

DDAL-DRW-03



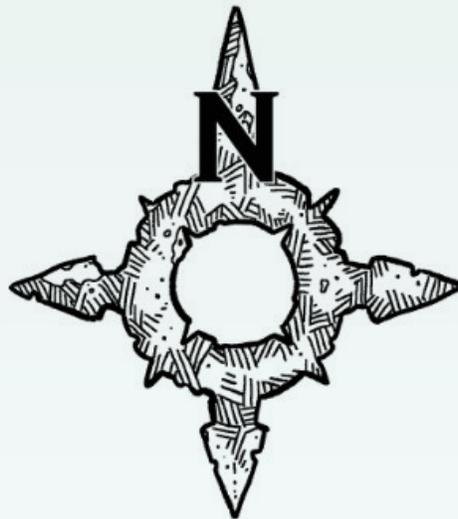
SAVING SILVERBEARD

A Dreams of the Red Wizards Adventure

Powerful elements collide in the wake of the attack on Myth Nantar.
The conclusion to the haunting sea-faring tale on the Sea of Fallen Stars.

A Four to Six-Hour Adventure for Tier 3 Characters.

Optimized For: APL 13



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ADVENTURE PRIMER

Since the assault on Myth Nantar, things have been relatively quiet. Either the Thayans won the battle and have taken over the ancient elven city, or they were successfully repelled, in which case they've left the area for the time being to regroup and formulate a new plan of attack. Either way... good or bad... win or lose... everything is quiet. A little too quiet for certain.

During the battle, Thayan diviners detected a strange magical anomaly among the opposing forces. Never to let such a discovery go without investigation they send a specialist, a necromantic arcane trickster named Rune, to find the anomaly and retrieve it. Accompanied by a band of seriously skulking pirate-spies, the agent discovers Zehira and the *Iltkazar Scepter*, the head of which proudly shows the crossed axes of Clangeddin Silverbeard, the Father of Battle.

Under the cover of darkness, Rune and his companions board Umberlee's *Resolve* and whisk Zehira away. The characters must identify Zehira's location with little information. Also on their tail is the malenti spy whose murder spree in Myth Nantar nearly got the party arrested; the spy covets the club and has nothing to lose by trying to obtain it.

The characters must brave a perilous journey to the storm-enveloped, ever-smoking Dragon Isle, risking the ire of a red dragon, a cult of priestesses devoted to Umberlee, and the threat of Thay that continues to plague them. There is nowhere to escape the danger that lurks everywhere, above and below the Sea of Fallen Stars.

WHERE POWERFUL MAGIC COLLIDES

Dragon Isle is among the stranger locations in the Pirate Isles. Potent arcana holds the whole island and its inhabitants in a never-ending battle against the elements: turbulent storms that surround the coast and a smoking, bubbling volcano called the Infernal Maw. Pirates frequent the island, assuming it will be a suitable place to conduct their piracy schemes but are often caught off guard and felled by the extreme environment. Still, some — like the necromantic arcane trickster, Rune, working for the Thay — are drawn to it for that very reason.

EPISODES

The adventure is spread over five episodes that take approximately four to six hours to play. These episodes are initially introduced by a Call to Action Episode. If you're planning to play the entire adventure at once, you only need to introduce the Call to Action once. However, if you plan to play them over several sessions, you'll want to revisit the Call to Action each time you play.

Episode 1: Veil of Darkness. Sailing away from Myth Nantar, Umberlee's *Resolve* is infiltrated by Thayan pirates who abduct Zehira Deryan. The characters can search her quarters to look for clues on how to find her. This is the **Call to Action**.

Episode 2: Waste and Empty the Sea. Several clues point the way to Dragon Isle, the largest of the infamous Pirate Isles. A storm threatens their arrival. This is **Main Objective A**.

Episode 3: Left in the Wake. Thayan agent Rune leaves a trail of obstacles and undead as the characters track Zehira through an active volcano, the Dragon's Maw. This is **Main Objective B**.

BONUS OBJECTIVES

This adventure includes two bonus objectives that the characters can pursue if they have additional time to do so—earning additional advancement checkpoints in the process. These bonus objectives are found in this adventure's appendices, as follows:

Bonus Objective A: Piece of Mine. When the *Iltkazar Scepter* begins to malfunction, the characters can temporarily control the item by using substances mined in the Dragon's Maw, drawing the unwanted ire of a red dragon's minions. This objective is found in **Appendix 3**.

Bonus Objective B: The Wicked Waves. The storms around Dragon Isle are worsened by a cult to Umberlee. The characters can confront the cult upon arrival to the island. This objective is found in **Appendix 4**.

EPISODE SEQUENCE

Depending on your time constraints, play style and environment, this adventure takes approximately four to six hours to play.

HOW WILL YOU PLAY?

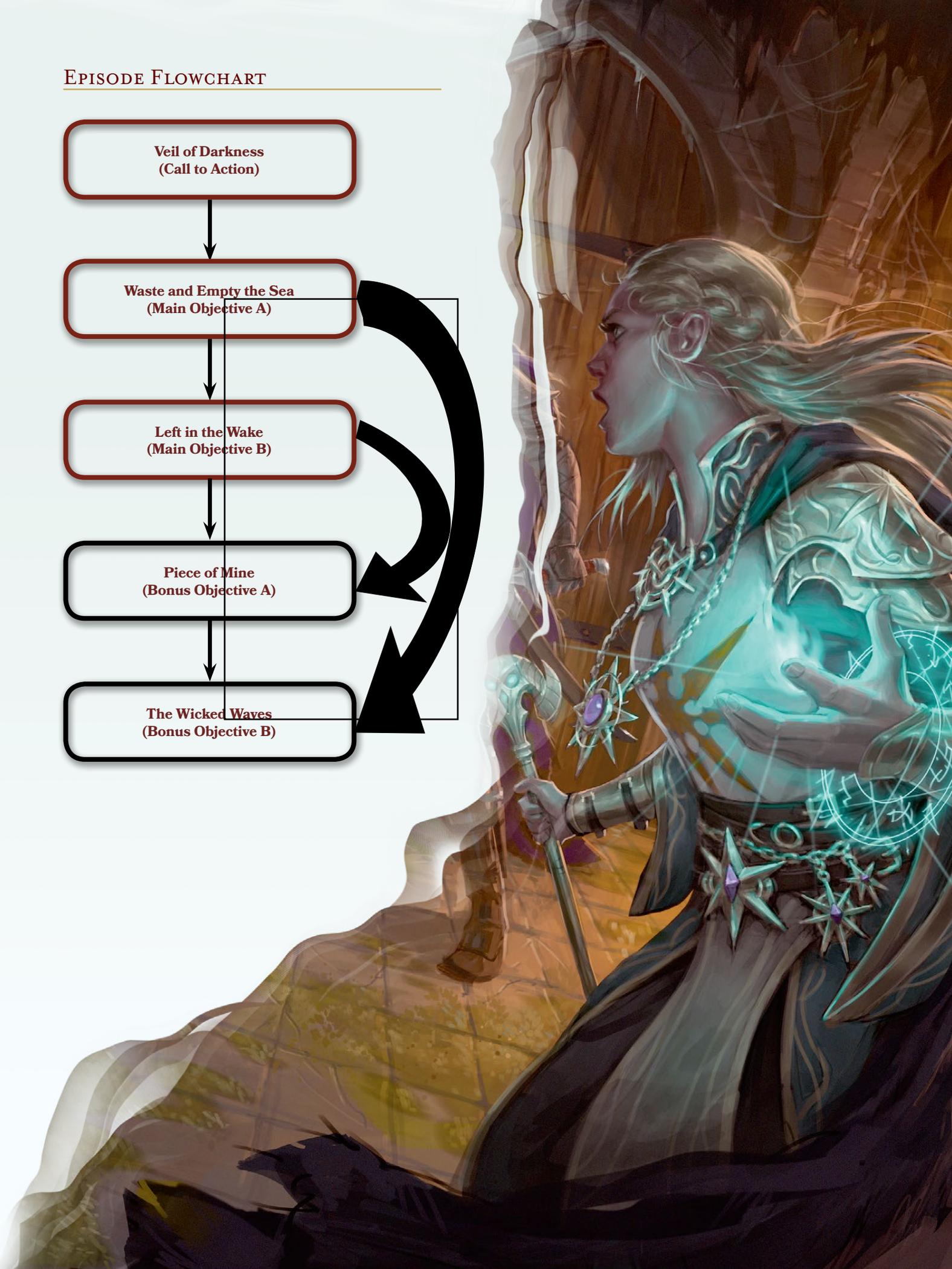
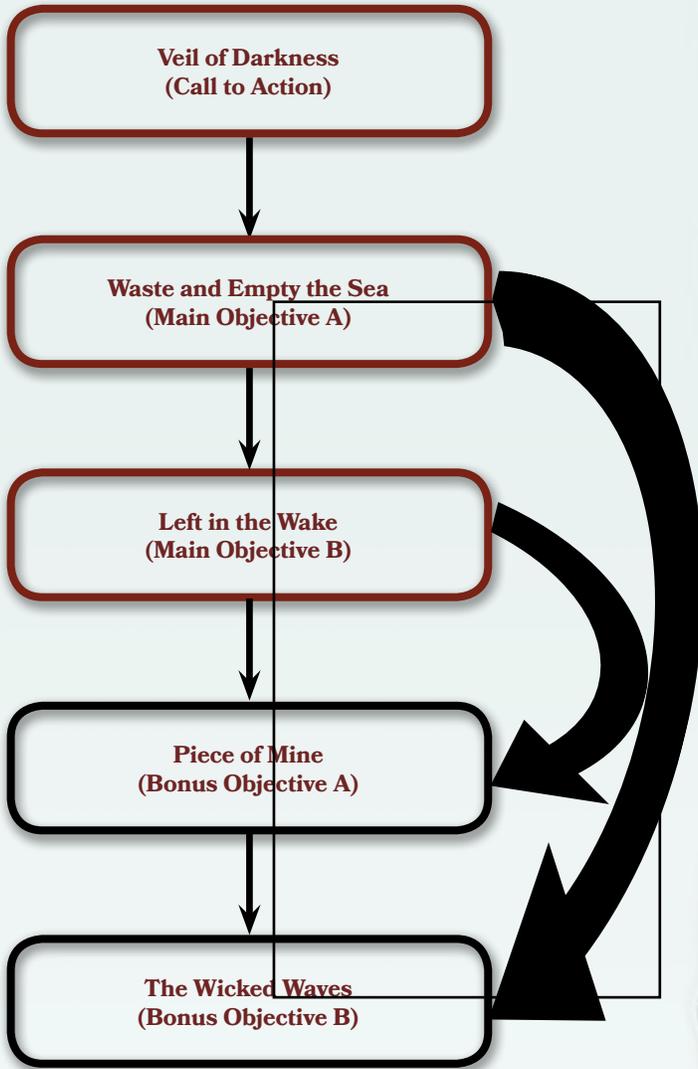
The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately four hours. However, if you wish, you can provide a longer experience for your players by pursuing the bonus objectives.

