight.

Cover. Crates, barrels or wagons count as difficult terrain. They grant half-cover to any character hiding behind them (+2 AC and Dexterity saving throws).

Gantries. Creatures traversing the gantries move at half speed. To move faster, the creature must succeed on a DC 10 Dexterity (Acrobatics) check. On a failure, they fall to the plaza below, taking 1d6 bludgeoning damage for every 10 feet fallen.

Complications

The following complications add jeopardy to the encounter. The first (Stampeding Oxen) is always in play. If there are more than three characters, add another complication for every additional character.

Stampeding Oxen. Any creature that ends its turn standing on the ground must succeed on a DC 12 Dexterity saving throw or take 22 (4d10) bludgeoning damage and fall prone. After 2 rounds, the stampeding oxen thunder past.

Fallen Child. A child has fallen in the path of the stampede. Plucking the child from danger requires an action and a successful DC 10 Strength (Athletics) check. The child dies under hoof if the group fails to save them by the end of the second round.

Overturnd Cart. The oxen have overturned a mason's cart, crushing a halfling beneath it. Lifting the cart requires an action and a successful DC 15 Strength check. While the halfling remains trapped, make a death saving throw for her at the end of each round (do not track successes).

Collapsing Gantries. As the workers flee, the gantries collapse beneath them. At the end of each round, there's a 50% chance that a random section of gantry collapses, dealing 33 (6d10) bludgeoning damage to all creatures within 10 feet (half damage on a successful DC 15 Dexterity saving throw). A collapsed gantry counts as difficult terrain.

Behind the Curtain: Mutated Priest

This encounter gives players a chance to flex their muscles and act like heroes. It should be quick and easy: if the battle turns against the group, the mutated priest explodes!

Aftermath

After the battle, the townsfolk gather around the priest's corpse. The group learns that:

- The priest was one of the "Godstouched." Most people believe that the gods have blessed these townsfolk with supernatural powers.
- Others have wilder ideas about how the Godstouched acquired their powers. Perhaps they watched a star fall, or breathed spores from the dragon's thicket?

- Recently, some of the "Godstouched" have disappeared. Others have shown signs of madness.
- There are rumors of strange monsters prowling the streets at night. The militia remain tight-lipped on the subject but have doubled their patrols.

Any character examining the priest's corpse discovers that the mutated appendages hatched from the priest's own stomach.

- **Intelligence (Arcana) DC 18:** A magical disease mutated the priest's flesh into a new form. It seems extraplanar in origin.

Rescuing the Children

If the group rescues all the children, their mother reveals herself as the wife of a local merchant. Any characters belonging to the Lords' Alliance gain 1 renown with their faction.

Greycastle's Summons

A squad of Black Fist militia soon arrives on the scene. Their sergeant, Bors Bartol, requests that the group report to the Knight Commander. The soldiers escort them to the Stojanow Gate.

Behind the Curtain: Mutated Priest

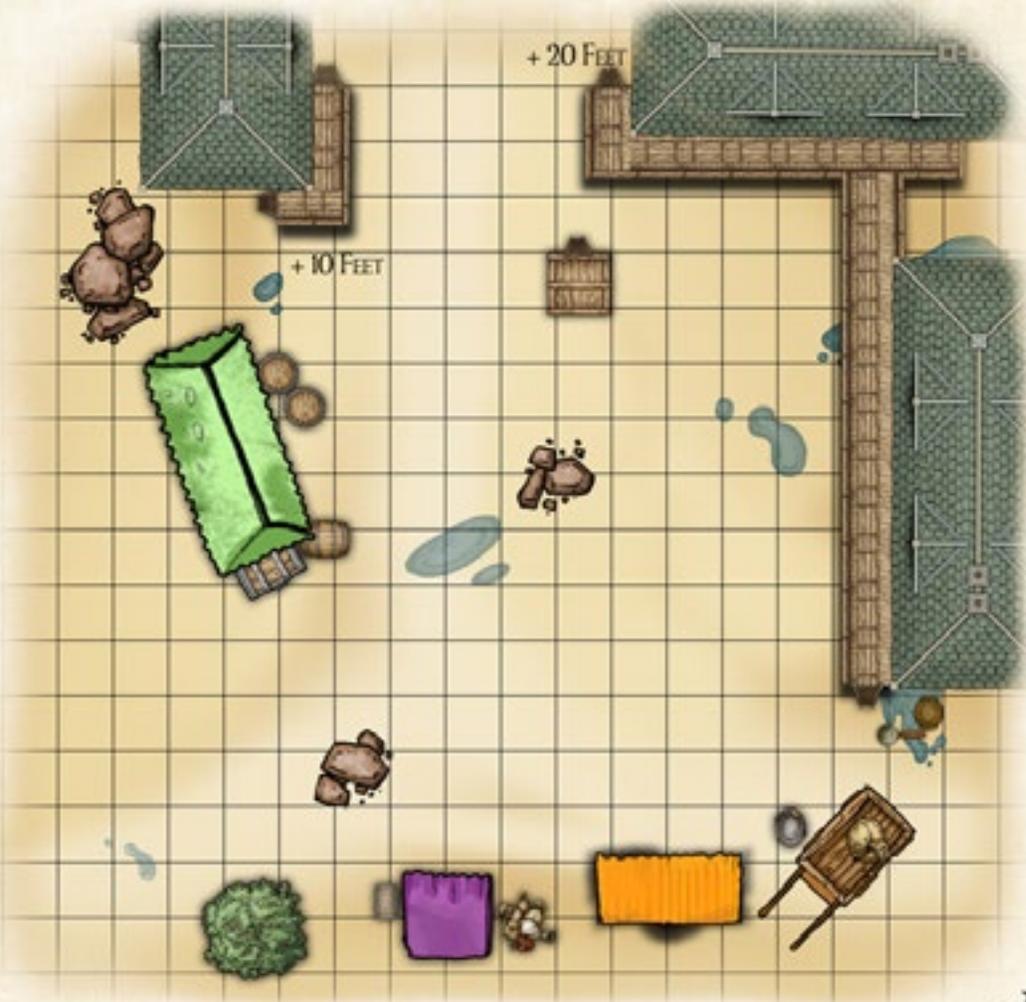
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The Knights of the Black Fist

After the unexpected death of the Lord Protector, Phlan's militia seized control of the town. A coup tore them apart, and half their members defected to the dragon Vorgansharax. Lord Regent Ector Brahms died in the revolt. Adventurers later slew Knight Commander Aleyd Burrallafter when she succumbed to the Cults of Elemental Evil.

Command of the decimated order fell to Jhessail Greycastle (DDEX1-10 *Escape from Phlan* and DDEP4: *Reclamation of Phlan*). Greycastle led the uprising against the dragon, so most folk regard her as a hero. She is a paladin of Bane, god of tyranny.

PODOL PLAZA



1 SQUARE = 5 FEET



PART 2. SECRECY

The group meets Knight Commander Greycastle in the dungeons beneath the Stojanow Gate.

Into the Dungeons

Read the following aloud:

The Stojanow Gate stands in ruin, its doors blown apart during the Reclamation. When you arrive, wooden cranes are hoisting the mangled doors onto their hinges.

Sergeant Bartol leads you into the dungeons beneath the outer bailey. You arrive outside an iron-bound door. As the sergeant fishes for his keys, he glances back at you.

“What you’re about to see isn’t pleasant. Keep your questions for the Lord Commander. All will become clear.”

Sergeant Bartol is troubled but unwilling to explain further. He opens the door.

A dungeon hallway lined with barred cells stretches before you. Dozens of civilians are shackled inside the cells: men, women, and children. As the sergeant leads you forward, a cacophony of cries fills the air: pleas for mercy, freedom, even death.

- **Wisdom (Perception) DC 10:** Strange, mutant growths afflict many of the captives. They have extra appendages, glowing eyes, enlarged features, and worse.

Sergeant Bartol marches the group through the cell block to Greycastle’s office. Twenty Black Fist **knights** stand on guard, watching over the afflicted. If the characters cause trouble, Greycastle emerges to intercept them.

Meeting Jhessail Greycastle

Knight Commander Greycastle is the leader of Phlan’s Black Fist militia. She’s a paladin of Bane, but recent events have made her doubt her faith.

Knight Commander Greycastle is a woman in her early thirties. She ties her hair in a messy bunch, and her arms are knotted with muscle. She assesses you with a single glance, then turns to Sergeant Bartol.

“Another outbreak?”

Greycastle questions the group about the incident in Podol Plaza. She reveals the following information:

- “Godstouched” across town are showing signs of aberrant mutation. Such mutations start as brief “chaos spasms,” but soon become more pronounced.
- There’s no cure: even divine magic doesn’t help. As the mutations worsen, they tear their victims apart.
- The “Godstouched” aren’t the only ones afflicted. Hundreds of people across town show signs of personality change. They too are mutating.
- Her soldiers are quarantining the afflicted to avoid mass panic, but rumors are spreading.
- Greycastle believes that the town’s drinking water is to blame. One of the cisterns cracked during the assault, and the polluted Stojanow seeped through. By now, it could have infected thousands.

