



THE INNOCENT

The mists have led you deep into Glumpen Swamp to a den of great evil. Within, the unliving son of an unliving god awaits the peace of death that eternally eludes him. Will you grant him his rest, or realize the part he is to play in things to come?

Part Seven of Misty Fortunes and Absent Hearts.

A Four-Hour adventure for 5th-10th level characters



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Version 1

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Introduction

Welcome to *The Innocent*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Misty Fortunes and Absent Hearts storyline season.

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

This adventure is set in the forests outside the village of Oraşnou in Barovia. It eventually leads deep into the Glumpen Swamp.

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, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

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

This adventure is **optimized for a party of five 5th-level characters**. To figure out whether you need to adjust the adventure, do the following:

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

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

Determining Party Strength

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

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

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.

Help From Who!?

For the current storyline season, *Curse of Strahd*, the rules for spellcasting services are changed for characters adventuring in Barovia. In Strahd's bleak domain, there simply aren't any settlements where spellcasters can accommodate such needs, and those places of worship that might otherwise provide spellcasting services are overrun with monsters. As such, unless otherwise detailed in an adventure, the only individual able to provide spellcasting services is **Jeny Greenteeth**. This will no doubt lead to some uncomfortable situations and unforeseen consequences.

Refer to Page 7 of the *Adventurers League Dungeon Master's Guide* for more details.

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

Spellcasting Services

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

Acolyte Background

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

However, no religions have established places of worship here of sufficient size to provide spellcasting services. Because of this, characters with the Acolyte background gain no benefit from this trait.

Character 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.

Resurrection Madness

In Barovia, the souls of the dead are as trapped as the souls of the living. They become caught in the mists and can't travel to the afterlife. When a humanoid who has been dead for at least 24 hours returns to life, either by way of a spell or some supernatural means, it gains a random form of indefinite madness brought on by the realization that its spirit is trapped in Barovia, likely forever. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

Vampirism and Lycanthropy

Vampires and lycanthropes are not included in the allowed rules for character creation or advancement (see the *D&D Adventurers League Player's Guide*). These conditions grant characters powers and abilities that are not suitable for organized play, and typically impose a restricted or prohibited alignment. As such, characters afflicted with vampirism or lycanthropy must have the affliction cured before the start of their next episode or adventure.

Afflicted characters have the following options:

- Lycanthropes can be cured with a *remove curse* spell. This spell is available as a spellcasting service for 90 gp (though Jeny Greenteeth might have additional requirements; see "Spellcasting Services" later in this guide).
- Vampires can be cured by a *wish* spell cast by a fellow player character (*wish* is not available as a spellcasting service). Alternatively, a vampire character can be slain and returned to life with *raise dead*, at the normal cost of 1,250 gp. If a character chooses to end a vampiric curse in this manner, the Dark Powers (see Page 8, *Adventurers League Dungeon Master's Guide*) **do not** offer a free *raise dead*, though Jeny Greenteeth might be willing to make a deal (see "Spellcasting Services" earlier in this guide).

An afflicted character who does not end his or her curse is retired from play until able to do so by one of the means above, or through the application of DM rewards to the character.

The Demiplane of Dread

This adventure is set within the *Ravenloft* campaign setting, in the lands of Barovia which exists in the Demiplane of Dread. There are several atmospheric and thematic elements to keep in mind at all times while running your game:

The Land is Bleak

By the will of the Dark Powers, the sun never fully shines in the lands of Barovia. Even during the day, the sky is dimmed by fog or storm clouds, or the light is strangely muted. Barovian daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight. Nevertheless, Strahd and his vampire spawn tend to stay indoors most of the day and venture out at night, and they are subject to sunlight created by magic.

Winter in Barovia

The winters are cold, wet, and stormy here. The natives of the Demiplane are prepared—well, as prepared as they can hope to be.

The characters, however, are unfamiliar with the realm. Thankfully, the region they came from was experiencing the worst winter in living memory, and are likely to possess winter clothing. If they are not, then, preparations are in order. The village has a single shop called The Hare & Hair where they are able to procure such supplies if they wish.

A dark sentience infuses the very soil, twisting and contorting everything within. In places where you would normally expect wildlife such as deer, rabbits, or squirrels, you instead find wolves, rats, and mangy dogs. Vegetation is rotted and dead, and forests are filled mostly with gnarled, thick trees with bare branches. Colorful, vivacious things simply do not exist.

The Denizens of Oraşnou

Most Oraşnou residents are mundane laborers, farmers, fletchers and other folk who fall under common professions. They typically have gaunt features, as crops often fail to take root, and creatures of the night frequently kill and devour their livestock.

Most are sullen, and often filled with fear, be it from the lands themselves, what lies within them, Lord Strahd, or their own tyrant of a Burgomaster; Ivan Randovich and his cronies.

Be sure to play to the mindsets of these people who live threadbare existences, constantly on the precipice of horror during your roleplaying encounters.

As is the case with most of the denizens of Barovia, most of the people that reside in the village don't possess a soul. These people are empty shells created by Strahd's consciousness to populate his domain. However, about one in every ten people in Barovia are actually possessing of a soul—the souls of the original denizens of Barovia before its transition into the Demiplane. When a being with a soul dies in Barovia, its soul remains trapped until it is reincarnated later. Souls tend to wear clothing with a splash of color or have other features that demonstrate even a small bit of individuality.

Alterations to Magic

The land of Barovia resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell—not even *wish*—allows one to escape from Strahd's domain. *Astral projection*, *teleport*, *plane shift*, and similar spells cast for the purpose of leaving Barovia simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Strahd's domain is pulled back into Barovia upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Strahd's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Barovia, as does magic that involves an extradimensional space. Any spells cast within such an extra-dimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Barovia.

While in Barovia, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally—with one provision: Strahd can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere of Ravenloft. A few examples are presented below:

Alarm. Instead of hearing a mental ping when the alarm is triggered, the caster hears a scream.

Bigby's Hand. The conjured hand is skeletal.

Find Familiar. The familiar is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find Steed. The summoned steed is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find the Path. A child's spirit appears and guides the caster to the desired location. The spirit can't be harmed and doesn't communicate.

Fog Cloud. Misty, harmless claws form in the fog.

Gust of Wind. A ghostly moan accompanies the summoned wind.

Mage Hand. The summoned hand is skeletal.

Maze. The surfaces of the demiplane's maze are made of mortared skulls and bones.

Phantom Steed. The steed resembles a skeletal horse.

Rary's Telepathic Bond. Characters linked together by the spell can't shake the feeling that something vile is telepathically eavesdropping on them.

Revivify. A creature restored to life by a *revivify* spell screams upon regaining consciousness, as though waking from some horrible nightmare.