Main Objective Only. To complete the adventure's main objective, the characters participate in Episodes 1 through 3 in order, however, you may include the opportunity to pursue bonus objectives.

Bonus Objectives. You can extend this adventure by one or two hours by including opportunities for the characters to pursue the bonus objectives. These objectives branch off Episode 3, but their order is fluid—they set the scene for the final episode and may even have an impact on the events that transpire.



EPISODE FLOWCHART



EPISODE 1: VEIL OF DARKNESS

Estimated Duration: 1 hour

The adventure begins on the sea, 30 miles off the coast of the Whamite Isles, departing from Myth Nantar. Depending on the outcome of *Assault on Myth Nantar*, characters may be leaving very different versions of the underwater elven city. There are two potential outcomes to the battle.

- **Outcome A:** The Thayans succeeded in their plan to overtake Myth Nantar. Resident Nantarns begged the characters to go for help and Zehira agreed, promising she would relay what has transpired to the Turmish.
- **Outcome B:** The Thayan enemies were successfully repelled and the city is safe — for now. Zehira suspects they will be back and soon. She intends to head back to Ayakar to share what they've learned, and to formulate a plan for future Thayan incursions with her fellow privateers.

Regardless of the outcome, Zehira has recruited the characters to assist her. If your players haven't played DDEP-DRW01 *Assault on Myth Nantar*, assume Zehira is attempting to outrun Thayan ships after managing to slip through a blockade they'd set to stop her when she departed the waters over Myth Nantar.

Zehira captains *Umberlee's Resolve* and encourages the characters to help out on the ship wherever they can. She is concerned about what they might be planning next. Although she is normally happy to socialize with her crew, Zehira has kept to her quarters, making a quick appearance each morning to address them before retreating back to her sanctuary where she remains nose-deep in charts, maps, and her notebook. Zehira works tirelessly, documenting everything she's learned to ensure she doesn't forget vital information that might help Turmish.

SCENE A: THE INFILTRATION

Night falls as *Umberlee's Resolve* sails over surprisingly still waters, the calmest the surface has been during the party's travels on the Sea of Fallen Stars.

The ship's berth ruffles the glassy surface of the dark sea. Stars twinkle white and gold in the vast blanket of the sky above, unobstructed by clouds. The moon is new, shrouded in shadow, and emits no light. The night is quiet, and few signs of life are visible in the depths below.

The atmosphere is eerie, and the lighting dim. Characters can choose to take watch. Well past midnight when the night is darkest, any character with darkvision that makes a successful DC 17 Wisdom (Perception) check spots a dim shape in the distance — another caravel. The ship is painted black and bears no flags or insignias.

Crew. The ship is crewed by ten Thayan agents, nine pirates (**bandit captains**) and an arcane trickster, Rune.

Tactics. Rune and the pirate's goal is to sneak aboard *Umberlee's Resolve* and kidnap Zehira and along with the source of magic they detected (her barnacled club). Rune is an expert rogue and sends the pirates out one at a time, using them as a distraction in case they are detected.

The pirates approach *Umberlee's Resolve* one rowboat at a time, using Stealth. A crew member that remains behind casts *pass without a trace* on the pirates.

The pirates approach the bow of the ship, while Rune approaches from the stern, aiming straight for the captain's quarters. He uses the *invisibility* spell to remain undetected.



THE SHIP DETECTED

The ship halts about a half mile away from Umberlee's Resolve. Characters with darkvision that make an additional successful DC 18 Wisdom (Perception) check spot several figures swimming in the water. These are four of the pirates (**bandit captains**) that work for Rune. They are fleeing from four **lacedons** that Rune commands. If the character(s) that spotted the swimmers continues to watch, a few rounds later they notice the ghouls chasing them, and gaining quickly.

Once the characters notice the undead, the pirates will notice them and start shouting for help to get out of the water. The lacedons will submerge to avoid getting attack, but it will be obvious that they are still pursuing the pirates. If the characters don't help the swimmers, the lacedons will attack them in the water. Through all of this, the ship remains where it is and never comes closer to *Umberlee's Resolve*.

If the pirates are allowed on board, they'll make a show of hiding behind the characters. As soon as the characters are distracted by the lacedons attempting to board the ship as well, the pirates attack the characters, likely with surprise. Initially they'll attempt to only knock them out, though if things look bad, they switch to lethal attacks.

Meanwhile, Rune uses the distraction to get to Zehira unnoticed. Accompanied by five pirates, he breaks the windows of Zehira's quarters using stealth and surprises her. She gets in a few hits on the pirates before Rune knocks her unconscious and leaves the ship with her and her club.

THE SHIP UNDETECTED

Rune and five pirates stealthily climb the side of Umberlee's Resolve and push open a window in Zehira's captain's quarters. They kidnap Zehira but not without a short fight, in which Zehira fells two of the pirates and knocks another unconscious. Still, Rune escapes with Zehira, her club, and two of his comrades.

SCENE B: GONE MISSING

Characters might learn that Zehira is missing in one of two ways.

Option 1: At daybreak, Zehira does not show up on deck for her daily address to the crew. A successful DC 13 Intelligence (Investigation) check finds her quarters in disarray, and no sign of Zehira.

Option 2: After the confrontation with the pirates, Zehira's quarters are a mess and she is nowhere to be found.

SCENE OF THE CRIME

A successful DC16 Intelligence (Investigation) check made while searching Zehira's quarters turns up her journal. Provide the players with Appendix 8: Player Handout (Zehira's Journal). It contains the following musings.

"My club reacted strangely in the presence of the Librarian. Before leaving, Iridian gave me a book that had some new information: apparently, I am not the only one who has possessed this weapon. He suspects it's of dwarven design, and while inspecting it, I noticed a symbol that I hadn't seen before: two crossed axes. I know the dreadful Axar Xyrl stole

it from someone before I got my hands on it in its lair – the question is, who did Axar steal it from? There were quite a few corpses in there, so who knows...

I am concerned that the Thayans will return to Myth Nantar, and I am eager to get back to Ayakar, but are we bringing danger to Turmish? I know the zulkirs are after me now. I must get information to Turmish as soon as possible, and what I've learned can't fall into the wrong hands.

I have a terrible suspicion that I am being watched or followed, the same feeling I had when I was being stalked by the morkoth."