The Silver Pyramid

Characters who've played DDEX1-11 *Dark Pyramid of Sorcerers Isle* might guess the source of the pollution. If not, Greycastle explains:

- Long ago, the sorcerer Yarash raised a silver pyramid on an islet near the head of the Stojanow. Within its walls, Yarash conducted experiments on the local lizardfolk.
- Yarash's experiments polluted the river forever. In recent months, the Lord Sage discovered that it corrupted the local flora and fauna.
- The Lord Sage sent adventurers to investigate the pyramid. They learned that a race of extraplanar monsters called "slaadi" had opened a gate to Limbo. The adventurers closed the gate, and the pollution flushed into the Moonsea.
- Greycastle suspects that the slaadi are back. She offers the group 400 gp each to locate the source of the corruption, with a bonus of 600 gp each if they discover a cure.

The characters may have fought the slaadi before. If so, they'll know the basics of their reproductive cycle. Give the group **Handout 2: Slaad Ecology**. If not, they'll need a successful DC 18 Intelligence (Arcana) check to recall the information.

If the characters have never been to Sorcerer's Isle, Greycastle tells them to speak to Ser Agin Lamarck, a local historian (see below). He last visited the silver pyramid and knows a little about its inhabitants.

The Election

If the characters ask Greycastle about the election, she admits that it's a sham. By allowing the people to vote for their leaders, they'll remain compliant.

- **Intelligence (Religion) DC 10:** Such talk is still antithetical to the teachings of Bane. The god forbids democracy.
- **Wisdom (Insight) DC 15:** Greycastle doesn't seem convinced by her own words. The election means more to her than she's making out.

If pressured, Greycastle confesses that recent events have made her question her faith. She wants to reform the Black Fists as a force for justice, and establish an honest government for Phlan. She'll only reveal this information if the characters seem genuine.

Roleplaying Jhessail Greycastle

Jhessail Greycastle was once a loyal firebrand of Bane. Like many of her militia comrades, she wasn't above corruption, but she was loyal to the order. When Vorgansharax seized the town, she led a failed uprising against her traitorous brothers. Later, in Mulmaster and Phlan, she helped assemble the alliance that liberated Phlan.

The chaos strain has changed her alignment from Lawful Evil to Chaotic Good. Her divine powers have waned in step with her loss of faith. She knows she is dying, and wants to redeem herself before oblivion. Establishing a parliament of elected peers is her legacy to the people of Phlan.

Quote: *"I'd rather have a laborer by my side, with fire in his gut and pride in his heart, than any one of those nobles."*

The leader of the Welcomers slumps at the back of his cell. As he looks up, you see that one of his bloodshot eyes has two overlapping pupils.

"Not a pretty sight, eh?" he rasps.

Optional: Glevith, King of Thieves

If the group asks Greycastle about Glevith, she admits to holding him in her dungeons. She won't release him but allows the characters to speak with him under armed guard.

Glevith has accepted his lot. He fought alongside Greycastle in the Reclamation and understands why she's imprisoned him. He promises to reward any "Heroes of the Welcomers" if they can lift his curse before it consumes him.

If the group finds a cure, Glevith awards each character 200 gp. In addition, he grants them the "Master of the Thieves' Guild" story award.

Optional: Ser Agin Lamarck

Characters who've played DDEP4 *Reclamation of Phlan* or DDEX1-6 *The Scroll Thief* may have met Ser Agin before.

Ser Agin Lamarck's store once specialized in historical records. Buckets now catch meltwater from the leaky roof, and parchments litter the floor. The noble glares at you from behind a stack of soggy books.

"Oh no. You're going to bother me with a load of questions, aren't you?"

Ser Agin can impart the following information:

- A clan of mutant lizardfolk inhabit the silver pyramid. They are the descendants of Yarash's experiments.
- The mutants barely speak Common, so Ser Agin invented a simple sign language to better communicate with them. They responded well to this.
- The mutants are dangerous but not overtly hostile. Ser Agin advises that the characters negotiate with them instead of fighting.

Ser Agin won't escort the characters to the pyramid for love nor money. He teaches the group the following hand signals to aid communication with the mutants:

- Thump your chest with your fist to emphasize "Me" or "Us". The harder you thump, the more impressive you appear.
- Rub your belly for "Good" and slap your forehead for "Bad".
- Hop from foot-to-foot and wave your hands above your head for "Go".
- For "Kill", slash your thumb across your neck while hissing with your tongue.
- For "Help," hug yourself. The harder you hug, the more sincere you seem.

Roleplaying Ser Agin Lamarck

Ser Agin is Phlan's resident expert on history and genealogy. The Red Wizards recently kidnapped him to aid their investigation into the silver pyramid. At Sorcerer's Isle, they sent him to make peace with the pyramid's mutant inhabitants. Negotiations collapsed when the wizards found another way into Yarash's laboratory. Shortly after, heroes from Phlan fought off the wizards and rescued Ser Agin (see DDEP4: *Reclamation of Phlan*).

Quote: "*Darling, let me break this down into words you're more likely to understand...*"



PART 3. CONFUSION

Sorcerer's Isle is 50 miles upriver from Phlan. Due to the urgency of the mission, Greycastle supplies griffons for the journey. The group arrives after two hours of flight.

A foreboding pyramid stands on an island in the middle of the lake. Ravens flock around its peak, and dark moss clings to its silvered flanks.

Nothing moves on the boggy island. The lizardfolk that camped here have retreated inside their pyramid.

The Silver Pyramid

Steep stairs rise to doors on the north and south sides of the pyramid. Orange waste dribbles down the pyramid's sides from holes near its apex, and runs off into the river.

- **Intelligence (Arcana) DC 15:** The orange waste is extraplanar in nature. It swirls with tiny life forms.

The chaos strain infects any creature foolish enough to drink the undiluted waste. These creatures suffer mutations on all failed ability checks, saving throws or attack rolls (see "The Godstouched", above).

Entering the Pyramid

The interior of the pyramid is too cramped to take the griffons inside.

A labyrinth of dead-end passages and cramped laboratories stretches before you. The air in here is clammy and echoes with strange noises.

- **Intelligence (Investigation) DC 12:** Hundreds of clawed footprints thread throughout the labyrinth. Lizardfolk have been here recently.
- **Wisdom (Perception) DC 10:** The strange noises sound mechanical. They emanate from somewhere above.

Any threats lurking here are long gone, so don't linger on exploration. Characters who've been here before realize that the magic they encountered previously is absent.

Antimagic Field

An oversized *antimagic field* emanates from the planar gate at the apex of the pyramid. Nethrex used a slaadi ritual to create the field, allowing his minions to hide from prying eyes while they deploy the chaos strain. The field functions as a normal *antimagic field* with the following exceptions:

- The sphere has a 300-foot-radius, emanating from the planar gate at the top of the pyramid, and encompasses the entire pyramid.
- The planar gate occupies a "bubble" at the center of the field, and is not subject to its effects.
- The antimagic field collapses if the gate closes.

Mutant Standoff

The mutants occupy the "Pump Room" at the apex of the pyramid. When the group arrives, the mutants are in the middle of a heated debate.

A large chamber opens ahead. Orange goo surges through glass pipes on the ceiling, pumped by a mechanism of cranks and wheels. The pipes emerge from a doorway opposite. Against the walls, pickled lizardfolk specimens lurk inside glass tanks.

Dozens of white-scaled lizardfolk gather in the chamber. The creatures yip and howl at each other, snarling in an incomprehensible language. The community has split in two. One camp rallies behind a male with a single, outsized tusk protruding from his lower jaw. The other camp rallies behind a one-eyed female wearing a bone necklace.

The debate has transfixed the whole community, so the group can approach unseen. Sneaking past into the gate chamber is impossible without magic.

- **Wisdom (Insight) DC 15:** The one-eyed female is winning the argument.

What Happened

A few weeks ago, Nethrex and his slaadi warriors emerged through the planar gate and enslaved the mutants. He forced them to work the pumps for his poisoning operation.

Yesterday, githzerai hunters attacked the slaadi forces on the other side of the gate. They forced their way into the pyramid, but Nethrex drove them back into Limbo, leaving the mutants alone again.

With Nethrex gone, the mutants argue about what to do next. They have separated into two camps: one led by the warrior Big Tooth, and the other by the mystic Blind Eye.