Spirit Guardians. The spirits appear as ghostly, skeletal warriors.

Wall of Stone. A wall created by the spell has ghostly faces sculpted into it, as though tortured spirits were somehow trapped within the stone.

Count Strahd Von Zarovich

Lord Strahd is the Darklord of Barovia. He rules his domain from Castle Ravenloft as Strahd IX; a descendent of Strahd I. In actuality, Strahd I and Strahd IX are the one and the same—a vampire. As a mortal, Strahd fell in love with Tatyana Federovna; the bride of his younger brother Sergei. In his jealousy, Strahd murdered his brother and became the Darklord of Barovia; which was swept away into the Demiplane along with its ruler. Since then, Strahd is cursed to seek incarnations of Tatyana for eternity. NOTE: Strahd is not present in this adventure.

Not Without Humor

The bleak and oppressive landscape must give way now and then to some moments of respite, not only does this break up the taxing mindset that Ravenloft can evoke, but it also provides good chances for horror to sneak back up on players just as they least expect it.

Adventure Background

Recently, a well-dressed visitor arrived in town. Somehow, he quickly gained the confidence of the townsfolk. Farmers and vendors sought his guidance. Laborers and smiths sought his assistance. And a pair of young lovers, Benedek and Sari, sought his blessing in uniting them in marriage. Unbeknownst to all of them was that the Visitor was an incubus—drawn to the small, sleepy village by the whispers of power.

What the people of Oraşnou also didn't know was that another stranger lurked about town. This one however, had spoken to no one, had earned no trust, and had not even made his presence known to anyone. The second stranger was the ghost of the half-black dragon troll, Graxxygak.

Graxxygak is precisely what lured the Visitor to town, however. By embracing the gifts granted by the Demiplane of Dread, the Visitor plans to bind the ghost to his will. But doing so requires a sacrifice. And who better than Benedek and Sari—two foolish children who made the simple mistake of loving one another. And so, rather than dirty his own hands with the task, he conspired and enchanted Benedek's brother Regold and convinced him to do the deed for him. What would have been the night of their marriage, Regold coldly murdered them both while the Visitor watched on, his eyes full of greed.

But Graxxygak wouldn't come and the Visitor learned that the sacrifice was for naught; only a willing sacrifice would draw enough of the Dark Powers's attention to grant his request. And so, the Visitor pinned his hopes on poor, hapless Regold.

The adventure begins as the Visitor and Regold move towards the Vault of the Honored Dead—an ancient yuan-ti temple of great power and greater evil. By the time they arrive, he will no doubt be able to stoke the flames of guilt in Regold's chest. Then, the Visitor need only hand the man a blade and let him do the rest.

Graxxygak, The Second Obsession

The half-dragon troll is the son of Throstulgrael first appeared in DDEX1-12 Raiders of the Twilight Marsh. Now a dracolich, Graxxygak was spawned when the dragon still drew breath. Slain by adventures in the now-dracolich's lair, Graxxygak rose from death as a ghost, eternally in search for the respect that his revered father never provided him in life.

Graxxygak's arrival in Barovia was noticed by Esmæ who appeared before him one night. It was by playing on the simple-minded ghost's weakness for approval that she enlisted it to her cause. With Graxxygak's help, she would

recover the *Tatyana's gloves* from Oraşnou—if he was smart enough to figure out how to find them, that is.

Despite his ferocious nature in life, Graxxygak is timid and easily startled as a ghost—a condition that he still has not grown accustomed to. He has located the *gloves*, but has been unsure how to retrieve them without arousing suspicion—something that his mistress told him that he must be careful not to do. He attempted to muster the support of another ghost, that of Talaric Daoran, to assist him, but Talaric insisted on exacting his revenge against Jeny Greenteeth (DDAL04-06 *The Ghost*) and cared little of Graxxygak's task.

Just as he began to grow desperate, the Visitor arrived and took an interest in Sari, the owner of the *gloves*. Graxxygak took this as an opportune time to accomplish his task.

Graxxygak appears as a large, brutish troll with curled ivory horns, however he has a jagged, heart-shaped hole in the center of his chest—a manifestation of his ties to Esmæe Amaranth and the Evening Glory.

Dark Gift: The Dark Powers have granted Graxxygak the ability to affect things on the Material Plane while remaining on the Ethereal. This ability is limited to *possession* and the ability to telekinetically manipulate objects.

Adventure Overview

This adventure is broken down into three parts.

Part 1. The characters arrive at the bloody shrine. There they discover the murder of a young couple at the shrine and are attacked by trolls—followers of Graxxygak. After defeating the trolls, the characters meet the ghost of the murdered woman, Sari. Though newly formed as a ghost, Sari knows that her killers will soon be conducting a ritual at a den of great evil deeper in Glumpen Swamp. Unbeknownst to them, Graxxygak follows the girl, eager to finally obtain *Tatyana's gloves*.

Part 2. In the second part of the adventure, the characters make their way through Glumpen Swamp and potentially discover clues along the way. On their journey they come across a sunken *vardo* and its Vistani owner and the Visitor's camp. If time permits, they may even happen upon the enormous skull of a red dragon being feasted upon by ghastrs.

Part 3. In the third part of this adventure, the characters arrive at the Vault of the Honored Dead, a former burial ground of the yuan-ti. As they make their way through the burial ground they are attacked by a yuan-ti excavation party accompanied by orc slaves who appear to be digging for artifacts in the lair.

Part 4. The characters delve into the Vault of the Royal Dead. Eventually, they happen upon the Visitor conducting a dark ceremony to bind

Graxxygak's spirit. In order to deny the Visitor victory, the characters must prevent Regold's death and defeat the Visitor along with summoned, undead minions. However, they may be able to convince Graxxygak to assist them in their efforts. Otherwise, they may face the full wrath of the half-dragon ghost.

The Glumpen Swamp

The Glumpen Swamp is yet another portion of Faerûn that was swept away by the mists. It is separated from the Twilight Marshes by the Vanishing Hills.

The hills and the swamp north of it are inhabited by yuan-ti, who perform vile rites to even more vile entities.

Adventure Hooks

If the characters begin this adventure from within the *Forgotten Realms* or a setting other than *Ravenloft*, have them be transported to the Demiplane of Dread just outside Oraşnou via an unnaturally thick fog or mist while traveling overland, preferably at night. Proceed to "Welcome to Barovia", below.

Otherwise, any of the following hooks may justify the party's presence in the stretch of land between the Quivering Forest and the Barovian woods.