- A map of the Sea of Fallen Stars is also spread out on Zehira's desk. She circled a few notable locations, including the approximate location of Myth Nantar, the Whamites, Ayakar, Hawk's Isle (where she was held captive by Axar Xyrl), and another location labeled Dragon Isle with a question mark next to it.
- A navigational chart of the night sky. Several celestial bodies are circled, and Zehira's note reads: "Follow the northern star."
- Two corpses of pirates. A successful DC 15 Wisdom (Medicine) check discerns that their injuries were caused by a club. A successful DC 14 Intelligence (Investigation) check finds a few shattered barnacle shells around the bodies, confirming any suspicions that Zehira killed them in self-defense.





- One pirate, badly injured but still alive, makes a squeak of pain when the characters enter the quarters. Like the others, he is dressed in all black and carries a scimitar but no other items.

ROLEPLAYING THE PIRATE

The traitor pirate's name is Demorian and he's a potential source of important information, though he does not break easily. His left leg is broken, and he bleeds profusely from his torso where Zehira managed to slice him with a particularly sharp barnacle. Healing Demorian encourages him to speak, and any additional Charisma (Persuasion) checks are made with advantage. Regardless, the following information may be drawn from him with a successful Charisma (Persuasion) check.

A given character may only attempt this check once unless they turn to coercion and torture. At that point, the same DCs may be applied to a Charisma (Intimidation) check.

- **DC 13:** Zehira was kidnapped and will be taken to a place called Dragon Isle by a Thayan agent called Rune.
- **DC 15:** Zehira was kidnapped by a Thayan agent called Rune and taken to Dragon Isle, which is in the Pirate Isles. Rune mostly wanted Zehira's weapon, but her involvement to the Turmish cause makes her a valuable prisoner.
- **DC 18+:** On Thayan orders, the pirates were tasked with kidnapping Zehira and obtaining her barnacle club, which exudes a strong magical aura that the zulkirs intend to study and glean. Rune is in charge of this particular effort. Rune is a powerful rogue with arcane abilities taught to him by zulkirs. He has pale, silvery skin and runic markings that cover his face, skull, and limbs. He is much more powerful than the other Thayan pirates. Rune spoke of the "Infernal Maw," the volcano on Dragon Isle, and was interested to see how the weapon would react in the presence of another magic source. Demorian suspects that Rune will take Zehira there and begin setting up a base.

If the characters don't speak to Demorian, they have another option for locating Zehira: using Evren's divination

ritual from *Breaking Umberlee's Resolve*. To do this, characters must have the scrying spell and the component necessary to conduct the spell. Then, they can follow Evren's ritual to fill a bowl with water (there several bowls in the captain's quarters) and submerge one of Zehira's belongings. There are plenty to choose from; Zehira has items of clothing, books, and simple jewelry items available around the room.

Have each character make either an Intelligence or Wisdom ability check, using whichever score is higher. Characters with the ability to cast divine spells (clerics, druids, and paladins) may add their proficiency bonus to the roll. A vision appears in the bowl. Tally the rolls; the table below outlines what the characters can discern.

DIVINATION TABLE

d10	Vision
1-10	A vision of an island comes into view. Protruding from the center is a volcano filled with bright orange magma. A red dragon is flying above it.
11-17	An island appears in the bowl, over which a red dragon is flying. Storms crash against the coastline. The vision shifts to show a cave and a glowing orange light shining from within.
18-20+	Storms swirl around a large island. Zehira appears, bound and hurt but alive, sitting on the ground beside a river of lava deep in a cave. A man with silver skin and runic markings that cover his face stands beside her, bent over a slab of stone, on which the barnacle club is laid out.

CALL TO ACTION

Whatever method the characters chose to glean information should have led them to the following conclusion: Zehira has been taken to Dragon Isle, which, according to her map, is about a four-day journey from their current location. In the absence of their captain, the characters must find a way to sail the ship to Dragon Isle to rescue her from the Thayan agent, Rune.

EPISODE 2: WASTE AND EMPTY THE SEA

Estimated Duration: 1 hour

In this episode, the party sails to Dragon Isle. The journey takes four days from their current location.

SCENE A: CALM BEFORE THE STORM

Two days of this journey pass uneventfully. A successful DC 14 Wisdom (Perception) check spots a giant shark chasing a swarm of quippers below the ship. The shark is not hostile. As the characters get closer to the Pirate Isles, they may glimpse a plesiosaurus with a successful DC 15 Wisdom (Perception) check; dinosaurs are not uncommon to the waters near some of the islands. This creature is not hostile and flees if attacked.

Characters can also spend this time learning more about the ship. Their prior experience aboard ships should have provided them with some basic knowledge of sailing, and Zehira employed several crew members who remain on-board, although they prefer to not socialize with the party unless the characters are actively helping to manage the ship. Caravels like *Umberlee's Resolve* are best crewed with a group of seven people, although smaller groups can manage it.

A successful DC 16 Wisdom check made by someone proficient with navigator's tools helps keep the ship on course. Failing the check takes the ship off course for a full day. At night, the characters can use the stars above to help navigate, although some clouds make this more challenging. Zehira's celestial chart depicts a constellation in the shape of a bowl: six stars in a half-circle form the bottom of the bowl, and five additional stars stretch across the top. The center star on the top row is the Northern star. A successful DC 18 Wisdom (Perception) check keeps this star within view. The ship must travel east to reach Dragon Isle and can use the star as visible indicator of their direction.

After two or three days have passed, the Pirate Isles archipelago comes into view. Dragon Isle, however, is harder to detect because its shrouded in fog and storms that obstruct the view. A successful DC 18 Wisdom (Perception) check just barely makes out the tip of the island's infamous volcano, which pierces the veil of mist just enough to be seen from a distance. It puffs smoke into the air, another indicator, which is detectable with a successful DC 16 Intelligence (Nature) check.

SCENE B: THE MAELSTROM

The waves become choppy when the *Resolve* is about 30 miles out from Dragon Isle, and the storm worsens. Once the ship is within 10 miles from the coastline, it's caught in a maelstrom caused by the manifestation of Olhydra. Although the elemental does not yet encounter the characters directly, her turbulence makes docking impossible. The characters must act quickly, or risk being wrecked upon the jagged, rocky coastline. This in part works in their favor, for the waves are pushing the ship closer to the island. The challenge is preventing the ship from splintering upon contact.

This is a non-combat encounter but still a challenge. Allow the characters two rounds to prepare for the storm to hit. One possible action is to help with securing the crew on deck.

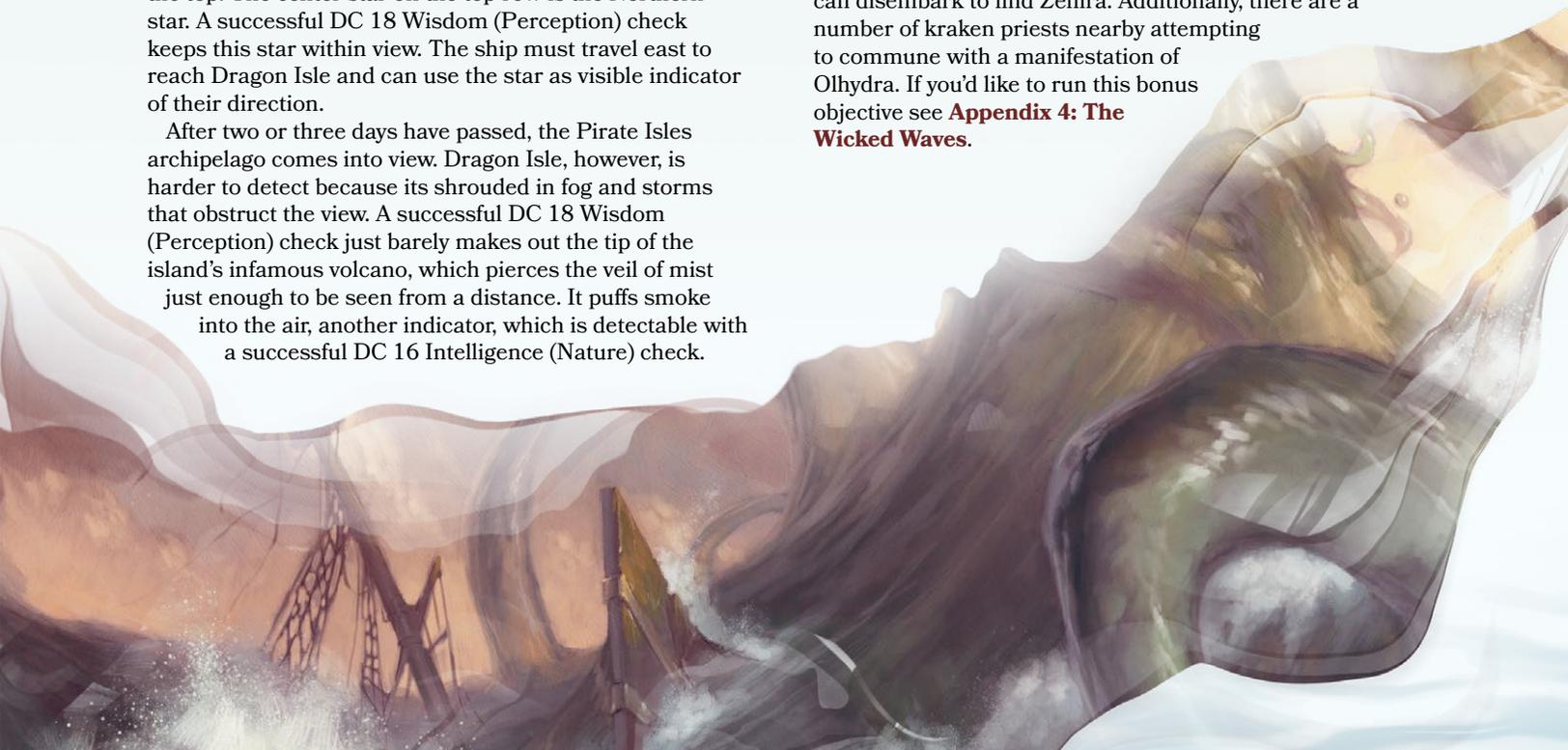
Securing the Crew. To prevent crew members from falling off the deck during the storm, the characters can spend an action to help tether a crew member to a sturdy part of the ship. Doing so requires a length of rope and a successful DC 14 Strength check per crew member.