The Saviors Return

The mutants speak a degenerate form of Draconic, but most know a little Common. If any characters helped them in DDEX1-11 *Dark Pyramid of Sorcerers Isle* or DDEP4: *Reclamation of Phlan*, the argument stops at once – their saviors have returned! The mutants reveal the following information:

- Recently, the slaadi reopened the planar gate and enslaved the mutants. Their leader, “Nethrex”, forced them to pump the “chaos strain” into the river.
- “Good men” came through the planar gate to fight the slaadi. They drove the slaadi away, and promised to cure all those on this world that the strain had infected.
- Alas, the slaadi fought back. They forced the “good men” back through the gate, leaving the mutants alone.

The mutants take the group into the gate chamber (see below). They say the “good men” must still be fighting beyond.

Negotiating with the Mutants

If the characters are strangers, the mutants refuse to let them near the gate chamber. They explain what has happened and try to recruit the characters to their cause:

- Big Tooth thinks the mutants should destroy the planar gate.
- Blind Eye thinks they should remain at their posts, else they risk death when Nethrex returns.

Neither option meets the group’s objectives, so the players must find a way to win over both leaders. Currently, Blind Eye has more support. She argues that adventurers destroyed the gate before, yet the slaadi returned. Big Tooth cannot counter this.

Roleplay the negotiation, only calling for Charisma checks if the characters reach an impasse (DC 15). The mutants can barely speak Common. If the players make good use of sign language, they gain advantage on Charisma checks when talking to the mutants.

Fighting the Mutants

Combat ensues if negotiations fail badly. For this battle, refer to **Map 2: Apex of the Pyramid**.

Tactics

All **45 lizardfolk** rally together to drive off the intruders. Big Tooth (a lizardfolk with 36 hit points and 18 Strength) and Blind Eye (a **lizard shaman**) attack from range. If the group kills more than 30 lizardfolk, the rest flee.

Features of the Area

The chamber has the following notable features.

Lighting. Dim light from the glowing pipes.

Glass Vats. These contain the lizardfolk “gods”: the failed experiments of the sorcerer Yarash. A vat shatters if it receives 10 or more points of damage in a single attack. Any lizardfolk that sees this gains advantage when attacking characters who harmed their god.

Scaling the Encounter: Mutant Standoff

Combat is not intended here, so no scaling information is provided. If the lizardfolk overwhelm the group, have them capture the characters instead of killing them. Give the players opportunity to negotiate their escape or break free.

Entering the Gate Chamber

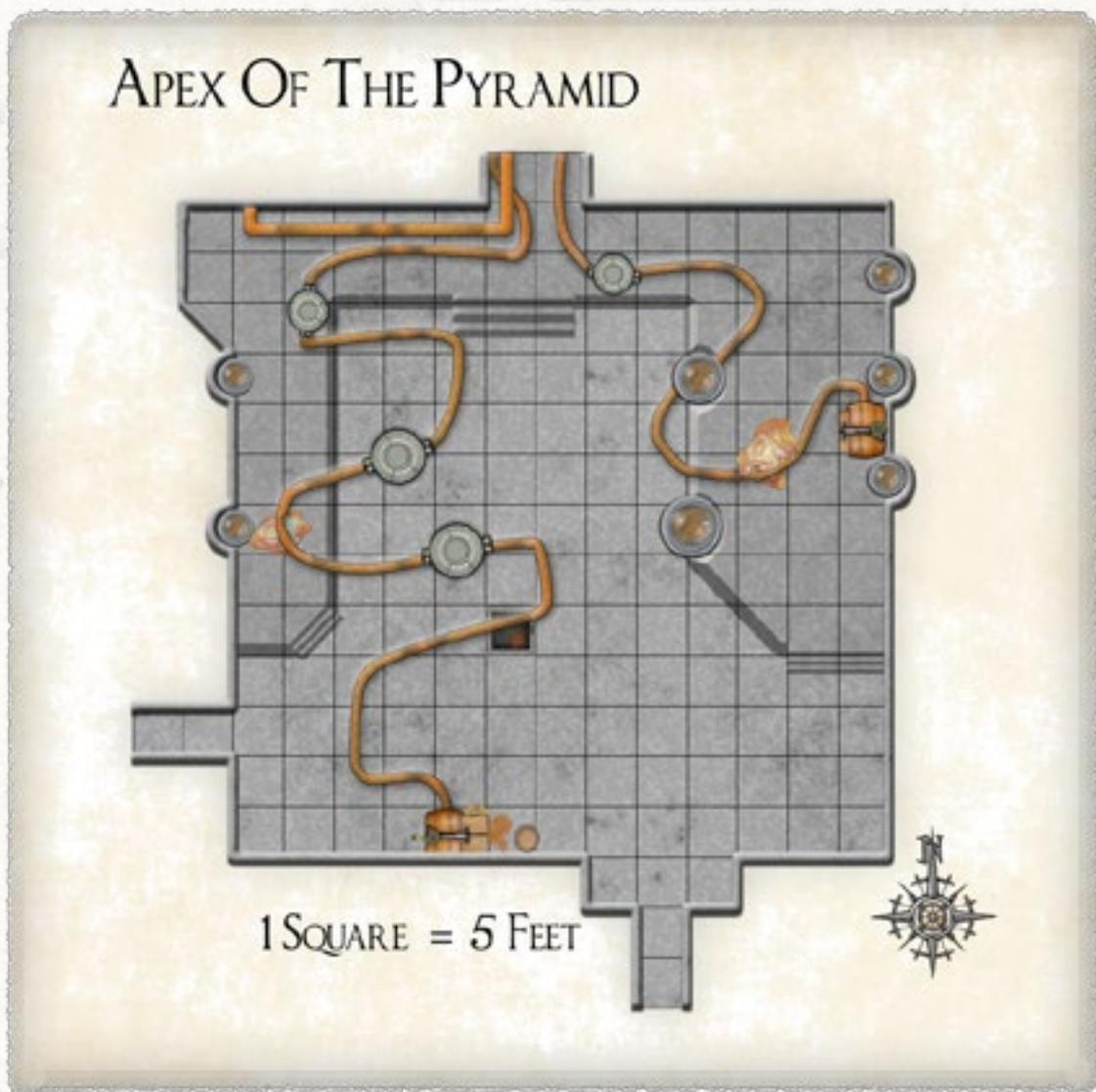
The Gate Chamber is a short walk from the chamber where the adventurers spoke with the mutants. When the characters enter the Gate Chamber, read:

A planar rift hovers five feet above the floor. Weird light emanates from the far side, bathing the chamber in crimson and gold hues. The glass pipes emerge from beyond, pumping orange pestilence into your world.

The antimagic field emanates from the planar gate.

- **Intelligence (Arcana) DC 10:** Powerful magic is at work here. Only a wish could close the gate, but the antimagic field prevents spellcasting.
- **Wisdom (Perception) DC 15:** A magnificent golden chamber is visible through the rift. The chamber's arched roof lies ahead, indicating that the gate is set into the floor of the chamber on the far side of the gate.

If a character moves within 5 ft. of the gate, it sucks them into Limbo.





PART 4. SIEGE

Characters who pass through the gate materialize in **Location 1 on Map 3: Limbo**.

You emerge in a golden chamber. The glass pipes snake across the mosaic floor and disappear through a round window on the far wall.

Chaos seethes beyond the window. Twisting rivers of fire transform into shards of ice, which explode into steam, then fuse into rock. Familiar forms emerge briefly from the haze - buildings, landscapes, creatures - before collapsing into rubble.

There is no gravity in Limbo. A creature can move up to its walking speed in any direction by merely thinking of the desired direction of travel. Grant the players a few moments to acclimate to their new location. Before they leave the chamber, run "Meeting Icelus", below.

Meeting Icelus

A **githzerai** called Icelus greets the characters as they emerge from the portal.

The mosaic floor shatters into pieces, and a gaunt figure levitates from below. When it has emerged, the tiles rearrange beneath its feet. The mustard-skinned humanoid glares at you. "You are not safe here, outlanders. State your purpose, or be gone."

- **Intelligence (Arcana) DC 15:** The creature is a githzerai. These nomadic hunters prowl the plane of Limbo.

Icelus is unafraid of the characters. If they attack, he descends back through the floor. Icelus is a githzerai zerth with 130 hit points and the ability to speak Common.

Talking with Icelus

If the group parleys with Icelus, he reveals the following information:

- Icelus belongs to a clan of githzerai hunters. His leader Najwa is an anarch: a savant who can create raw matter from the chaos of Limbo and reshape it with her mind. So great are her powers, she can even create living forms.
- Najwa learned that the death slaad Nethrex had opened a planar gate to pump poison into the Material Plane.
- Najwa seized the gate. She used her mental powers to raise a citadel around it, and sent her hunters through to kill Nethrex.
- Nethrex drove Najwa's hunters back to Limbo. He escaped her citadel, and regrouped with his slaadi allies. During his assault, he mortally injured Najwa.
- In her death throws, Najwa's mind reshaped the world around the gate. Her subconscious is finding form, causing her to lose control of the citadel's structure.
- The githzerai know a chant that can heal her, but it takes time to perform. With her mind struggling to reinforce the citadel, they need to ease her back to health gently. If not, the citadel could implode.
- Nethrex's slaadi are mustering to assault the citadel. Icelus asks the characters to find a way of stalling them until his people heal Najwa.
- If the characters buy time to save Najwa, she can heal those afflicted by the "chaos strain." Icelus explains that the orange sludge comes from a bloated slaad beyond the window. Nethrex is experimenting on the beast to hatch a new breed of slaad. If he perfects his strain, the whole of Toril is in peril! (If needed, Icelus can explain the ecology of the slaadi. Give the players Handout 2: Slaad Ecology).