Jeny's Warning. Characters that participated in DDAL04-6 *The Ghost* were visited in a dream by the hag, Jeny Greenteeth, warning them of an unknown person and her Obsessions. Among the information revealed was the mention of a set of gloves. While there can be no saying, a villager named Sari is well-known for wearing a particularly nice set of gloves wherever she goes. Sari was last seen venturing into the nearby Svalich Woods towards an ancient shrine with her betrothed, Benedek; his brother, Regold; and a third man who the villagers refer to only as the Visitor.

Missing Lovers. Rumors are abound within the village of a stranger known only as "The Visitor" whose arrival in the village has caused people to act strangely. To make matters worse, a pair of young lovers, Benedek and Sari, have gone missing. They were last seen in the Visitor's company heading into the nearby Svalich Forest.

Welcome to Barovia

Some characters may be arriving from Faerûn for the first time. For those characters, describe a heavy fog bank rolling through their travel path, and when it eventually clears, they are on the outskirts of a

small mountain village. It's heavy-handed, but such is the way of the Demiplane.

Any character that participates in this adventure earns ***The Demiplane of Dread*** story award if they do not have it already. They should be made aware that until this story award is removed, they may not participate in any adventure that does not take place in Barovia.

Curse of Strahd Adventures

The adventures for the Curse of Strahd Season of Dungeons and Dragons Adventurers League deliver the most impactful experience when played in numeric order (i.e.: 04-01, then 04-02, and so on) but this is not required. Please carefully read the following pages and be prepared to adjust encounters, especially where key NPCs are concerned! Although DM tips may be found in the adventure, they are unlikely to cover every table or situation.

For a *Ravenloft* game, the world itself should be treated with great respect—it is a character unto itself, and the Dark Powers rarely respond positively to hand-waving and outright dismissal...

Any character afflicted with lycanthropy must receive the benefits of a *remove curse* at the end of this adventure in order to be rid of this horrible affliction. Characters that choose to remain afflicted or cannot afford this spell, become NPCs and are no longer playable in D&D Adventurers League games.

Part 1: The Bloody Shrine

The adventure begins at the shrine mentioned by Jeny Greenteeth in the midst of a particularly nasty thunderstorm.

General Features

The shrine has the following general features:

Terrain. For the most part, the terrain is solid—though slightly damp due to the rain. Nearer to the statue, however, the ground has been soaked through with blood and rain, turning it into thick muck (see Sari’s Bloody Footprints sidebar, below).

Light. The night sky is dark and overcast. Occasional flashes of lightning provide bright, but sporadic light. The only light the characters otherwise have is that which they provide themselves.

Sound. Crashing of thunder, buzzing of flies, cawing of ravens, distant howls of wolves.

Smells. Mud and rain. The heavy, metallic smell of blood. Unwashed bodies.

Of Gloves and Ghosts

In the time leading up to this adventure, Graxxygak has grown absolutely obsessed with gloves. Throughout this adventure he manifests this obsession in a number of different ways. As the characters draw nearer and nearer to their final destination (see Part 4, below), the occurrences become more and more frequent. Due to his Dark Gift (see Graxxygak, The Second Obsession, above), the undead troll is able to perform all of these tasks from the Ethereal Plane.

Some examples of the things that Graxxygak may do include (but are not limited to):

- A character might wake up to find his gloves missing. Though they eventually find them, they are obviously not where they would reasonably be expected to be (up a tree, in a freshly dug hole, stuffed into a companion’s shoes, etc.) Regardless of the characters’s vigilance, they are never able to catch the perpetrator.
- The characters may come across a surprisingly large pile of gloves in the middle of their path, or beside their fire when they rouse from a rest. None of the gloves are their own. Some them might be mutilated and covered in blood, and one or two may actually still contain their previous owner’s hands or fingers.
- A character may feel a slight tugging on their gloves while they still wear them. This begins harmlessly enough, but may escalate to being a deadly nuisance in combat. If Graxxygak grows impatient enough (if the characters take excessive rests), he might yank on them at inopportune times in the midst of combat—causing a wearer’s attack roll to be made with disadvantage. Or, worse still, Graxxygak may try to possess a character and force him to

flee into a nearby copse of trees or otherwise out of sight to verify that the character is not, in fact, wearing Tatyana’s gloves. At no point in Part 1, 2, or 3 does Graxxygak outright attack the characters.

You No Be Here!

A flash of lightning reveals a tall statue of a cloaked and hooded man. Thick stone serpents emerge from its sleeves, and wrap around its arms and body. A hood shrouds the figure’s face in darkness.

A moment later, a second flash of lightning reveals a dark, bloody handprint on the front of the statues robes. At the base of the statue and the bottom of the smeared stain lies the body of a young man, dressed in home-spun, face down in a pool of black mud—his hand still resting on one of the statue’s feet. The boy’s other hand holds that of a young woman—the front of her flowered blouse stained black with blood. Her vacant eyes stare upward, unblinking as drops of rain fall onto the pale skin of her face.

Allow the characters a moment to take in the scene before proceeding. However, before they’re able to glean much in the way of detailed information, read:

A tree branch snaps nearby and large forms step into the clearing, growling menacingly.

“We’re enemies,” one of them growls in a gravelly voice. A third crash of lightning reveals the figures to be trolls with heavily scarred faces and strange marks burnt into the center of their chests. The speaking troll’s horrible mouth breaks into a malevolent grin—revealing a set of golden teeth.

The two **trolls** are followers of Graxxygak guarding the shrine. They do not willingly divulge Graxxygak’s name. The trolls are servants of Throstraguel. While they are not half dragons, their regeneration is not affected by acid damage.

A DC 11 Wisdom (Medicine) check reveals that the scars they bear appear to be intentionally inflicted; they are too deliberate and symmetrical to be earned in battle.

Adjusting the Encounter

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

- **Weak Party:** At the beginning of each troll’s turn, roll a die. If the result is even, a flash of lightning momentarily startles the troll; all attacks made during its turn are made with disadvantage.
- **Strong party:** Increase each troll’s hit points to 115.

- **Very Strong Party:** Add a troll.

Development

After the characters defeat the trolls, read:

“Is it safe?”

The faint image of a young woman in a flowered blouse and delicate, lace gloves peeks around a nearby gnarled tree—her eyes heavy with worry and her face streaked with the traces of silvery tears.

Bright, red blood stains the front of her flowered blouse and continues to flow, pooling on the ground at her feet.