The time it takes the characters to negotiate the storm and reach relative safety is equal to $1d6 + 4$ rounds. Roll on the **Storm Mishaps** table at the beginning of each round to determine what challenges they must overcome.

Once the required number of rounds have passed, assuming *Umberlee's Resolve* is still intact, all is well. Otherwise, *Umberlee's Resolve* wrecks and must be repaired before it can be sailed again.

DEVELOPMENT

The *Resolve* has arrived on Dragon Isle, and the characters can disembark to find Zehira. Additionally, there are a number of kraken priests nearby attempting to commune with a manifestation of Olhydra. If you'd like to run this bonus objective see **Appendix 4: The Wicked Waves**.



STORM MISHAPS

d20 Effect

- 1 A sail has broken loose! One of the sails flutters open during the storm and the ship pulls violently one direction or the other. Each creature on deck must make a successful DC 15 Dexterity saving throw or be thrown 2d20 feet in that direction (potentially falling overboard). Creatures lashed to the deck won't move on a failed saving throw but will be knocked prone. Until its regathered and secured (requiring a successful DC 20 Strength (Athletics) check, the vehicle takes 2d6 damage at the start of each of its turns.
- 2 Steering mechanism locked! The vehicle cannot make turns and has disadvantage on Dexterity checks and saving throws to avoid capsizing until a repair (requiring a successful DC 15 Strength [Athletics] check), is made.
- 3-7 Weapon destroyed! DM determines which weapon is no longer operational
- 8-9 Caustic smoke! Thick, oily smoke spews out from the kitchen to engulf the creature occupying the helm. The creature takes 2 (1d4) acid damage and is blinded until the end of its next turn.
- 10-12 Minor Hull Breach! The ship requires a repair to avoid sinking. This can be accomplished with either a successful DC 15 Strength (Athletics) check OR a successful DC 15 Intelligence check made by a creature proficient with Carpenter's Tools.*
- 13-16 Sudden Crosswind! A successful DC 15 Dexterity saving throw is required to avoid being knocked prone, by everyone on deck.
- 16-19 Major Hull Breach! The vehicle's AC is reduced by 2 until the armor is repaired (this can only be done in dock). Additionally, the ship requires major, immediate repairs. Three successful checks are required to accomplish this. Each check can be accomplished with either a successful DC 15 Strength (Athletics) check OR a successful DC 15 Intelligence check made by a creature proficient with Carpenter's Tools.*
- 20 Crest! The ship crests a massive wave and may capsize. All embarked creatures must succeed on a DC 15 group Dexterity (Acrobatics) check to quickly move toward the correct side of the ship and counterbalance the threat.

*The characters can cast the *mending* cantrip to seal a Minor Hull Breach. Three castings are required.

*The characters can cast spells like *fabricate* or *creation* to completely seal a Major Hull Breach.



EPISODE 3: LEFT IN THE WAKE

Estimated Duration: 2 Hours

In this episode, the characters must make a treacherous journey to the Infernal Maw to find Zehira. Depending on their interrogation or divination, the characters may have learned that Zehira is in the volcano.

FEATURES OF DRAGON ISLE

Dragon Isle has the following features:

Climate and Lighting. Dragon Isle is damp and dreary, and the heavy rain is relentless. The volcano makes the air sticky and humid although the temperature remains quite cold. Most of the island is rocky, but a small, dense jungle separates the southern coast from the volcano.

During the day, feeble sunlight permeates the clouds, but at night, the island is dark, save for the perimeter of the volcano, which is faintly lit from the bowl of magma that emits an orange glow in a 100-foot radius.

Conflicting Arcana. Potent sources of magic collide in this locale. The Infernal Maw got its name from the fiery glow it emits, above and beyond that of a typical volcano. The water around the island is populated by water elementals, including an especially powerful one (a manifestation of the elemental prince) Olhydra, awakened by the presence of the *Iltkazar Scepter*. During its creation, the *Scepter* was infused with the elemental power of earth, which currently lies dormant within the weapon until it is cleansed of barnacles and restored to its rightful state. This is the power detected by many who meet it, including the Librarian in Myth Nantar and the Red Wizards.

SCENE A: TRAIL OF DEAD

Rune has let loose a multitude of undead, some of whom are corpses that he found on the island and reanimated to use as traps for anyone coming for Zehira. There are three main areas the characters pass through before arriving at the volcano.

D1. COASTLINE

The black rock coastline stretches inland for about five miles. The terrain is difficult, as the rock underfoot is uneven and slick with rain. Three **bone nagas** slither across the rocks, patrolling the shoreline and detectable with a passive Perception of 14+. If you plan to run Bonus Objective B, skip this encounter.

D2. JUNGLE

The tree-line of a dense jungle begins at the five-mile mark, and the jungle extends for another eight miles. The trees are twisted, and the leaves are such a dark green that they look almost black. Spotted mushrooms and grotesque fungi sprout from rotted animal corpses. Halfway through the forest, the characters are met by six **vampiric mists** and a **tyrannosaurus zombie**.

SCALING THE ENCOUNTER

Use the following guidelines to adjust the difficulty for your party.

- **Very Weak/Weak:** Remove 1 vampiric mist.
- **Strong/Very Strong:** Add 1 vampiric mist.

D3. VOLCANO PERIMETER

The trees thin out in a three-mile radius surrounding the volcano. The air is thick with the scent of sulfur, and the mist mingles with smoke. Visibility is difficult. A successful DC 15 Wisdom (Perception) finds the entrance into the volcano, a roughly hewn hole on the side of the volcano. Lava that once trickled out of the entrance has pooled in hardened puddles around it. Outside the entrance is a **sword wraith commander**. This creature appears as a shadowing pirate, as do any sword wraith warriors it summons.

A character casting teleport to reach the entrance at the volcano rather than traversing the jungle, does so using the mishap category of 'seen casually.'



ENTERING THE VOLCANO

As the characters venture into the volcano, two additional creatures are also exploring it concurrently: the malenti spy and an adult red dragon, Krasnok, who lives in the volcano. The spy lurks behind them until detected or until the characters find Zehira and the Scepter. A successful DC 15 Wisdom (Perception) check spots the malenti spy, and the characters can decide to confront them. If so, the malenti fights to disarm and either kill the characters or knock them unconscious so they can continue their hunt; their primary motivation is finding the Scepter and they are singularly fixed on that goal.

LAYOUT OF THE INFERNAL MAW

Rune is not the first to occupy the volcano; many pirates and travelers have set up temporary shop within the Maw, drawn to its strange magnetism and valuable ore. Many perished in the lava or by encountering Krasnok, leaving items behind.

V1. ENTRANCE

A dark tunnel leads into the volcano. The walls are black obsidian, damp with humidity.

V2. MINING STORAGE

The first chamber that branches off the entrance tunnel once served as a room for miners to store equipment. A jumble of various odds and ends occupy this room. A successful DC 13 passive Perception reveals four pickaxes and some scorched leather satchels, all of which are empty.

V3. EMPTY CHAMBER.