Roleplaying Icelus

Icelus dresses in a long grey coat buttoned up to the neck. He is cadaver-thin, bald, and wears electrum rings in his beard. His speech is precise, and his features are difficult to read.

As a species, the githzerai's fanatical beliefs make them difficult to reason with. They operate with cold, merciless logic. Icelus sees the characters as mere tools, and thinks nothing of admitting it. For now, they can help each other. That's all.

Quote: *"I can only light the path, outlander. It is you who must walk it."*

The Dojo of the Mind

Before the characters leave, Icelus teaches them how to fight in the strange world of Limbo.

"Before you go, a lesson."

Icelus clenches one fist and gazes around the room. The walls transform into a lacquered wood, and reed mats appear underfoot. The bas-reliefs morph into paper lanterns, and the pillars into urns. Where there was a throne, there is now a huge bronze dragon statue.

"Limbo can bend to your will, if you know how."

Icelus shows the group how to move and alter objects with their mind (see the "Powers of Limbo" sidebar). The following objects are present in the dojo:

- Tiny candlesticks
- Small gongs
- Large urns
- Huge statue

Icelus encourages the characters to experiment with their new powers.

Powers of Limbo

Limbo bends to the will of the creatures inhabiting it.

Moving Objects: As an action, a creature on Limbo can make an Intelligence check to mentally move an object on the plane that it can see within 30 feet of it. The DC depends on the object's size: DC 5 for Tiny, DC 10 for Small, DC 15 for Medium, DC 20 for Large, and DC 25 for Huge or larger. On a successful check, the creature moves the object 5 feet plus 1 foot for every point by which it beats the DC.

Altering Objects: A creature can use an action to make an Intelligence check to alter a nonmagical object that isn't being worn or carried. The same rules for distance apply, and the DC is based on the object's size: DC 10 for Tiny, DC 15 for Small, DC 20 for Medium, and DC 25 for Large or larger. On a success, the creature changes the object into another nonliving form of the same size, such as turning a boulder into a ball of fire. Objects altered in Limbo return to their true form if removed from the plane. Spellcasters cannot use altered objects as spell components, as they are of unnatural origin.

Stabilizing Areas: A creature can use an action to make an Intelligence check to stabilize a spherical area centered on the creature. The DC depends on the radius of the sphere. The base DC is 5 for a 10-foot-radius sphere; each additional 10 feet added to the radius increases the DC by 5. On a successful check, the creature prevents the area from being altered by the plane for 24 hours, or until the creature uses this ability again.

Aberrant Powers

If any characters are infected by the chaos strain, Icelus explains that their control over Limbo is greater than most. These characters can use the powers of Limbo as a bonus action instead of an action. In addition, they gain use of the following powers:

Hurl Object: As a bonus action, an infected creature on Limbo can hurl a Medium or Tiny object within 30 feet at a creature it can see within 30 feet. The creature makes an Intelligence check, with a DC equal to the target's AC. On a success, the target takes 2d10 damage. The type of damage depends on the object hurled e.g. bludgeoning damage for rocks, and fire damage for hunks of lava.

Object Shield: As a reaction when it is targeted by an attack, an infected creature on Limbo can move a Medium object it can see within 30 feet to shield itself from the attack. The creature makes a DC 15 Intelligence check: on a success, it gains half-cover against the attack (+2 AC and Reflex saving throws).





PART 5. TREACHERY

When the players are ready to confront the slaadi, read the following aloud:

Najwa's citadel has shattered into pieces. High above, a crumbling tower drifts in the ether. Crimson-skinned toad creatures gather around it, swimming expertly through the planar fog. A river of fire flows between them and the ruined wing where you now stand.

To your right, a lush ribbon of earth and foliage corkscrews over to a strange ship. The vessel hangs in a cloud of wreckage, its torn sails fluttering in the winds. Hulking blue-skinned creatures lurk on its deck.

The glass pipes that feed poison into your world snake to a colossal crystal hand. A bloated creature lurks in its palm, but its form is tricky to discern through the swirling soup of Limbo.

Give the players Handout 3: Limbo (this is the same as Map 3: Limbo, but lacks any notations). How they deal with the two scheming slaadi camps is entirely up to them. They should know that time is of the essence and there is no way of knowing when the attack will come, but it is certainly inevitable.

Machinations of the Slaadi

A power struggle is playing out between two rival gray slaad generals. Both serve Nethrex, but each plots to destroy him and take his place by eating his corpse.

All slaadi born on Limbo have control gems embedded inside their brains. If removed, these gems can be used to dominate them. To ensure stability in his ranks, Nethrex instated a system of mutually assured destruction. He gave General Glyx the control gems of General Zhote's blue slaadi, and gave General Zhote the control gems of Glyx's reds. If one plots against the other – or against him – their counterpart can use the gems to dominate the attackers.

Nethrex knows his generals are too chaotic to

unite, yet he remains wary of their schemes. In the midst of battle, he chose to test them. Using a spell scroll of polymorph to pose as a green slaad, he fed the same lie to each general. Both now believe that Nethrex is dying and rests in the other general's care. True to form, the generals are plotting to destroy each other and feast upon Nethrex's corpse. Only the control gems stand in their way. The characters soon become tools in their plans for conquest.

The Messenger

If the slaadi spot the characters, the closest general sends an envoy to parley. Read the following aloud:

A large, green-skinned creature swims through Limbo toward you. It holds a gnarled staff in its clawed paw. As it glares at you, a strange voice echoes inside your minds.

"Hold! My master demands to speak with you."

The green slaad – actually Nethrex in disguise – explains that his master wants to negotiate the githzerai's surrender. The general promises safe passage to and from his audience chamber. If the group defies him, he threatens to attack and destroy them all.

If the characters agree, Nethrex escorts them to speak to his "master" (see "An Audience with...", below). If the group chooses to attack Nethrex, he tries to escape back to the camp. The characters are now in grave peril, as they must contend with both factions!

An Audience with General Glyx

If the characters agree to an audience with General Glyx, read:

The green slaad leads you into the golden tower. You pass through a hall of grinding cogs, and enter an arched chamber. Conjured by Najwa's mind, a miniaturized city sprawls across the floor. Thousands of tiny, living soldiers do battle in the streets.

General Glyx is crushing the soldiers underfoot. He's small for a gray slaad - just under six feet tall - and he wears a string of blue gems on a chain around his neck. Larger, red-skinned slaad lurk nearby, eyeing you up and down. The general smiles.

"I have a proposal", he growls inside your heads.

See **location 7** for details of the creatures found here. General Glyx explains the following:

- General Glyx serves Nethrex, but cares little for his conquest of the Material Plane.
- Nethrex is dying, and his body lies in the camp of Glyx's rival: General Zhote. If Zhote eats Nethrex, he'll transform into a mighty death slaad. Glyx promises to call off the attack if the characters help him eat Nethrex before his rival does.
- To prevent treachery, Nethrex gave Zhote the control gems of Glyx's red slaadi. If the characters steal them, Glyx can overrun his rival's forces!
- General Glyx warns the group not to use the control gems against him. If they do, his green slaadi will attack the citadel.

If the group accepts, General Glyx gives them a silver horn shaped like a screaming child. He tells them to blow it when they've obtained the control gems. Until the characters have the gems, Glyx refuses to aid the assault in any way.

Roleplaying General Glyx

General Glyx is loud, ill-mannered, and overbearing. He is also paranoid, reading insults about his stature into anything anyone says to him. As a green slaad, Glyx was unusually large. When he transformed into a gray slaad, he emerged smaller than most. In this scene, he lashes out at the miniature city to vent his anger: toppling towers and stamping on soldiers.

Quote: "I'm bigger than him, ya hear?"

An Audience with General Zhote

If the characters agree to an audience with General Zhote, read:

The green slaad escorts you to the wrecked ship. You descend into its hold, where a group of blue-skinned slaadi rifle through the cargo. A green crystal hovers over the deck. As you enter, gravity forces your feet onto the timbers.

General Zhote is a gray slaad: just taller than a man, with a string of red gems on a chain around his neck. Throbbing boils cover his ashen flesh.

"We can help each other," he hisses inside your heads.