Due to the tragic nature of her death, Sari has manifested as a **ghost**—with little idea of how or why. Regardless of how their conversation goes, Sari reveals the following information:

- Her name is Sari. The dead man is Benedek, her betrothed. She bursts into tears at the sight of the dead bodies and calls out frantically for Benedek—likely hoping that he, too, has risen as a ghost.
- She and Benedek came here to be married. Benedek’s brother Regold accompanied them. She doesn’t see his body anywhere.
- Sari does not know how she died. She felt a stabbing pain in her heart, and then everything faded into darkness.
- If asked if Regold may have been the one to kill them, Sari shrugs dismissively. She says that he has always been an angry man and doesn’t know why. But she can’t think of a reason why he would murder her and his own brother.
- Someone else was with them, but she doesn’t remember who. She can’t remember his face or even what his voice sounded like. Every time she thinks she’s close to remembering, it fades from her mind.
- She knows where Regold and the Visitor were planning on going—a place of great evil. She fears that something very bad is going to happen there; something that must be stopped, and soon.
- She feels a terrible, powerful force. It is angry, yet sad—just like she is. Its heart is broken, too.
- If asked about her gloves, Sari claims them to be a gift from her dead mother. If the characters search her body, the gloves are nowhere to be found. Sari is unable to remove the gloves.

Roleplaying Sari

Sari has only recently manifested as a ghost and is unlikely to know she’s dead at all. Even if she is shown proof of her death, she may wail at the sight and then simply forget that she ever saw it. Sari has only feelings driving her in this form and very few facts. She is likely to see the strength in the adventurers and begs them to stop the ritual she feels is coming soon.

Sari can be put to rest if she and Benedek are married in accordance with Barovian tradition. Unfortunately, this would require raising, at the very least Benedek, from the dead.

Quote: “Benedek! Benedek, where are you?!”

At the conclusion of the conversation, Sari approaches whichever character has treated her with the most compassion, and touches their chest. The touch feels little more than the touch of a clammy hand, but the sensation fades. Sari departs; disappearing into the swamp, and leaving a trail of bright, bloody footprints behind her.

Sari’s Bloody Footprints

After meeting Sari, the characters catch occasional glimpses of bright, red blood. The blood is unusually bright and almost seems to shed its own light; splashes of vibrant, macabre color in an otherwise dim, dreary area.

Characters that touch the footprints feel nothing except the ground that they rest upon; they are manifestations of Sari’s spirit and nothing more.

If the characters demonstrate any hostility towards Sari, the ghost flees or if unable to, uses *horrificing visage*. Even if they run her off, Sari hounds the characters to investigate the “terrible thing.”

Investigating the Area

Along with speaking to Sari’s ghost, the characters can investigate the murder scene at the shrine. What they learn depends on the skill they attempt to use and how successful they are with it, as follows:

• **Intelligence (Investigation)**

DC 11. The wounds that Benedek and Sari bear are precise. They are not those of a troll or any other beast.

DC 13. Their wounds suggest that they were attacked from behind and slain instantly. Whoever did this likely bore two weapons.

• **Wisdom (Survival)**

DC 11. The footprints of Large-sized humanoid creatures skirt the edge of the clearing.

DC 13. Though four sets of human-sized tracks lead into the clearing around the shrine, only two

sets of human tracks leave. They head off to the southeast.

DC 15. One set belongs to someone—a man—wore an expensive pair of boots judging from the heel. The care he took to step in the less muddy patches in the area reveals that he probably dresses in finery.

- **Intelligence (Arcana or Religion)**

DC 13. The altar radiates faint necromantic magic. A character using *detect magic* or other similar abilities is able to discern this without a check.

DC 15. The statue depicts an aspect of Sseth, a dark being worshipped by yuan-ti.

Sseth, the Sibillant Death

Also known as Merrshaulk, Sseth is a wholly evil deity whose portfolio includes traps, poison, murder, and serpents. His clerics—the *vreal olo*—wear holy symbols bearing flying snakes with fangs bared.

Treasure

One of the trolls has four golden tusks that, if removed (and properly cleaned), fetch 25 gp each. One of the trolls also carries a *potion of greater healing*.

Each tooth is engraved with a rune. A character succeeding at a DC 13 Intelligence (Arcana) check identifies the runes as those used in advanced necromantic rituals and spells. The trolls are not undead.

A small, hinged box in Benedek's pocket contains a gold ring set with a pair of blood-red rubies worth 50 gp.

The Journey Into the Swamp

While the characters may rest here for the night without worry, Sari's ghost stresses the need for urgency. Sari's ghost pleads with them—begging them to stop this terrible event before it is too late. She warns them that nightmares will befall them and they will never sleep again. If she gets truly desperate, Sari might even attempt to possess one of the characters and run off in the direction of the Glumpen Swamp.

Otherwise, proceed to Part 2, below.

Part 2: The Glumpen

Swamp

Guided by Sari's bloody footprints, the adventurers begin their journey into the swamp.

The journey from the shrine to the yuan-ti burial ground takes two days with one night of rest in between.

General Features

The swamp has the following general features:

Terrain. The swamp is a miserable place; it is filled with sunken bogs, twisted, thorny brambles, and deep fetid pools of opaque water. Clouds of buzzing, black flies are everywhere—always biting.

Bloody Footprints. A clear path through the swamp is hard to find. However, just when the characters start to think they're truly lost, they find a few of Sari's footprints. They continue for a short distance before disappearing (see Sari's Bloody Footprints, above).

Light. The sky is overcast and stormy. Despite this, it is well lit.

Sound. Crashing thunder, buzzing flies, cawing ravens, distant howling wolves. Ethereal whispering or sobbing from an unseen source.

Smells. Mud, rain, and rot.

A. The Sunken Caravan

A few hours into their journey the party finds the following.

Twisted trees jut from the scummy, green surface of the bog ahead. Here and there, small atolls of fungi-covered rock and mud break through the surface. In the center of the bog sits a once well-built wooden *vardo*—half-sunken into the swamp. One corner of the *vardo* has been pulled deep into the swamp, leaving the rest at a twisted angle.

"You there! Help me!" a frantic voice calls out from within, "My *vardo* is stuck in the bog and I'm trapped inside!"

Within the *vardo* (a type of round-top wagon used by Vistani) is **Şomoioğ**, a traveling Vistani trouper of the Bogarav tribe (DDAL04-05 *The Seer*), though he stayed behind while his family ventured into the mists (this occurred at the end of DDAL04-06 *The Ghost*).

He was traveling through the swap when he stopped for a night's rest. While he was sleeping, his

vardo sunk into the bog, and thanks to the rather small windows, he is trapped within.

Reaching the *vardo* to free Şomoioğ is no easy feat. Sinkholes within the bog threaten to swallow those who wish to cross it and thorny vines seem to want to squeeze the life out of any who pass.