Another room has been carved into the wall of the volcano. It is empty, but a passive Perception of 15+ notes a strange protrusion on the back wall. If a character that noticed this makes a successful DC 15 Intelligence (Investigation) check they identify the barest remains of rusted shackles that were once mounted to the walls.

V4. MAIN CHAMBER

This is the largest area of the volcano. A pool of lava is bright and bubbling, and this area is sweltering. Three **salamanders** live in the pool and emerge if the characters get close to the lava.

V5. EMPTY CHAMBERS

Another tunnel leads to additional empty chambers. A successful DC 17 Wisdom (Perception) check discovers a movable rock embedded in the volcano wall. This leads to V6.

V6. SECRET CHAMBER

The rock door can be nudged with a successful DC 15 Strength check, revealing a short tunnel and an additional room. This room contains a small table. Atop it are three stoppered jars made of magma-resistant graphite; each contains a **magma mephit**. If released, the mephits inquire about their comrade, a fellow mephit named Mipik, whom the characters may have encountered in *Breaking Umberlee's Resolve*. Although mephits are usually evil, these mephits mostly want to return to their magma pool; another adventurer trapped them in the jars with the intent to take them somewhere else, but never returned, and the mephits have been trapped within them for many years.

V7. FORGE

This room contains a dormant forge and is in complete disarray with metal scraps and assorted detritus strewn everywhere. No weapons are found in here, but a successful DC 15 Intelligence (Investigation) finds a crudely made anvil and some hammers. If characters embark on Bonus Objective A, they can return to this room and use the forge.

V8. RUNE'S LABORATORY

The volcano's second largest chamber was mostly a cavern, then built out by former inhabitants to become a full rectangular room. This is where Zehira is being held; she is bound and blindfolded against the far-left corner of the room. Atop a makeshift stone bench along the left wall is the broken *Itkazar Scepter*, and **Rune**.

V9. PASSAGE INTO THE LAIR

This area serves as a transition between the main chamber and Krasnok's lair. The walls of the volcano are fissured with silver ore, which can be mined. However, Krasnok has two **red dragon wyrmlings** keeping watch, and they don't take kindly to unexpected visitors. Attacking the wyrmlings immediately wakes Krasnok, bringing her to this area by the second round of combat.

V10. KRASNOK'S LAIR

The largest naturally occurring chamber in the Maw belongs to Krasnok, the **adult red dragon** who resides in the volcano. Her lair is filled with the treasures left by unsuspecting adventurers. Krasnok never ventures far from the volcano and the manifestation of Olhydra has given him more reason to remain within.



Krasnok enjoys the heat radiating from lava that presses against the wall. There is a vast assortment of knick-knacks here, most of which are of nominal value. There are however a set of beautifully crafted goblets, satchels of art supplies, and coins of ancient mint. These items can be sold to a collector upon return to mainland. Additionally, among the assortment there is a *helm of brilliance*.

SCENE B: READ THE RUNE

Sneaking past **Rune** is extremely difficult, for he knows a thing or two about stealth (passive Perception 28). Unless they use magic, it's likely that Rune is alerted to the characters.

If the **malenti** has remained undetected, it makes itself known and complicates matters by lunging for the Scepter.

Krasnok, an **adult red dragon**, wakes from the sounds of combat coming from this area (if she hasn't already). She arrives on her turn during round 3 of combat.

FACILITATING THE BATTLE

This is intended to be a challenging and chaotic combat encounter. The motivations of each NPC are as follows.

- Rune's goal is to defeat the characters, and he remains focused on them.
- The malenti wants to grab the Scepter and escape with it but fights anyone who (literally) stands in their way, including Rune.
- Krasnok aims to eradicate everyone.
- Zehira can join the battle if she is unbound before it starts. Otherwise, she spends an action breaking free from her bondage before joining the initiative.
- If the fight goes poorly for the characters, Zehira encourages them to flee. She also tries to pit the three enemies against each other to cause a distraction.
- If either the malenti or Rune are felled, Krasnok switches attention to whoever remains alive. Zehira seizes the opportunity to repair the Scepter. She asks the characters to follow her, which leads to **Bonus Objective A, Appendix 3**.

CONCLUSION

Recovering from yet another traumatizing ordeal, Zehira is in surprisingly good spirits as she leads the party back to Ayakar. She tells them what she learned about the *Iltkazar Scepter*, thanks in part to Rune's academic expertise.

The symbol on the scepter's head represents Clangeddin Silverbeard, the dwarven deity of warfare known as the Father of Battle. How Axar came upon the weapon, she doesn't know. She plans to take the weapon to a specialist in Turmish to restore it to its original state and hopes to track down the original owner or return it to the dwarvish clan who created it.

Once the characters arrive back in Ayakar, Zehira bids them a fond farewell; as a thanks for their assistance to Turmish, the characters can always expect hospitality in Ayakar. Zehira hopes they will meet again, perhaps on the high seas elsewhere in Faerûn or wherever the winds take her next.

As for the Red Wizards, the Thay's plans have been temporarily thwarted, but they'll be back... They always are...

ADVENTURE REWARDS

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

ADVANCEMENT CHECKPOINTS

The characters receive two advancement checkpoints for each **main objective** completed:

- **Main Objective A:** Find a way into Myth Nantar and speak to the Librarian.
- **Main Objective B:** Help find the murderer and escape Myth Nantar.

The characters earn an additional advancement checkpoint for each **bonus objective** they complete.

TREASURE CHECKPOINTS

The characters receive four treasure checkpoints for completing **each main objective** and two for completing **each bonus objective**.

MAGIC ITEM UNLOCK

Characters defeating the adult red dragon unlock this magic item.

Helm of Brilliance. This dazzling helm is set with 5 diamonds, 11 rubies, 16 fire opals, and 22 opals. It is decorated with scenes of underwater volcanoes and while wearing wear it, you can speak and understand Aquan. See **Appendix 6**.

STORY AWARDS

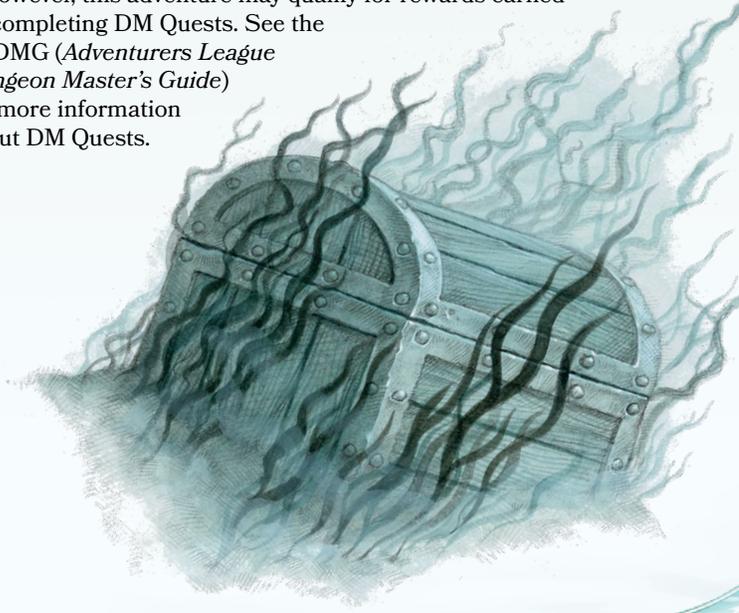
During this adventure, the characters may earn the following story award:

Story Award. Turmish Hospitality. The characters earn a safe place and the gratefulness of a nation. See **Appendix 5**.

DM REWARDS

In exchange for running this adventure, you earn advancement and treasure checkpoints and downtime as though you played the adventure, but none of the other rewards listed above.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master's Guide*) for more information about DM Quests.





APPENDIX 1: NPCs

The following NPCs feature prominently in this adventure.

Zehira Deryan (zeh-HEER-uh DAIR-yuhn). Zehira is the daughter of Turmish merchants. She has keen dark eyes, olive skin, and black hair that she keeps in a tight braid. As a child, she often accompanied her parents on their trade travels and developed a passion for the sea. She works hard to prove herself.

Personality: *I am intelligent, kind, adventurous, and always excited to meet people from other cultures.*

Ideal: *I believe I have a greater purpose in life and want to protect the greater good.*

Bond: *I am proud to be Turmish and want my country to be safe and prosperous.*

Flaw: *I can be a little reckless in my pursuit of service and adventure.*

Rune (Roon). Rune is a Thayan arcane trickster who trained under zulkirs. He is adept at being both a rogue and a mage, and has a special interest in magical anomalies, which is why the Red Wizards assigned him this mission. He approaches his work like a scientist and has little regard for other people's lives or happiness.