See **location 8** for details of the creatures found here. The general proposes the same plan to the group as General Glyx. If the characters agree to his bargain, he gives them an electrum horn shaped like a flayed horse. He tells them to blow it when they've destroyed the control gems.

Roleplaying General Zhote

General Zhote is sly and cringing. Tiny versions of himself continually hatch from his boils, scamper away, and dissolve. Zhote has no idea what these monsters are, nor does he care. All he wants is more power.

Quote: "Another cunning plan has hatched!"

Obtaining the Gems

Each general wears his control gems on a necklace. To obtain the gems, a character must trick the general into removing the necklace or tear it from his neck.

If the group blows a horn, their general is true to his word. He charges the location with his slaadi henchmen, taking just 3 rounds to cross Limbo. On arrival, he doesn't attack unless the characters prove they've got the control gems. If they betray the deal – blowing the horn before they have the gems, for example – the General acts as though he's here to reinforce his rival.

The red and blue slaadi must obey any character that holds their control gems. If the group can steal the gems, they can order the slaadi to do as they please!

Nethrex Revealed

Nethrex tests his generals to see if they'll rise against him. Talk is cheap: but if one general attacks the other, the death slaad makes a dramatic appearance.

From nowhere, the green slaad envoy appears. His body shrinks before your eyes into a hunched, charcoal-skinned slaad. In place of one eye, he has a jet-black stone. The general gasps in horror. "Nethrex!"

"You failed my test, worm," sneers the death slaad. "Now you'll learn how I deal with traitors." As he speaks, two green slaadi materialize beside him.

The following creatures join the battle:

- Nethrex the death slaad
- 3 green slaadi

Nethrex is a **death slaad** with 240 hit points. In addition to his normal spellcasting abilities, he has access to the following spells:

2/day each: *counterspell*, *circle of death*

1/day each: *circle of power*

Nethrex and his allies attack everyone in sight – including the characters. If the battle turns against the group, now is a good time to awaken Najwa (see **Najwa Reborn!** below).

Treasure

Nethrex carries 3 *spell scrolls of polymorph* in a pouch on his belt. His onyx eye stone is worth 500 gp.

Behind the Curtain: Machinations of the Slaadi

This adventure provides plenty of scope for roleplaying. If the characters play along, they learn that both generals are mistaken about Nethrex. They can exploit this in all manner of ways! If the players find a clever way to trick the generals, be ready to roll with it. They'll need to tread carefully: both generals can detect thoughts at will, and are quick to attack if they sense deception.

Limbo Locations

The following locations drift around the planar gate. Most locations have their own gravity that gently pulls objects toward the nearest floor surface. Unless noted, this does not interfere with the characters' ability to move weightlessly.

1: Gate Chamber

This is where the characters emerge from the Material Plane and meet Icelus. If a character touches the planar gate it pulls them back home.

2: Riven Sanctuary

Beneath the Gate Chamber, Icelus and the other githzerai hunters chant over Najwa. They have sealed and stabilized the sanctuary while they perform their ritual.

3: Elemental Soup

Both slaad camps immediately spot any creature that flies out into the elemental soup. If spotted, the nearest general sends his envoy to parley with the intruders (see **Machinations of the Slaadi** above). If the envoy is dead, both groups advance to repel the characters.

4: Crystal Claw

The crystal claw is a fragment of an ancient, astral colossus. Nethrex's "incubator" squats in its palm: an obese, mutated red slaad called Fug. To reach this location, the group must cross the Elemental Soup (location 3).

When the group approaches, read:

The glass pipes plunge into the flesh of a huge, toad-like monster. Its corpulent body roils and seethes as the orange goo pumps from its stomach. The creature looks at you and grins. "Fug!"

- 5 green slaadi defend Fug.

The green slaadi attack anyone who dares approach the crystal claw. If the other slaadi see combat break out here, they arrive after 3 rounds.

Slaying Fug

Fug is too huge to move or fight, and doesn't feel any pain. He is a Huge aberration with AC 13 (natural armor), and 200 hit points. If reduced to 0 hit points, he explodes. All creatures within 50 ft. must succeed on a DC 15 Dexterity saving throw or take 52 (15d6) acid damage. The chaos strain infects all creatures that suffer this damage. These creatures suffer mutations on all failed ability checks, saving throws or attack rolls (see "The Godstouched" above).

5: Twisted Woods

Songbirds flit between the trees of this weird woodland. Beautiful statuary emerges from the soil before dissipating into clouds of butterflies.

Characters sneaking through the woods must succeed on a DC 11 Dexterity (Stealth) check to avoid General Zhote's blue slaadi (see Location 8, below).

6: River of Fire

The river of fire snakes through Limbo, changing course every few hours. The intense heat ripples the air, and drifting wreckage provides plenty of cover.

Characters sneaking along the river must succeed on a DC 11 Dexterity (Stealth) check to avoid General Glyx's red slaadi (see Location 7, below).

7: Tower of Contraption

General Glyx and his red slaadi have claimed the sundered tower of Najwa's citadel. When the group approaches, read:

A cloud of wreckage swirls around the golden tower. One wall gapes open, exposing huge cogs within. Red-skinned monsters guard the tower's interior.

For this location, use **Map 4: The Tower of Contraption**. The following monsters reside here:

- 4 red slaadi patrol the wreckage outside the tower.
- 5 red slaadi guard the cog chamber.
- **General Glyx** – a gray slaad with 180 hit points - and 3 red slaadi lurk above the miniature city.

Tactics

If combat breaks out in this location, it alerts all enemies listed above. General Glyx attempts to parley with the group (see "Machinations of the Slaadi", above). If they refuse his terms or approach from the rival camp, he chooses to attack instead. If at least half his slaadi die, General Glyx retreats to the miniature city to mount his last stand.

Unless the characters have an agreement with General Zhote, the slaadi from Location 8 arrive after 5 rounds of combat. If so, the players are in for the fight of their lives!

Features of the Area

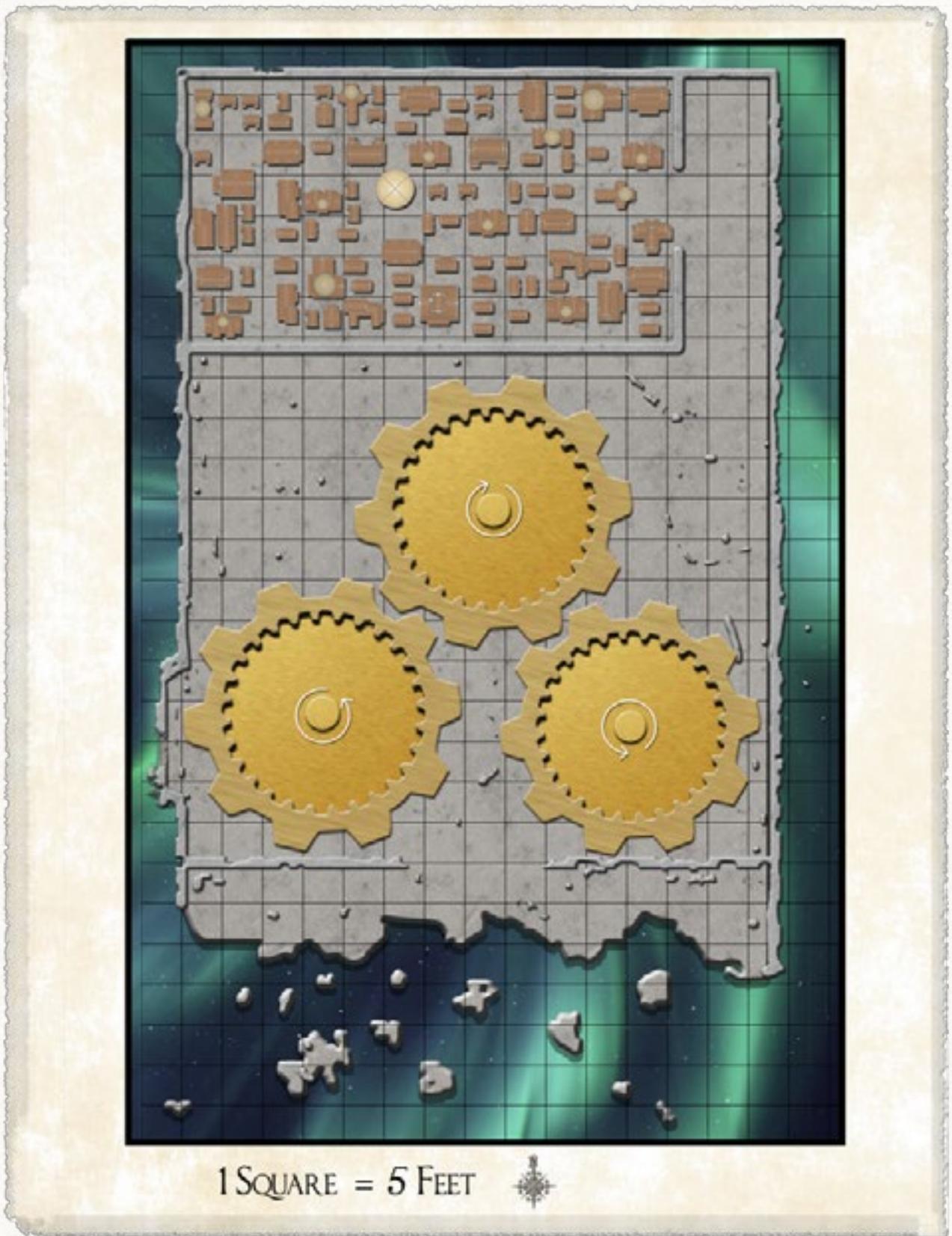
Ceiling. The tower's ceiling is 35 feet above the floor.