Players are free to come up with creative ways to reach and escape the caravan or they may make a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check to work their way across the small hillocks to the caravan. On a failed check, roll 1d4 and consult the following table to see what happens:

Bog Hazards

| Roll | Result |
|------|--|
| 1 | The character's foot gets caught in a twisted mass of thorny vines dripping with a bright green liquid. The character must succeed on a DC 13 Dexterity saving throw or take 10 (3d6) poison damage. |
| 2 | A misstep sends the character into a mucky bog and the clinging mud and ooze threatens to pull the character under. The character is able to pull themselves free of the mud, but must succeed on a DC 13 Strength saving throw or gain one level of exhaustion from the effort of doing so. |
| 3 | The character stumbles and lands in a patch of strange, green and yellow mushrooms. The character must succeed on a DC 13 Constitution saving throw or lose 2 hit dice. If the character has fewer than two hit dice remaining, they instead take 10 (3d6) poison damage. |
| 4 | The character stumbles and catches themselves by resting their hand on a gnarled, blighted tree. The character must make a DC 13 Wisdom saving throw or be overwhelmed by nightmarish visions of thousands of humanoids being tortured and consumed by serpent-like creatures. Those seeing the vision take 10 (3d6) psychic damage. |

Reaching the *vardo* isn't enough to free Şomoioğ. The end of the *vardo* containing the door is submerged in thick mud and the few windows are too narrow for him to crawl through. Barring the creative use of

magic, destroying a portion of the *vardo*'s wall is the only way to get him out. A 2-foot section of the *vardo* has AC 13, 30 hit points (immune to poison and psychic damage).

Once freed, Šomoioğ happily scrabbles out of the *vardo* provides the characters with the following information:

- A day previously, two men traveled through the swamp and past his camp. One was large and dressed in the clothes of a commoner though he had two fine swords on his belt. The other was immaculately dressed, like a noble, with a frilled frock, royal red doublet, golden buttons, and a pair of fine high leather boots folded down at the knee.
- He invited them both to share his fire and a story, but while the larger man seemed so inclined, the richly-dressed man barked an order and they both continued on their way. The larger of the two sure did look crestfallen.
- Šomoioğ has heard rumors about a being of great power in the swamp—a monstrous creature not alive, but neither dead. He chuckles to himself and comments about how silly it sounds when he says it aloud. The Vistani doesn't know it, but the rumors are true and speak of Graxxygak.

Šomoioğ has no desire to do anything but retrieve what he is able to from his *vardo* and leave this accursed swamp.

Treasure

As a reward for rescuing him, Šomoioğ gives the characters a set of stupefyingly beautiful playing cards. The cards are made of lacquered wood and inlaid with gold, silver, and platinum with a matching carrying case. They are worth 100 gp.

B. The Dragon's Skull

If time permits, the characters happen upon what appears to be a tar pit. This encounter is optional and does not serve to further the story. It should, however, be ran before proceeding to Encounter C, below.

General Features

The swamp has the following general features:

Terrain. The tar is thick, viscous, and treated as difficult terrain. The entire pit spans approximately 80-feet wide. The pool is relatively shallow and is only about 3-feet deep.

Tar. The tar is scalding hot. Any character that enters or starts their turn in the tar takes 2 (1d4) fire damage. Any character that becomes fully

immersed (prone) in the tar takes 5 (1d10) fire damage. The tar is also flammable. Any character set alight while covered in tar takes 3 (1d6) fire damage at the start of their turn.

Sound. Bubbling tar.

Smells. Acrid fumes, tar.

Read or summarize the following.

A large pool of a thick, bubbling liquid and twisted, blackened trees surround the skull of an enormous, horned beast. Half of its elongated skull rises out of the bubbling liquid; two fifteen-foot long horns rising up into the night sky. Each of the two horns is capped in a large, golden ring. Numerous white bones pierce out of the bubbling liquid.

If the characters climb or stand atop the skull to get the rings, read the following:

A black shape rises slowly from the thick liquid; a humanoid covered completely in smoking black tar. A number of similar shapes follow suit and—wiping the muck from their eyes—poise for attack.

Six **ghasts** rise up from the ground in a wide pattern around the dragon skull in the center of the bog. They are covered in a thick black tar that gives their skin a shining black appearance as rivulets of sticky black liquid run down their bodies.

Adjusting the Encounter

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

- **Weak Party:** Remove two **ghasts**.
- **Strong Party:** Increase the **ghasts**'s hit points to 45.
- **Very Strong Party:** Add two **ghasts**. All **ghasts** have 45 hit points.

Tactics

The **ghasts** are immune to fire damage. If subjected to a fire-based attack, the **ghasts** become fully engulfed in flame. While ablaze, they deal an additional 3 (1d6) points of fire damage with their *claw* attacks.

The **ghasts** take great delight in shoving paralyzed creatures—knocking them prone beneath the surface of the tar. Any creature that starts their turn fully-immersed in the hot tar takes 5 (1d10) fire damage. Additionally, they begin to suffocate.

If the **ghasts** are attacked from range, and have no chance of succeeding, they retreat into the tar. Once sure that the characters are gone, the **ghasts** follow

them from a safe distance. If the characters take a long rest, the ghosts ambush the characters in the middle of the rest. They ghosts do not venture into the Pits of Blood and Bone, however.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of its breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

Developments

With the ghouls defeated, the characters are free to investigate the bones of the dragon. It would appear that the dragon's corpse has been here for quite some time—to the ghosts's pleasure. A successful DC 13 Intelligence (Nature) check identifies the skull as that belonging to an adult red dragon.

A character succeeding on a DC 15 Intelligence (Investigation) check finds a small amount of powdered silver on the ground at the edge of the pit. A character that succeeds on a subsequent DC 11 Intelligence (Arcana) check identifies this as what was likely the material component for a *protection from good and evil* spell. There is not enough of the powdered silver to have any value.

Treasure

The rings encircling the dragon skull's left horn are worth 150 gp each.

C. The Visitor's Campsite

As the evening draws dark, the characters encounter an abandoned campsite. Read or summarize the following.

The moon hangs full in the dark sky, its light seeming to bring no peace to the land below. A gnarled tree sits atop a hill that rises above the swampland around it. The faint smell of ash sits in the air, a sign of a campfire barely a day old. The position of the hill within the surrounding area gives the impression that this may be a safe place to rest.

The characters can use this site as a safe place to take a long rest.

A DC 11 Intelligence (Investigation) check reveals that the camp was used by two occupants who caught and cooked a coney (a rabbit) over the campfire. If the check succeeds by 5 or more, the

character notices that only one of the occupants appears to have eaten the animal; the bones were all discarded in one spot. Additionally, only one person appears to have slept. Either that or they took turns sleeping in precisely the same spot on the ground.

If the characters explore the surrounding area, they find a recently-dug pit toilet. Nearby is a scrap of crumpled parchment. Give **Player Handout 1** to the character who discovers the paper.

If the characters choose to rest here for the night, their rest proceeds uninterrupted (unless they are being tracked by some angry ghosts; see Encounter B, above).