Personality: *I only converse with people I can coerce and eventually bend to my will. Those whom I deem inferior are not worth my time.*

Ideal: *The world is made to be broken apart, studied, and reassembled or tossed away.*

Bond: *I am loyal to nothing and no one. I let my own interests and pursuit of secrets and knowledge guide my decisions.*

Flaw: *I am curious to a fault and willing to go to great lengths to pursue that which interests me.*

Demorian (DEH-moor-ee-uhn). Demorian is a human pirate (bandit captain) who works for the Thay. He is mortally wounded when attempting to kidnap Zehira Deryan from the *Resolve*. Demorian is a man of few words and reluctantly betrays the Thayan cause if it means his life will be spared.

Personality: *I am stoic and tight-lipped.*

Ideal: *Chaos and power are the only truths.*

Bond: *I am loyal to the Thay because they promised me power.*

Flaw: *I am not completely willing to sacrifice my life for Thay — I'll do what I can to save my own hide.*

APPENDIX 2: CREATURE STATISTICS

This appendix details creatures that are encountered in this adventure.

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

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

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

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

REACTIONS

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

BONE NAGA

Large undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 58 (9d10 + 9)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common plus one other language

Challenge 4 (1,100 XP)

Spellcasting. The naga is a 5th-level spellcaster (spell save DC 12, +4 to hit with spell attacks) that needs only verbal components to cast its spells.

If the naga was a guardian naga in life, its spellcasting ability is Wisdom, and it has the following cleric spells prepared:

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

1st level (4 slots): *command*, *shield of faith*

2nd level (3 slots): *calm emotions*, *hold person*

3rd level (2 slots): *bestow curse*

If the naga was a spirit naga in life, its spellcasting ability is Intelligence, and it has the following wizard spells prepared:

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

1st level (4 slots): *charm person*, *sleep*

2nd level (3 slots): *detect thoughts*, *hold person*

3rd level (2 slots): *lightning bolt*

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature.

Hit: 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

KRAKEN PRIEST

Medium humanoid (any race), any evil alignment

Armor Class 10

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

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

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages any two languages

Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *create or destroy water*

3/day each: *control water*, *darkness*, *water breathing*, *water walk*

1/day each: *call lightning*, *Evard's black tentacles*

ACTIONS

Thunderous Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LACEDON (GHOUL)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

MAGMA MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Ignan, Terran

Challenge 1/2 (100 XP)

Death Burst. When the mephit dies, it explodes in a burst of lava. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary mound of magma.

Innate Spellcasting (1/Day). The mephit can innately cast *heat metal* (spell save DC 10), requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 6). The mephit exhales a 15-foot cone of fire. Each creature in that area must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

MALENTI

Medium humanoid (sahuagin), lawful evil

Armor Class 14 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 40 ft.

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

Saving Throws Wis +6

Skills Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Sahuagin

Challenge 5 (1,800 XP)

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

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

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

Spellcasting. The malenti is a 9th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *thaumaturgy*, *acid splash*

1st level (4 slots): *disguise self*, *expeditious retreat*, *magic missile*

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

3rd level (3 slots): *haste*, *magic circle*

4th level (3 slots): *banishment*, *control water*

5th level (1 slot): *teleportation circle*

ACTIONS

Multiattack. The malenti makes two attacks with her toothsome staff, or one attack with her bite and one with her claws.

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

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

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

OLHYDRA (MANIFESTATION)

Huge elemental, neutral evil

Armor Class 18 (natural armor)

Hit Points 324 (12d10 + 48)

Speed 50 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	22 (+6)	24 (+7)	17 (+3)	18 (+4)	23 (+6)

Saving Throws Str +11, Con +13, Wis +10

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

Damage Immunities acid, cold, poison

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

Senses blindsight 120 ft., passive Perception 14

Languages Aquan

Challenge 18 (20,000 XP)

Empowered Attacks. Olhydra's slam attacks are treated as magical for the purpose of bypassing resistance and immunity to nonmagical weapons.

Innate Spellcasting. Olhydra's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *wall of ice*

3/day: *ice storm*

1/day: *storm of vengeance*

Legendary Resistance (3/Day). If Olhydra fails a saving throw, she can choose to succeed instead.

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

Water Form. Olhydra can enter a hostile creature's space and stop there. She can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. Olhydra makes two slam attacks or two water jet attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage, and the target is grappled (escape DC 19). Olhydra can grapple up to four targets. When Olhydra moves, all creatures she is grappling move with her.

Water Jet. *Ranged Weapon Attack:* +12 to hit, range 120 ft., one target. *Hit:* 21 (6d6) bludgeoning damage, and the target is knocked prone if it fails a DC 19 Strength saving throw.

Summon Elementals (1/Day). Olhydra summons up to three water elementals and loses 30 hit points for each elemental she summons. Summoned elementals have maximum hit points, appear within 100 feet of Olhydra, and disappear if Olhydra is reduced to 0 hit points.

LEGENDARY ACTIONS

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

Crush. One creature that Olhydra is grappling is crushed for 21 (3d10 + 5) bludgeoning damage.

Fling (Costs 2 Actions). Olhydra releases one creature she is grappling by flinging the creature up to 60 feet away from her, in a direction of her choice. If the flung creature comes into contact with a solid surface, such as a wall or floor, the creature takes 1d6 bludgeoning damage for every 10 feet it was flung.

Water to Acid (Costs 3 Actions). Olhydra transforms her watery body into acid. This effect lasts until Olhydra's next turn. Any creature that comes into contact with Olhydra or hits her with a melee attack while standing within 5 feet of her takes 11 (2d10) acid damage. Any creature grappled by Olhydra takes 22 (4d10) acid damage at the start of its turn.

RED DRAGON (ADULT)

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Perception +13, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

RED DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 4 (1,100 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

RUNE

Medium humanoid (human), neutral evil

Armor Class 14 (leather armor)

Hit Points 78 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	11 (+0)	17 (+3)	12 (+1)	13 (+1)

Saving Throws Dexterity +9, Wisdom +8

Skills Arcana +11, Deception +6, Insight +6, Intimidation +6, Investigation +6, Perception +13, Persuasion +6, Stealth +14

Senses darkvision 60 ft., passive Perception 28

Languages Common, Infernal, Primordial, Thieves' Cant

Challenge 15 (13,000 XP)

Blindsense. Rune is aware of the location of any hidden or invisible creature within 10 feet of him.

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

Uncanny Dodge. When an attacker that Rune can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Versatile Trickster. Rune has ability to distract targets with his invisible mage hand. As a bonus action on his turn, he can designate a creature within 5 feet of the spectral hand created by the spell. Doing so gives Rune advantage on attack rolls against that creature until the end of the turn.

Magical Ambush. If Rune is hidden from a creature when they cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

Spellcasting. Rune is a 12th level spellcaster. Rune's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Rune has the following spells prepared:

Cantrips: friends, *mage hand*, *shocking grasp*, *toll the dead*

1st level (4 slots): *disguise self*, *identify*

2nd level (3 slots): *blindness/deafness*, *hold person*, *invisibility*

3rd level (2 slots): *animate dead*, *vampiric touch*

ACTIONS

Multiattack. Rune makes two dagger attacks.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 6 (1d4 + 4) piercing damage.

SALAMANDER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its tail, and the salamander can't make tail attacks against other targets.

SWORD WRAITH COMMANDER

Medium undead, lawful evil

Armor Class 18 (Breastplate, Shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Perception +4

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

Damage Immunities Poison

Condition Immunities Exhaustion, Frightened, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

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

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

ACTIONS

Multiattack. The sword wraith makes two weapon attacks.

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

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

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

SWORD WRAITH WARRIOR

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

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

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Martial Fury. As a bonus action, the sword wraith can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ACTIONS

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

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

TYRANNOSAURUS ZOMBIE

Huge undead, unaligned

Armor Class 11 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	19 (+4)	1 (-5)	3 (-4)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 6

Languages —

Challenge 8 (3,900 XP)

Disgorge Zombie. As a bonus action, the tyrannosaurus zombie can disgorge a normal **zombie**, which appears in an unoccupied space within 10 feet of it. The disgorged zombie acts on its own initiative count. After a zombie is disgorged, roll a d6. On a roll of 1, the tyrannosaurus zombie runs out of zombies to disgorge and loses this trait. If the tyrannosaurus zombie still has this trait when it dies, 1d4 normal **zombies** erupt from its corpse at the start of its next turn. These zombies act on their own initiative count.

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

ACTIONS

Multiattack. The tyrannosaurus zombie makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained and the tyrannosaurus zombie can't bite another target or disgorge zombies.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

VAMPIRIC MIST

Medium undead, chaotic evil

Armor Class 13

Hit Points 45 (6d8 + 18)

Speed 0 ft., fly 30 ft. (hover)

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

Saving Throws Wis +3

Damage Resistances acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Blood Sense. The vampiric mist can sense living creatures that have blood or similar vital fluids in a radius of 60 feet.