Wreckage. Chunks of Small, Medium and Large wreckage drift around the tower. A creature that shelters behind wreckage larger than itself gains half-cover against attacks (+2 AC and Dexterity saving throws).

Golden cogs. Each giant cog rotates 45 degrees at the end of the round. If a character is standing on a cog, they move with it when it turns.

Spurs. The spurs protrude from the cogs, and slot into mechanisms in the ceiling. A creature in the path of a spur when the cog moves must succeed on a DC 16 Dexterity saving throw or take 66 (12d10) bludgeoning damage (half damage on a success).

Map 4: Tower of Contraption



Miniature City. Najwa's city is at war. During combat, any creature that ends its turn in the chamber must succeed on a DC 15 Constitution saving throw or suffer one of the following effects. The slaadi gain advantage on their saving throws due to their familiarity with the city.

Miniaturized City Effects

d6 Effects

- 1 **Catapult Salvo.** A line of tiny catapults hurl rocks at you, dealing 13 (2d8 + 4) bludgeoning damage.
- 2 **Buzzed.** Hang-gliders circle your head. Until the end of your next turn, you have disadvantage on all attacks.
- 3 **Archer Tower.** Archers scale your shoulders and use you as a battle platform. Until you next take damage, any creature that starts its turn within 10 ft. of you takes 7 (2d6) piercing damage.
- 4 **Mage Wars.** Tiny mages do battle around you. Until you move, you take 11 (2d10) fire damage at the start of each of your turns.
- 5 **Smoke!** Collapsing towers fill the air with dust. You are blinded until the end of your next turn.
- 6 **Boarding Action.** Balloons disgorge dozens of tiny knights onto your shoulders. At the start of each of your turns, you must succeed on a DC 12 Constitution saving throw or be restrained for the duration of your turn. If you beat the DC by 5 or more, you shake off the invaders.

Treasure

The red slaadi have the following treasures: a navel ring shaped like a grinning skull (200 gp), a platinum fang (700 gp), and a dagger made from a meteorite (100 gp). **Zhote** carries 5 blue slaad control gems (100gp each). **Glyx** carries blue control gems, (100 gp each), equal to the number of blue slaadi in the opposing camp.

Scaling the Encounter: Tower of Contraption

Use the following recommendations to adjust this combat encounter. These adjustments are not cumulative:

- **Very Weak Party:** Remove 2 **red slaadi** from outside the tower, and 2 **red slaadi** from the miniature city
- **Weak Party:** Remove 1 **red slaad** from the cog chamber and 1 **red slaad** from the miniature city.
- **Strong Party:** Add 2 **red slaadi** outside the tower, and 2 **red slaadi** to the miniature city.
- **Very Strong Party:** Add 2 **red slaadi** to each location.

8: Wrecked Ship

General Zhote and his blue slaadi occupy the githzerai's wrecked skiff. When the group approaches, read:

A strange galleon hangs in a cloud of wreckage. Sails are mounted to it like oars, and green light flickers from within its hull. As you approach, the blue-skinned monsters disappear below deck.

For this location, use **Map 5: Wrecked Ship**. The crystal shard creates artificial gravity below deck, nullifying the weightlessness of Limbo. The following monsters lurk here:

- 4 **blue slaadi** defend the crew quarters.
- General Zhote - a **gray slaad** with 180 hit points - and 5 **blue slaadi** are searching the hold.

Tactics

General Zhote attempts to parley with the group (see *Machinations of the Slaadi*, above). If they refuse his terms or approach from the rival camp, he chooses to attack instead.

Unless the characters have an agreement with General Glyx, the slaadi from **Location 7** arrive after 5 rounds of combat. If so, the players are in for the fight of their lives!

Behind the Curtain: Tower of Contraption

On their own, each group of enemies shouldn't be too hard for characters of this level.

Together, they can present a deadly threat.

Bring reinforcements into the battle in waves: if the group seem overwhelmed, slow the rate of reinforcement. If things seem too easy, just have more slaadi swim in from Limbo.

Features of the Area

Ceiling. Below deck, the ceiling is 25 feet high.

Gravity Shard. When combat begins, the shard begins to malfunction. Read:

The ship shakes violently as a giant boulder smashes through the hull. Green light strobes through the ship's interior, and the artificial gravity begins to malfunction!

At the end of each round, roll 1d4 to see which way is "down": 1 for the west wall, 2 for the deck, 3 for the east wall, and 4 for the roof. When gravity shifts, all creatures fall to the new floor. If a creature is within 10 ft. of an unoccupied floor space when gravity shifts (i.e. near a "wall"), it can step across on a successful DC 14 Dexterity saving throw. The gravity shard has 50 hit points and a hardness of 5. If a character destroys the shard, the weightlessness of Limbo returns.

Treasure

The blue slaadi have the following treasures: a petrified gnome mounted on a thong (200 gp), and a gold belt buckle shaped like a grinning face (500 gp). Zhote carries red control gems equal to the number of red slaadi in the opposing camp (100 gp each).

Scaling the Encounter: Wrecked Ship

Use the following recommendations to adjust this combat encounter. These adjustments are not cumulative:

- **Very Weak Party:** Remove 1 **blue slaad** from the crew quarters and 1 from the hold.
- **Weak Party:** Remove 1 **blue slaad** from the hold.
- **Strong Party:** Add 1 **blue slaad** to the crew quarters and 1 to the hold.
- **Very Strong Party:** Add 2 **blue slaadi** to the crew quarters and 2 to the hold.

Najwa Reborn

As Dungeon Master, you determine when the githzerai heal Najwa. If your players devise a cunning plan to delay the attack, heal Najwa whenever seems most dramatic. If the combat is moving quickly and the players are enjoying the battle, don't allow the monks to rob that from them. Likewise, if the characters are overwhelmed, the githzerai's chant can end just in time to spare one or more characters. When Najwa is healed, read the following aloud:

The broken citadel suddenly – and violently – reforms into a colossal fortress. Githzerai monks sally forth from the gate, chanting a hymn of battle. Najwa has returned!

The githzerai monks sweep through the enemy ranks, routing the slaadi into the depths of Limbo! They insist on slaying any slaadi dominated by the control gems.

Conclusion

When the slaadi are gone, Icelus invites the group inside the citadel to meet Najwa. The injured anarch explains that her people know how to purge the chaos strain from infected bodies. If the group is willing, she can teach one of the characters how to perform the rituals. This character receives a *tome of wisdom* (see Rewards, below). In addition, she offers to send Icelus back with the group to aid the healing.

The journey back to Phlan is uneventful. If Icelus travels with the group, he aids the bearer of the tome of wisdom in curing the townsfolk of the chaos phage. If not, Phlan suffers terrible losses in the coming weeks.

If cured, Lord Commander Greycastle publically renounces Bane and pledges her undying loyalty to the people of Phlan. She promises total reform of the Black Fists, and annual elections for her parliament of peers. Whether her words bear fruit is another story...

Rewards

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

Experience

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

Combat Awards

Name of Foe	XP per Foe
Blue slaad	2,900
Death slaad	5,900
Githzerai zerth	2,300
Gray slaad	5,000
Green slaad	3,900
Knight	700
Lizardfolk	100
Lizardfolk shaman	450
Marilith (mutated priest)	15,000
Red slaad	1,800

Non-Combat Awards

Task or accomplishment	XP per Char.
Communicate peacefully with lizardfolk	1,000
With little or no combat, trick the slaadi long enough to heal Najwa	3,500
Steal the control gems without bloodshed	1,000
Destroy Fug	500
Return to Phlan with a cure	2,500

The **minimum** total award for each character participating in this adventure is **8,625 experience points**.

The **maximum** total award for each character participating in this adventure is **11,500 experience points**.