Part 3: The Pits of Bone and Blood

The journey of the Visitor and Regold have taken them to a series of ancient yuan-ti burial pits.

The Burial Wells

When the adventurers arrive, read or paraphrase the following text:

Standing upon a rise in the swamped earth, you see a series of circular stone wells surrounded by a deep trench filled with rubble. Four smaller stone wells—oriented north, east, west, and south—surround a larger, funnel-shaped well that leads below the surface of the ground. Thick vines and yellow-green moss cover some of the smaller wells while others lay open, exposed to the skies above. A short set of stone steps lead up the outer rim of the large well in the center of the area.

Surrounding the eastern pit, you see the flicker of torches set into the ground around three large tents. One looks quite majestic, decorated in gold on violet cloth while the other two appear to be rough canvas.

A DC 13 Wisdom (Perception) check reveals three **orc** sentries patrolling one hundred feet from the tents, keeping an eye out for intruders.

A DC 15 Intelligence (History or Religion) check reveals that the stone circles are open-air burial wells upon which the dead were placed. As carrion birds and scavenging beasts consumed the bodies, the bones slowly filled the pits.

A. The Trench of the Bound

As the characters approach the outer rim of the trench surrounding the burial wells, read or summarize the following:

What appeared to be rubble within the large trench surrounding the compound of ruins reveals itself to be bones. The size of the trench speaks to what was likely thousands of corpses thrown in the trench to be twisted by centuries of weather and scavengers. The ten-foot-wide trench circles off in both directions amidst large twisted trees and hanging carpets of wet moss.

If the characters get close enough to inspect the bones, a successful DC 11 Wisdom (Medicine) check reveals these corpses to be of many different races

including dwarves, humans, elves, orcs, and countless others. They appear to have died by violent means centuries ago.

If the characters spend a few minutes rifling around in the trench, it is a full five feet deep and filled completely with bones.

B. The Yuan-Ti Excavation Camp

If the characters decide to investigate the camp, read or summarize the following:

Snippets of a conversation in Orcish come from within two of the nearby canvas-covered tents. Numerous crates and barrels sit nearby along with shovels, picks, ropes, and large buckets. Mounds of dirt sit off to the side. The camp seems built around one of the old stone wells. Thick vines and brambles have been cut away and a large wooden scaffold has been built over top of it. A series of ropes hang down into the well from the scaffold above.

A ten-foot tall pole has been driven into the ground beside the largest of the three tents. The body of a dead orc has been impaled upon the pole.

Characters that speak Orcish are able to hear bits and pieces of conversation—largely complaints about working, watching, walking, standing, sitting, not eating, etc.

As the characters approach the camp, they must succeed on a Dexterity (Stealth) group check to sneak past the remaining orc sentries without being detected. On a failure, the orcs alert the remaining orcs in the camp, along with their yuan-ti masters.

This excavation party includes eight **orcs** (three of which are on patrol and arrive at the end of the third round), a **type 1 yuan-ti malison**, and two **type 3 yuan-ti malisons**.

The yuan-ti send in the orcs first and make ranged attacks before engaging in melee.

Adjusting the Encounter

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

- **Weak Party:** Remove an **orc**.
- **Strong Party:** Add a type 1 **yuan-ti malison**.
- **Very Strong Party:** Add a **type 1 yuan-ti-malison** and a **type 3 yuan-ti malison**.

If the yuan-ti are defeated, the characters are free to search through their camp. The camp contains a good deal of exploration equipment including spades, shovels, winches, hammers, chisels, and crow bars. It would appear the orcs have been doing

all of the labor while the yuan-ti observe. If put to market, the characters could fetch 10 gp for the lot.

The yuan-ti tent has large ornate circular mats upon which they slept. A nearby trash pit contains stripped humanoid bones. Lanterns and silk hangings decorate their tent. Their tent also contains an ornate, iron-bound chest.

The Pit. The characters may also choose to investigate the pit itself. Knotted ropes hanging from the scaffolding descend into the stone well. The smell of rot and decay is overpowering; any character who descends into the well must succeed on a DC 13 Constitution saving throw or begin to retch uncontrollably and gain a level of exhaustion until their next short rest.

The characters find hundreds of skeletal corpses floating in the putrid black tar of their liquefied remains. The excavation party has already drawn up what treasures anyone can reasonably find in the depths of the well.

The Chest. The chest inside the larger tent is both locked and trapped. Unlocking the chest without the key requires a set of thieves' tools and a successful DC 17 Dexterity check. Alternatively, it can be forced open with a DC 17 Strength (Athletics) check, or destroyed (AC 17, 40 hit points, immune to poison and psychic damage). Detecting this trap requires a DC 15 Wisdom (Perception) and disabling it requires a set of thieves' tools and a successful DC 15 Dexterity check. Opening the chest without the key (including destroying it) results in tiny poison needles being fired in all directions, striking any creature within 15 feet. Unfortunately, the key is nowhere to be found; the orc that the yuan-ti entrusted to carry it accidentally dropped it into the pit two days ago—hence the impaled orc.

Poison Needle. Ranged Weapon Attack: +8 to hit, range 15 ft., any creature in range. Hit: 1 piercing damage and the target must succeed on a DC 15 Constitution saving throw or take 21 (6d6) poison damage. A successful saving throw reduces this damage to half.

Treasure. The chest contains a golden flagon with serpentine handles worth 230 gp, a dented ornate steel helm worth 60 gp, and a golden plate etched with a strange map worth 200 gp. The chest also contains a *spell scroll of flamestrike*.

Inspecting the golden check reveals that the location of this dig is depicted on the plate. There are other locations on the plate but due to the lack of

scale or orientation, it isn't clear where or how far away they are.

XP Award. If the characters successfully disable the trap, award each character 100 XP.

C. The Central Well

The characters find an occasional bloody footprint leading around the complex and eventually towards the central well.

The Ramp Down. When the adventurers head for the steps leading to the central well, read or paraphrase the following:

A set of three steps leads into the high stone wall of the central well. A weather-washed mosaic of war and slavery between humanoids and serpents has been carved into wall's curved interior. No grizzly detail of dismemberment, disembowelment, or decapitation has been left to the imagination. Serpentine skulls, fangs bared, have been pressed into carved divots that surround the top of the wall.

As you reach the top step, you see the central well. It is a full forty feet in diameter and descends into darkness. A narrow ramp winds down from the west reaching deeper into the well. The stone walls taper inwards as they reach for the unseen bottom from which the stench of death flows freely.

The spiraling walkway leads down to a number of entry ways into chambers dug off from the main well. Most of these have collapsed over the years. The walkway itself also seems to have crumbled in parts, but it is sturdy enough. Only two doorways remain unobstructed—one about a third of the way down, and the final at the ramp's terminus.