Forbiddance. The vampiric mist can't enter a residence without an invitation from one of the occupants.

Misty Form. The vampiric mist can occupy another creature's space and vice versa. In addition, if air can pass through a space, the mist can pass through it without squeezing. Each foot of movement in water costs it 2 extra feet, rather than 1 extra foot. The mist can't manipulate objects in any way that requires hands; it can apply simple force only.

Sunlight Hypersensitivity. The vampiric mist takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, the mist has disadvantage on attack rolls and ability checks.

ACTIONS

Blood Drain. One creature in the vampiric mist's space must make a DC 13 Constitution saving throw (undead and constructs automatically succeed). On a failed save, the target takes 10 (2d6 + 3) necrotic damage, its hit point maximum is reduced by an amount equal to the necrotic damage taken, and the mist regains hit points equal to that amount.

This reduction to the target's hit point maximum lasts until the target finishes a long rest. It dies if this effect reduces its hit point maximum to 0.

ZEHIRA DERYAN

Medium humanoid (human), neutral good

Armor Class 19 (mariner's studded leather, shield +1)

Hit Points 90 (12d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Dexterity +9, Intelligence +5

Skills Acrobatics +9, Athletics +12, Insight +8, Perception +8, Persuasion +12, Stealth +9, Survival +8

Senses passive Perception 18

Languages Common, Elvish, Infernal, Primordial, Sahuagin, Thieves' Cant

Challenge 13 (10,000 XP)

Cunning Action. Zehira can take a bonus action on each of her turns to take the Dash, Disengage, or Hide action.

Fancy Footwork. During her turn, if Zehira makes a melee attack against a creature, that creature can't make opportunity attacks against her for the rest of her turn.

Rakish Audacity. Zehira adds her CHA modifier (+2) to her initiative rolls. She doesn't need advantage on the attack roll to use Sneak Attack against a creature if she is within 5 ft. of it, no other creatures are within 5 ft. of her, and she doesn't have disadvantage on the attack roll.

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

Spellcasting. Zehira is a 12th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Zehira has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *goodberry*, *zephyr strike*

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

3rd level (2 slots): *water breathing*

ACTIONS

Multiattack. Zehira makes two attacks with either her club, dagger, or rapier.

Club +3. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d4 + 7) bludgeoning damage.

Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 1/4 (50 XP)

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

ACTIONS

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

APPENDIX 3: PIECE OF MINE (BONUS OBJECTIVE A)

Estimated Duration: 1 hour

OBJECTIVE

While fending off the Thayan agents, the *Iltkazar Scepter* malfunctions – Zehira swings it, but the *Scepter* swings in the opposite direction, fighting her use of the dwarven artifact. This effect is not unique to Zehira; Zehira watched Rune have similar issues during his preliminary experimentation and overheard his plan to use some of the silver ore available elsewhere in the volcano to try and reshape the *Scepter*.

RUNE'S THEORY

Because the item is dwarven-designed and forged, it responds better to a dwarven wielder. Rune wondered if reshaping it in some way, would alter the weapon's magic, binding it to the new wielder. He planned to bond it to molten silver using some of the ore within the volcano to test this experiment.

THE ORE

Chamber V9 in the Infernal Maw has a large silver ore vein, detectable with a successful DC 16 Intelligence (Investigation) check. Characters can use the pickaxes available in V2 to mine it.

Lurking within V9, right outside of Krasnok's lair, are two **red dragon wyrmlings**. They are hungry for tasty adventurers. Red dragons are strong and feral, and these wyrmlings care little for negotiation. Krasnok is resting in her lair, and a very deep sleeper, so a short fight (5 rounds or less) won't waken her. If the fight goes longer (unlikely) she does awaken and shows up a round after that.

If the wyrmlings are defeated and Krasnok is elsewhere, the ore can be mined. Obtaining the takes four hours of back breaking work and requires a successful DC 17 Strength check each hour. This time can be cut down if multiple characters are working. For example, four characters that each make a successful Strength check can work for one hour and mine enough of the ore to do the job.

HEAT OF THE MOMENT

The forge in V7 is dormant but can be lit any number of ways. For instance, the characters could use lava. A successful DC 13 Wisdom (Perception) check finds several obsidian buckets that can transport the substance from the lava pool to the forge. Characters can also use a fire spell of at least 3rd level to light it. Lastly, any character proficient with smith's tools can get it lit normally, but this takes at least two hours to accomplish and get the forge up to the required level and consistency of heat.

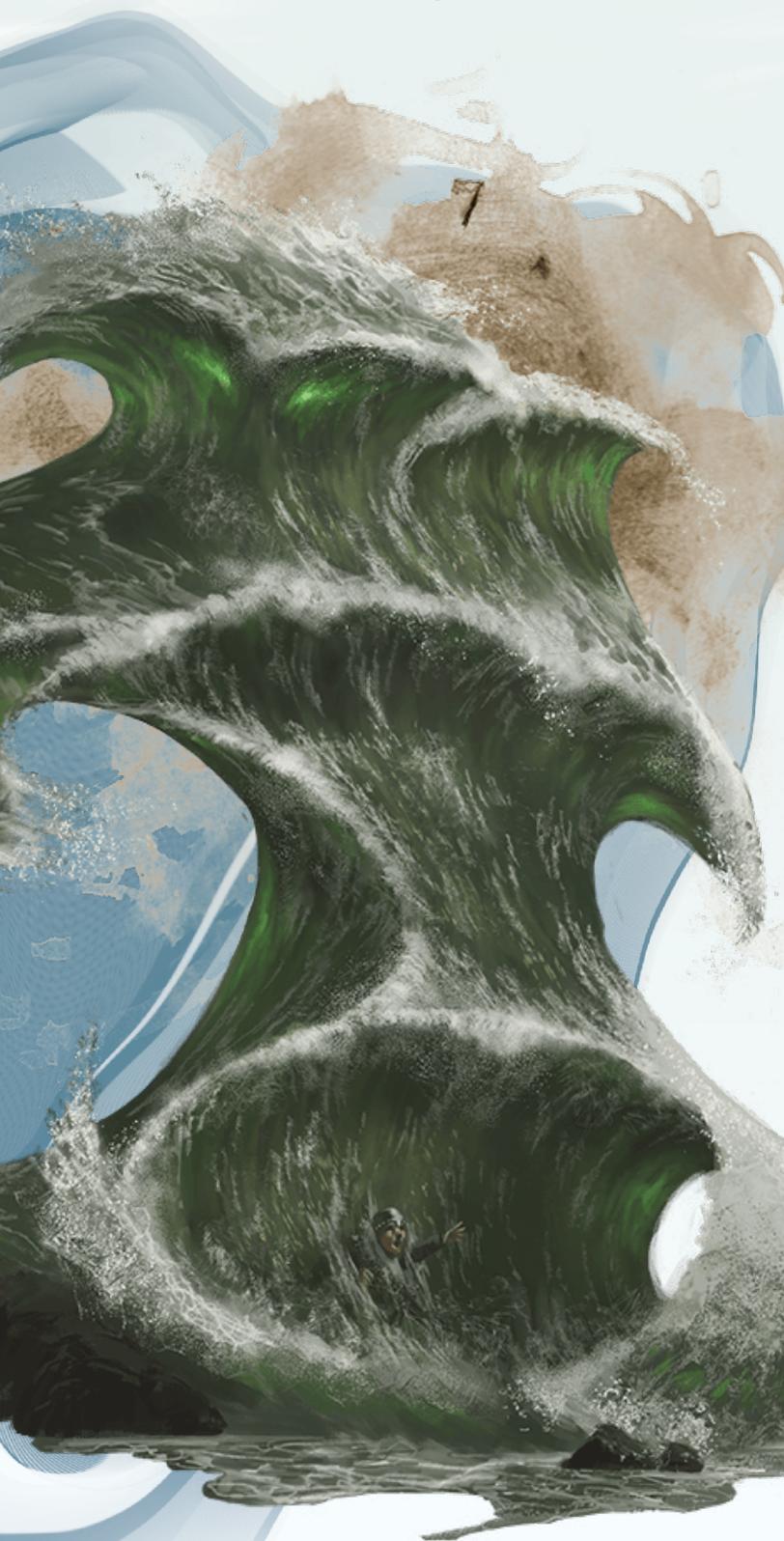
Placing the silver ore in the forge melts it, and the hammers also found in this room can shape it to the *Scepter*, which requires a successful DC 16 Dexterity check. Characters with proficiency in smiths' tools can roll with advantage.

DEVELOPMENT

If the *Scepter* is bonded with the silver, it appreciates the shiny make over and behaves normally for Zehira, acting as a *+3 club*. However, its full arcane abilities won't be restored until a later date, after Zehira has had an opportunity to parlay with the dwarven artifact.