Treasure

This section summarizes the treasure awarded during the adventure. Each award should be divided up equally among the party members. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price. Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide. Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Quest reward from Greycastle	1,000 gp per character
Quest reward from Glevith	200 gp per character
Treasure from Tower of Contraption	1,500 gp
Treasure from Wrecked Ship	1,500 gp
Electrum horn	500 gp
Silver horn	500 gp
Nethrex's eye stone	500 gp

Spell Scroll, Polymorph

Scroll, rare

A description of spell scrolls can be found in the *Dungeon Master Basic Rules* or the *Dungeon Master's Guide*.

Permanent Magic Item Distribution

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

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

Renown

All faction members earn **one renown point** for participating in this adventure. Characters allied with the **Lords' Alliance** gain an **extra point of renown** if they rescue the children from the stampede in Podol Plaza.

Story Awards

This following story award is available in this adventure. Characters can only earn this award if they have the "Hero of the Welcomers" story award, and successfully heal Glevith.

Master of the Thieves' Guild

You have saved Glevith of the Welcomers from certain death. In return, he makes you an honorary master of the Welcomers. All purchases you make within Phlan are 25% cheaper, including spell services.

In addition, up to five future characters that you create in the Adventurers League gain a free tool proficiency in Thieves' Tools, and begin play with a set of Thieves' Tools.

Downtime

Each character receives **10 downtime days** at the conclusion of this adventure.

DM Rewards

You receive **2,875 XP, 1,500 gp, and ten downtime days** for running this session.

Appendix: NPC / Monster Statistics

Blue Slaad

Large aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

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

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 7 (2,900 XP)

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

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

Actions

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

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

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

Crocodile

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Hold Breath. The crocodile can hold its breath for 15 minutes.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

Death Slaad

Medium aberration (shapechanger), chaotic evil

Armor Class 18 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	15 (+2)	10 (+0)	16 (+3)

Skills Arcana +6, Perception +8

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 18

Languages Slaad, telepathy 60 ft.

Challenge 10 (5,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *invisibility* (self only), *mage hand*, *major image*

2/day each: *fear*, *fireball*, *fly*, *tongues*

1/day each: *cloudkill*, *plane shift*

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

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

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

Actions

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

Bite (Slaad form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

Githzerai Zerth

Medium humanoid (gith), lawful neutral

Armor Class 17

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +6

Skills Arcana +6, Insight +6, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The githzerai's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *mage hand* (the hand is invisible)

3/day each: *feather fall*, *jump*, *see invisibility*, *shield*

1/day each: *phantasmal killer*, *plane shift*

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

Actions

Multiattack. The slaad makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.

Gray Slaad

Medium aberration (shapechanger), chaotic neutral

Armor Class 18 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Skills Arcana +5, Perception +6

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16

Languages Slaad, telepathy 60 ft.

Challenge 9 (5,000 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

At will: *detect magic*, *detect thoughts*, *invisibility* (self only), *mage hand*, *major image*

2/day each: *fear*, *fireball*, *fly*, *tongues*

1/day each: *plane shift* (self only)

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

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

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

Actions

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

Bite (Slaad form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Claws (Slaad form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

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

Green Slaad

Large aberration (shapechanger), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Slaad, telepathy 60 ft.

Challenge 8 (3,900 XP)

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

At will: *detect magic*, *detect thoughts*, *mage hand*

2/day each: *fear*, *invisibility* (self only)

1/day each: *fireball*

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

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

Actions

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or staff. Alternatively, it uses its Hurl Flame twice

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

Claws (Slaad form only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

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

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. Hit: 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

Knight

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

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

Actions

Multiattack. The knight makes two melee attacks.

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

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

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

Reactions

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

Lizardfolk

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

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

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

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

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

Lizardfolk Shaman

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

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

Senses passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *thorn whip*

1st Level (4 slots): *entangle*, *fog cloud*

2nd Level (3 slots): *heat metal*, *spike growth*

3rd Level (2 slots): *conjure animals* (reptiles only),
plant growth

Actions

Multiattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Marilith

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

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

Saving Throws Str +9, Con +10, Wis +8, Cha +10

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

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120ft., passive Perception 13

Languages Abyssal, telepathy 120ft.

Challenge 16 (15,000 XP)

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

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

Reactive. The marilith can take one reaction on every turn in a combat.

Actions

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10ft., one creature. Hit: 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Reactions

Parry. The mutated priest adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

Red Slaad

Large aberration, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft.

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

Skills Perception +1

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 11

Languages Slaad, telepathy 60 ft.

Challenge 5 (1,800 XP)

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

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

Actions

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

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

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

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

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

Appendix: Notable NPCs

Election Candidates

Barrett Sokol (BAH-ret SO-kul). Scion of House Sokol. Seeks to reinstate Council of Ten.

Colvin Doverson (COL-vin DO-ver-sun). Claims lineage to Royal House of Daoran. Seeks return of monarchy.

Graben Samaulkin (GRAY-bun Sa-MUL-kin). Priest of Bane. Seeks theocratic rule.

Jhessail Greycastle (JESS-ale). Paladin of Bane and liberator of Phlan. Seeks democratic rule.

Minor Characters

Glevith (GLEH-vith). Criminal gang leader of the Welcomers.

Ser Agin Lamarck (AY-ginn Luh-MARK). Historian and rare book expert.

Sergeant Bors Bartol (BORS BAR-tol). Black Fist officer serving Jhessail Greycastle.

Pyramid Inhabitants

Big Tooth. Lizardfolk mutant. Wants to destroy the planar gate.

Blind Eye. Lizardfolk mutant. Wants to keep peace with the slaadi.

Creatures of Limbo

General Glyx (GLIX). Gray slaad general of the red slaadi. Paranoid about his height.

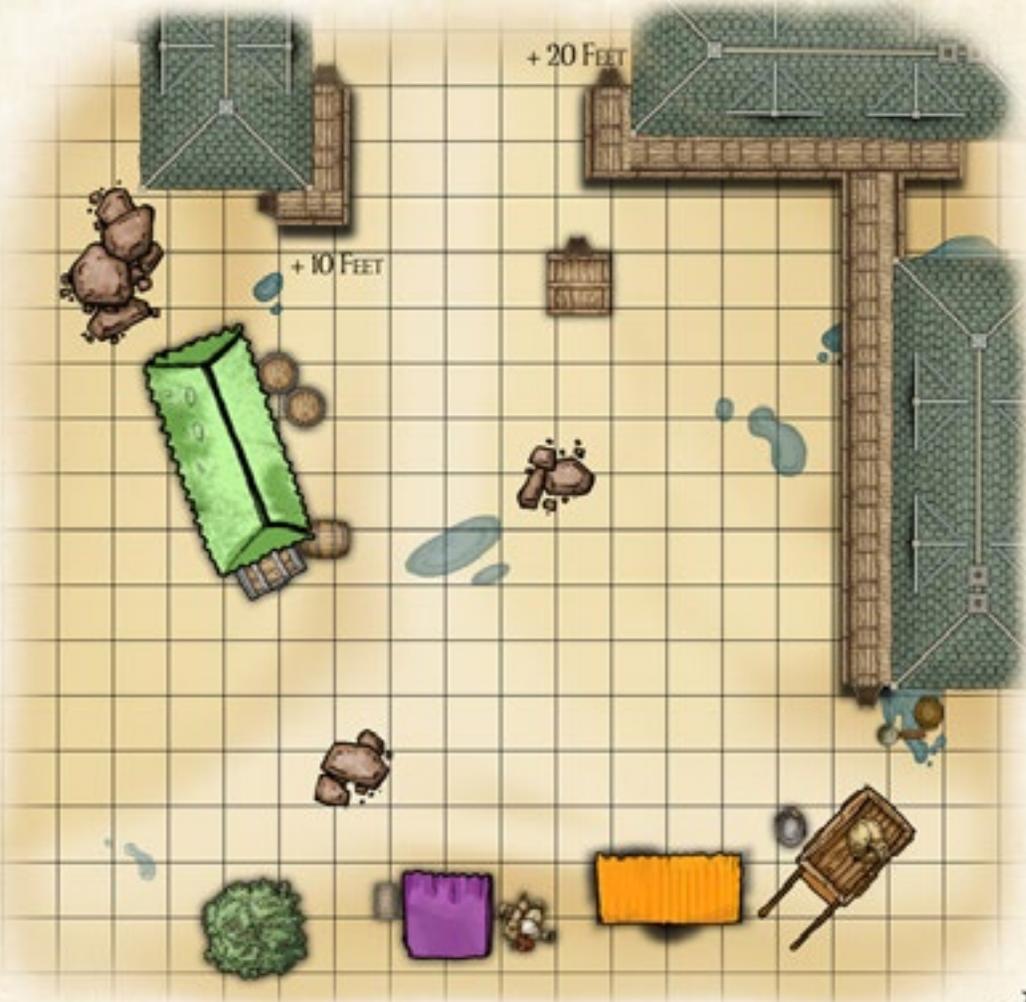
General Zoht (ZOTE). Gray slaad general of the blue slaadi. Scheming and conniving.