Part 4: The Vault of the Royal Dead

When the characters arrive at the bottom of the walkway and enter the door, read or summarize the following.

A. The Antechamber

The walls of this chamber angle slightly inwards, creating a space with the shape of a large trapezoid. Four slender stone pillars hold up the ceiling above, each carved into the shapes of snakes intertwined, each one swallowing another's tail. Hundreds of urns lay crushed against the walls of the room. Alcoves along the walls appear to have once housed these urns. A large stone brazier sits in the center of the room on a platform of rune-engraved stone, burning with bright yellow and red flames. The flames send the shadows of the broken urns dancing along the walls.

When the characters enter the room, read the following.

A voice whispers from the shadows. A fanged skull floats out from one of the alcoves, held aloft by the bones of a serpentine body.

These two **bone nagas** (one guardian and one spirit) have stood guard in the well for centuries, but now protect nothing but dust.

If any of the adventurers speak Draconic, the naga state:

"So many visitors after such long, lonely time. The other promised a sacrifice to the Night King. What do you offer? Do not lie; we will taste it on your breath."

Provide the characters time to respond. If the characters do not respond, the naga shout "*lies!*", and attacks.

A character that succeeds on a DC 15 Charisma (Persuasion or Deception) check is able to convince them not to attack. A Charisma (Deception) check that includes a similar offer of sacrifice is made with advantage.

During these conversations, the nagas may provide the following information—even if the encounter turns hostile:

- The Visitor is not a mortal being.

- The Visitor holds Regold in thrall, but not completely. Deep down, Regold *wants* to be punished for his crimes. The nagas do not know what Regold's crimes actually are.
- This burial pit is close to the underworld. The spirits are restless here.
- A powerful spirit has come to this place, angry and confused yet very strong. "*He is here now...*"

Adjusting the Encounter

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

- **Weak Party:** Remove one **bone naga** (guardian naga)
- **Strong or Very Strong Party:** Add one **bone naga** (spirit naga).

Any creature that enters the burning brazier or starts their turn within it, takes 10 (3d6) fire damage. A character that succeeds on a DC 13 Strength (Athletics) check can tip the brazier, sending its burning flames out in a 15-foot cone. Any creature within the area must succeed on a DC 14 Dexterity saving throw takes 10 (3d6) fire damage, or half as much on a successful saving throw.

Developments

A faded fresco on the wall depicts dozens of yuan-ti ceremony with hundreds of slaves of all species. The yuan-ti in the fresco are raising their gore-covered hands to a black and violet serpent twisting in a vortex of black clouds laced with red lightning. A DC 15 Intelligence (History or Religion) check reveals that the fresco depicts Dendar the Night Serpent, a dark deity of the yuan-ti.

Dendar the Night Serpent

According to legend, this elder evil was borne of the first nightmare. She has an insatiable appetite for terrifying dreams which, if left unsatisfied, would cause every creature in existence—mortal or divine alike—to remember every nightmare they've ever had, in painfully vivid detail.

Leaving the Antechamber, the characters may proceed down the ramp. As the Visitor descended the ramp, he placed a *glyph of warding* along the wall halfway between the entrance to the Antechamber (see above) and the Chamber.

A character that succeeds on a DC 15 Intelligence (Investigation) check detects the *glyph*. If the *glyph* goes undetected, it activates once a living creature steps past it. Each creature within 20 feet of the *glyph* must make a DC 15 Dexterity saving throw. A creature takes 22 (5d8) thunder damage on a failed

saving throw or half as much on a successful one. If this *glyph* is triggered, the Visitor becomes aware that someone is coming down the corridor.

The *glyph* can only be disarmed with *dispel magic* or similar magic.

XP Award

If the characters treat peacefully with the nagas, award each character 500 XP.

If the characters dispel the *glyph of warding*, award each character 100 XP.

B. Chamber of the Night Serpent

The ramp ends at a doorway leading into the lowest chamber of the well, the Chamber of the Night Serpent. When the characters arrive, read or summarize the following.

Torches illuminate this large chamber. Along the walls, a number of stalactites hang from the ceiling all dripping with stinking, black liquid. The liquid runs in thin grooves etched into the floor filling a long, rectangular pool set in the center of the chamber.

A man kneels at the far end of the pool, holding a dagger to his own throat. Another well-dressed figure kneels next to him, whispering into his ear. Looking up, they see you. Turning back to the kneeling man who, the second figure whispers a word, and smiles as his companion draws the dagger across his own throat.

The man's screams of pain are quickly replaced with grotesque gurgling sound as he pitches forward into the pool of black water.

The kneeling figure is **Regold**. The well-dressed man is **The Visitor**. The Visitor utters a brief incantation, causing three **wights** to emerge from the **pool**. The wights spread out on either side of the pool to prevent the characters from advancing too close to the Visitor.

The Pool

The oily, black liquid is quite dangerous to living beings. Any creature that touches the water within the pool must succeed on a DC 13 Constitution saving throw or take 22 (4d10) necrotic damage or half as much if successful. Creatures at least half-immersed in the pool makes this saving throw with disadvantage.

If he has the opportunity, the Visitor sends charmed targets into the pool.

At the beginning of the second round, Graxxygak enters the fray:

A distant, echoing roar fills the chamber, and the ghostly image of a monstrous creature with curled ivory horns appears floating above the pool. His eyes scan the room, falling upon each of you and then the fiend as if looking for something or someone. A jagged hole in the shape of a heart gapes in the center of the ghost's chest.

"Behold your new master, Graxxygak!" the well-dressed man shouts, "No longer shall you slave away for that foul witch. You shall belong to me soon enough!"

The ghost of Graxxygak, son of Throstulgrael, roars in protest as the well-dressed man begins chanting.

A character succeeding on a DC 13 Wisdom (Insight) check reveals that the ghost—while looking quite dangerous and angry, doesn't appear to be threatening. In fact, it looks more confused than ready for a fight. If the characters attack it, however, Graxxygak (a **ghost**) defends itself.

Adjusting the Encounter

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

- **Weak Party:** Remove a **wight**.
- **Strong party:** Add a **wight**.
- **Very Strong Party:** Replace the **wights** with two **wraiths**.

The Scene

There are three aspects to this encounter that the characters must be made aware of:

Regold. The characters are able to see that Regold is not dead. He writhes and thrashes just beneath the surface of the black water. The following guidance applies:

- Regold begins combat at 33 hit points and submerged in the pool (see sidebar, below). At the start of each round, he takes 11 necrotic damage (the nature of the ritual prolongs the suffering of the individual being sacrificed; they automatically succeed on their saving throw and take half damage from the pool's corrupted water).
- Once Regold reaches 0 hit points, he begins to drown. Each time thereafter that he attempts a death saving throw, the saving throw is made with disadvantage. At this point, the thrashing in the pool stops.
- Regold can't be seen due to the opaque water. Barring creative use of spells, the only way he can be retrieved from the pool is by pulling him out.
- If Regold is removed from the pool, he retreats to the far corner of the chamber and cowers in fear.