APPENDIX 4: THE WICKED WAVES (BONUS OBJECTIVE B)



Estimated Duration: 1 hour

OBJECTIVE

Once the characters have landed on the island, they discover the primary source of the maelstrom. Circling Dragon Island is the manifestation of **Olhydra**. Additionally, three female **kraken priests**, are preparing a ritual to strengthen the manifestation further.

If the characters choose to confront the manifestation of Olhydra directly, this is a challenging encounter. Please review Scaling the Encounter below, as it pertains to all possible party power configurations.

SCALING THE ENCOUNTER

Use the following guidelines to adjust the difficulty for your party.

- **Very Weak:** Decrease the manifestations hps to 240.
- **Weak:** Decrease the manifestations hps to 290.
- **Normal:** No legendary resistance or actions.
- **Strong:** Use legendary resistance
- **Very Strong:** Use legendary resistance and legendary actions.

BREAKING THE RITUAL

The cultists believe that Olhydra is an omen of Umberlee, the sea goddess. Bedecked in gowns of seaweed, the priestesses form a circle on the rocky shore of Dragon Isle. They clasp hands and hum in unison, chanting Umberlee's title: "Come forth, the Queen of the Depths."

The cultists gladly engage in combat against the characters in defense of the manifestation.

DEVELOPMENT

If the manifestation of Olhydra is defeated, the rain persists but the waves calm enough to get Umberlee's Resolve onto the water safely, so that once the mission is complete, the characters can sail back to Turmish without incident.

APPENDIX 5: STORY AWARDS

Characters completing this adventure's objective earn this story reward.

TURMISH HOSPITALITY

As a thanks for their aid in uncovering the Thayan plot, Turmish become a safe harbor for the characters, and they are always offered a place to stay. Zehira remains a friend to the party.

APPENDIX 6: MAGIC ITEMS

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

HELM OF BRILLIANCE

Wondrous Item, very rare (requires attunement), Table H

This helm is decorated with scenes of underwater volcanoes. While you wear it, you can speak and understand Aquan.

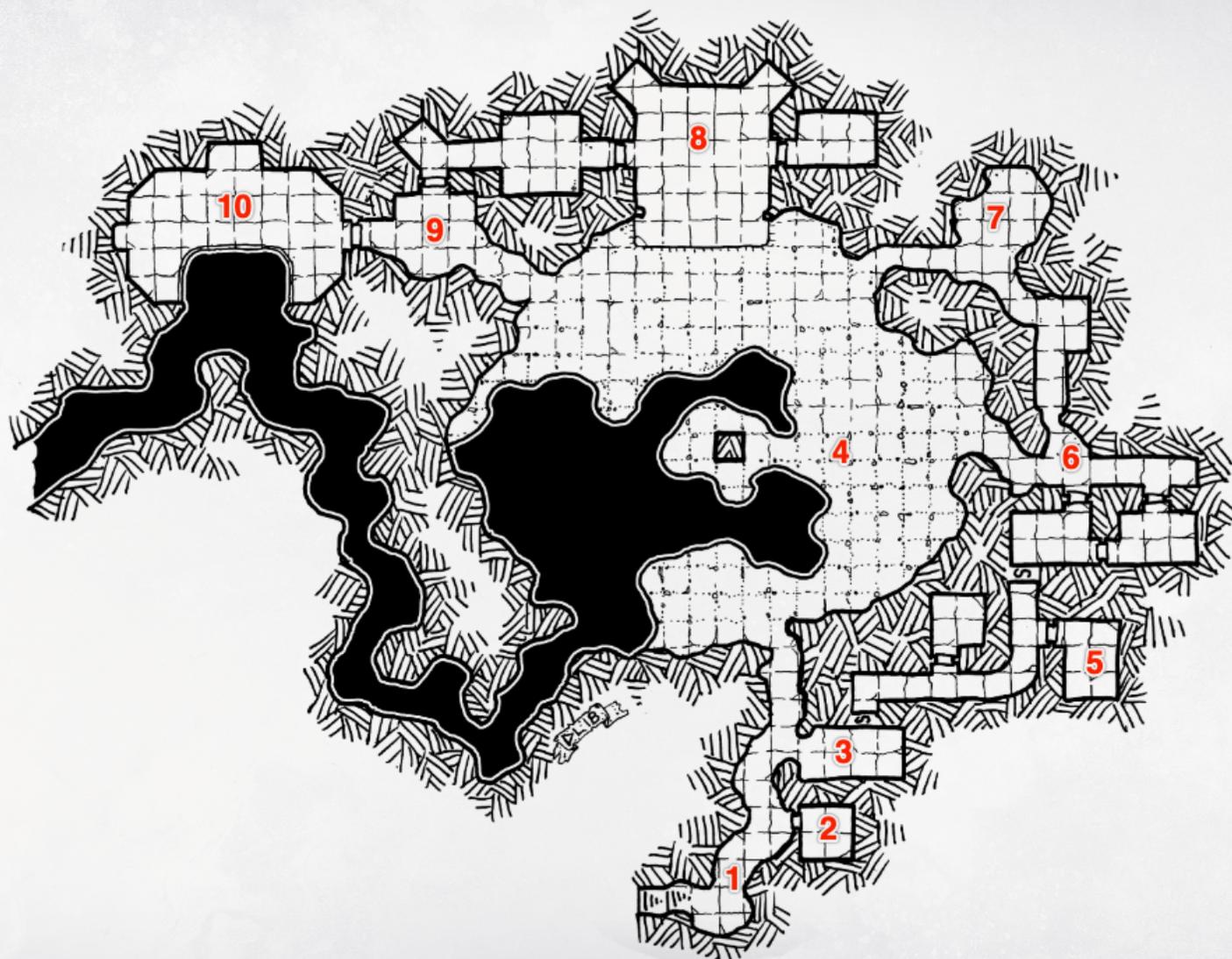
This dazzling helm is set with 5 diamonds, 11 rubies, 16 fire opals, and 22 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic.

You gain the following benefits while wearing it:

- You can use an action to cast one of the following spells (save DC 18), using one of the helm's gems of the specified type as a component: *daylight* (opal), *fireball* (fire opal), *prismatic spray* (diamond), or *wall of fire* (ruby). The gem is destroyed when the spell is cast and disappears from the helm.
- As long as it has at least one diamond, the helm emits dim light in a 30-foot radius when at least one undead is within that area. Any undead that starts its turn in that area takes 1d6 radiant damage.
- As long as the helm has at least one ruby, you have resistance to fire damage.
- As long as the helm has at least one fire opal, you can use an action and speak a command word to cause one weapon you are holding to burst into flames. The flames emit bright light in a 10-foot radius and dim light for an additional 10 feet. The flames are harmless to you and the weapon. When you hit with an attack using the blazing weapon, the target takes an extra 1d6 fire damage. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon.

Roll a d20 if you are wearing the helm and take fire damage as a result of failing a saving throw against a spell. On a roll of 1, the helm emits beams of light from its remaining gems. Each creature within 60 feet of the helm other than you must succeed on a DC 17 Dexterity saving throw or be struck by a beam, taking radiant damage equal to the number of gems in the helm. The helm and its gems are then destroyed.

APPENDIX 7: MAP OF THE INFERNAL MAW



APPENDIX 8: PLAYER HANDOUT (ZEHIRA'S JOURNAL)

My club reacted strangely in the presence of the Librarian. Before leaving, Iridian gave me a book that had some new information: apparently, I am not the only one who has possessed this weapon.

He suspects it's of dwarven design, and while inspecting it, I noticed a symbol that I hadn't seen before: two crossed axes. I know the dreadful Axar Xyrl stole it from someone before I got my hands on it in its lair – the question is, who did Axar steal it from? There were quite a few corpses in there, so who knows...

I am concerned that the Thayans will return to Myth Nantar, and I am eager to get back to Ayakar, but are we bringing danger to Turmish? I know the zulkirs are after me now. I must get information to Turmish as soon as possible, and what I've learned can't fall into the wrong hands.

I have a terrible suspicion that I am being watched or followed, the same feeling I had when I was being stalked by the morkoth.

APPENDIX 9: DUNGEON MASTER TIPS

This adventure is designed for **three to seven 11th - 16th level characters** and is optimized for **five characters with an average party level (APL) of 13**.

Characters outside this level range cannot participate in this adventure.

D&D ADVENTURERS LEAGUE SANCTIONED

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

PREPARING THE ADVENTURE

Before you start play, consider the following:

Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.

Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.

Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

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

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

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

ADJUSTING THIS ADVENTURE

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

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

DETERMINING PARTY STRENGTH

Party Composition Party	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