Nethrex (GETH-rex). Death slaad plotting to inflict chaos strain upon Toril.

Icelus (ICE-lus). Githzerai zerth that meets the group when they enter Limbo.

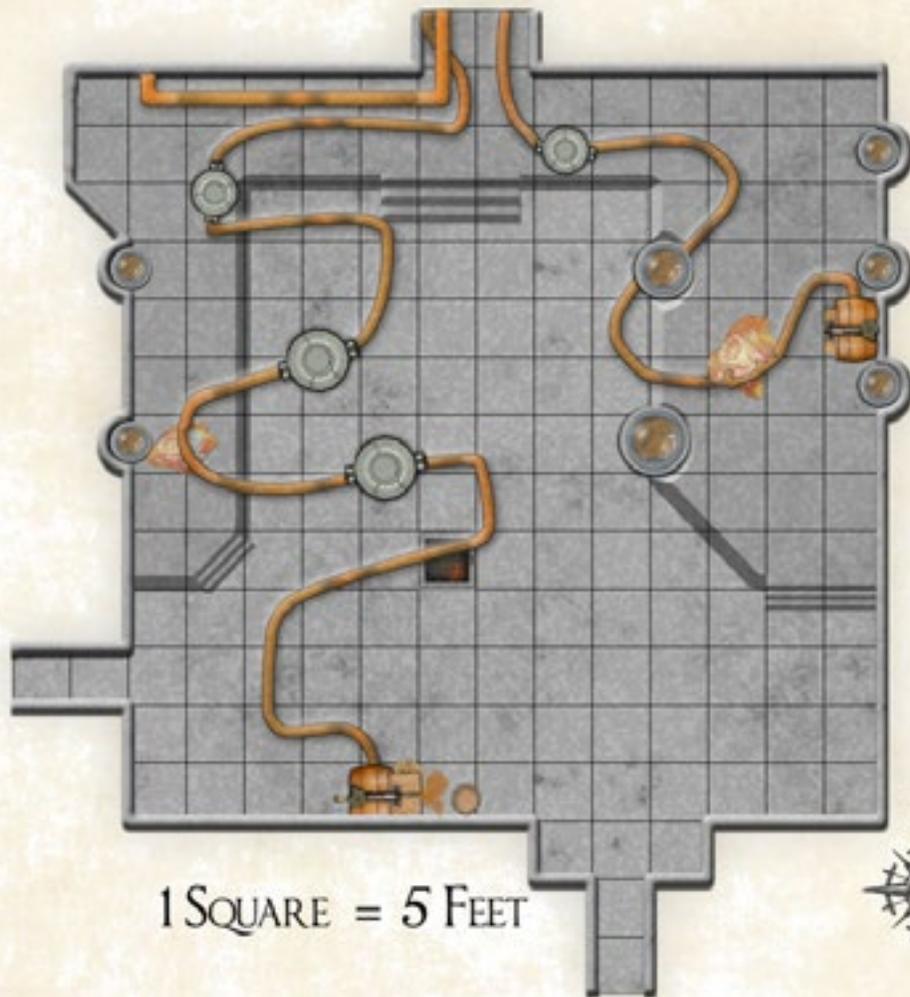
Najwa (NAH-jwah). Injured githzerai anarchist.

PODOL PLAZA



1 SQUARE = 5 FEET

APEX OF THE PYRAMID



1 SQUARE = 5 FEET



Map 3: Limbo



Map 4: Tower of Contraption



1 SQUARE = 5 FEET 

WRECKED SHIP



1 SQUARE = 5 FEET

Handout 1: The Candidates

**VOTE
JHESSAIL
GREYCASTLE!**

THE HERO OF PHLAN PLEDGES
TO BUILD OUR FIRST
ELECTED PARLIAMENT.

**POWER
TO THE
PEOPLE**

VOTE GREYCASTLE FOR
FIRST MINISTER!

**WEALTH
IS
POWER**

BARRETT SOKOL WILL
REINSTATE THE
COUNCIL OF TEN

JOBS FOR ALL!
A NEW CITY WALL!

**VOTE SOKOL FOR
HIGH COUNCILOR**

**HAIL TO THE
KING!**

LORD DOVERSON
IS THE TRUE HEIR TO THE
ROYAL HOUSE OF DAORAN!

VOTE DOVERSON TO
**RECLAIM THE
CINNABAR
THRONE**

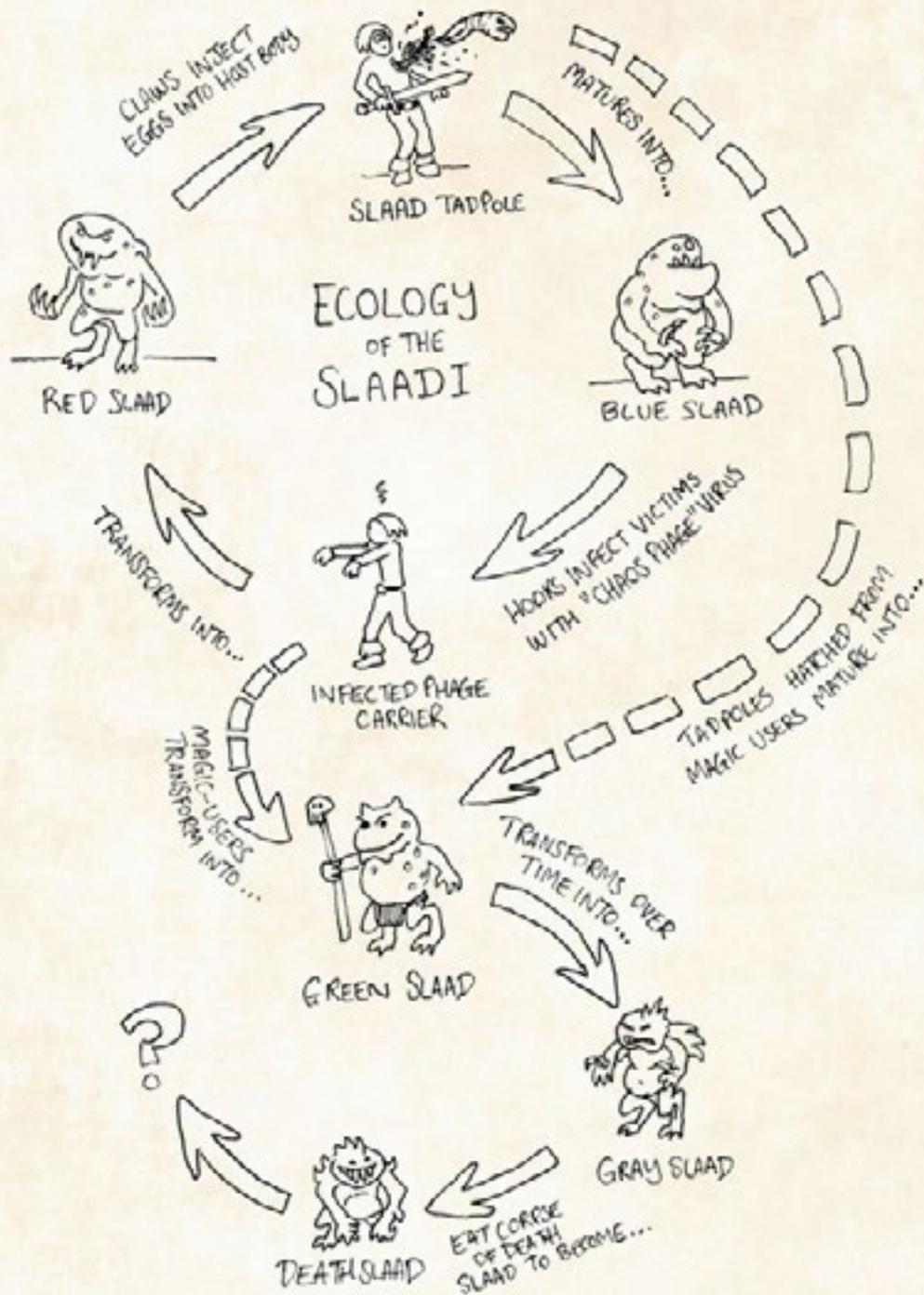
**YOUR GOD HAS
SPOKEN**

BANE SWEARS TO END THE
HERESY OF ELECTIONS!

VOTE SAMULKIN AS
RUINLORD OF PHLAN

**BE STRONG!
BE PIOUS!**

Handout 2: Slaad Ecology



NOTE

SLAAD NATIVE TO LIMBO HAVE CONTROL GEMS INSIDE THEIR BRAINS. IF REMOVED WHILE THE SLAAD IS STILL ALIVE, IT MUST OBEY WHOEVER CARRIES ITS GEM!

Handout 3: Limbo Handout