- If he still lives, the Visitor uses spells in an attempt to compel the man to leap into the pool and remain there until he dies.

The Visitor. The Visitor is able to continue the ritual without concentration; as the characters fight him, he shouts the incantations at the top of his lungs, laughing hysterically. At this point, the only aspect of the ritual that need be satisfied is Regold's death; once the he dies, the ritual is complete and Graxxygak becomes thrall to the Visitor. The **ritual succeeds** if Regold dies and the Visitor is still alive. The **ritual fails** if the Visitor dies or if Regold survives.

The Visitor uses his abilities to force enemies into the pool and—if they look like they stand a good chance to save Regold—away from the dying man.

The Visitor begins the encounter having already used a 1st level spell slot to cast *mage armor*. If backed into a corner, he uses his *cape of the mountebank* to teleport to safety (but not out of the Chamber).

Graxxygak. Until the ritual is complete, Graxxygak can't move or take actions. He floats above the pool, surveying the scene. He growls and roars in anger. Those that speak Giant hear him make several pleas to "Velvet" and "Black Father".

- **The Ritual Succeeds.** If Regold dies before the Visitor, Graxxygak falls under the control of the Visitor and is once again able to move and take actions. On his turn, Graxxygak immediately moves towards the Visitor. If he has an action remaining, Graxxygak grabs the Visitor, and transitions to the border Ethereal, taking the Visitor with him. They both flee the complex. If the Visitor dies before Graxxygak is able to aid in his escape, Graxxygak growls menacingly at the characters and disappears into the Ethereal plane and leaves the complex.
- **The Ritual Fails.** Free from the ritual, Graxxygak is once again able to move and take actions. On his turn, Graxxygak immediately moves to the Visitor (if he is still alive) and, if able, attacks him.

Treasure

The Visitor wears a *cape of the mountebank*.

Upon the altar, he had placed a few items used in the ritual including a golden bowl encrusted with rubies and emeralds worth 300 gp and a scroll tube gilt in gold and ivory worth 700 gp.

The Visitor carries a spellbook that consists of a thick brass ring holding a number of brass plates containing the following spells:

1st level: *fog cloud, mage armor, shield*

2nd level: *blindness/deafness, crown of madness, hold person, suggestion*

3rd level: *fear, hypnotic pattern*

4th level: *greater invisibility*

5th level: *Bigby's hand, mislead*

XP Award

If the characters save Regold and stop the ritual, award each character 250 XP.

Conclusion

Once combat is over, the adventure concludes.

As the last echoes of battle leave the chamber, the ghostly presence of Sari manifests in the room. Tentatively, she calls out, "Is he ok?"

The Ritual Fails.

Sari's ghost strolls further into the room, leaving her tell-tale footprints. At first it looks as though she is moving to approach Regold. However, she continues past him and stops in front of the ghost of the half-dragon troll.

Sari smiles at the large ghost and at the hole at the center of his chest where his heart should be. She takes Graxxygak's ghostly hand in her own gloved hands and places it over her heart.

"Same," the troll grunts.

Sari turns to you and smiles as the two figures begin to fade from view.

As they fade, Graxxygak's smile takes a sinister form as he looks down at the tiny ghost by his side.

"Gloves," Graxxygak says menacingly, "the pretty lady looks for gloves."

And then they're gone.

The Ritual Succeeds.

"Where is he?" Sari asks, her voice heavy concern. "Where is the troll?"

If the characters inform Sari's ghost that Graxxygak escaped along with the visitor (or by himself, if the Visitor was slain), she grows distraught. Read or paraphrase:

“You are all in grave danger,” Sari says, biting her lip, “return to Orasnou and tell...”

Without warning, the spectral form of Graxxygak materializes behind the girl. The brute clamps a hand over the young woman’s mouth, cutting her words short before the pair of them disappear.

As quickly as it happened, Graxxygak and Sari are both gone.

Faint to the point of being almost inaudible, you hear Graxxygak’s rough voice say “the pretty lady finally gonna get you gloves.”

If he was saved, Regold accompanies the characters back to on the uneventful journey to Oraşnou. Regold returns to Oraşnou weary from the memories of foul deeds and with results he will never forget.

What happens to Graxxygak and Sari, remains to be seen.

Rewards

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

Experience Points

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 and per task accomplished. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Rewards

| Name of Foe | XP per Foe |
|-----------------|------------|
| Troll | 1,800 |
| Ghost | 1,100 |
| Ghast | 450 |
| Orc | 100 |
| Yuan-ti Malison | 700 |
| Bone Naga | 1,100 |
| Wight | 700 |
| The Visitor | 1,100 |
| Wraith | 1,800 |

Non-Combat Rewards

| Task or Accomplishment | XP per PC |
|-----------------------------------|-----------|
| Disabling the chest trap | 100 |
| Treating peacefully with the naga | 500 |
| Disabling the glyph of warding | 100 |
| Saving Regold | 250 |

The **minimum total award** for each character participating in this adventure is **2,625 experience points**.

The **maximum total award** for each character participating in this adventure is **3,500 experience points**.

Treasure List

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

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

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

Treasure Rewards

| Items | GP value |
|--------------------------|----------|
| Troll Teeth | 100 |
| Gold and ruby ring | 50 |
| Lacquered playing cards | 100 |
| Dragon rings | 250 |
| Excavation equipment | 10 |
| Golden flagon | 230 |
| Dented ornate steel helm | 60 |
| Golden plate with map | 200 |
| Gem encrusted bowl | 300 |
| Decorative scroll tube | 700 |

Permanent Magic Item Distribution

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

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

Cape of the Mountebank

Wondrous item, rare

This long cape is made of light-grey silk trimmed in coarse, black fur. Although it is obviously of high quality, it appears tattered and worn. Instead of smoke, a cloud of stale dust is left behind when the wearer disappears. A description of this item can be found in **Player Handout 2**.

Brass-Ring Spellbook

The spellbook consists of a thick brass ring holding a number of brass plates. It contains the following spells:

- 1st level (4 slots): *fog cloud, mage armor, shield*
- 2nd level (3 slots): *blindness/deafness, crown of madness, hold person, suggestion*
- 3rd level (3 slots): *fear, hypnotic pattern*

4th level (1 slot): *greater invisibility*

5th level: *Bigby's hand*, *mislead*

Potion of Greater Healing

Potion, common

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

Scroll of Flame Strike

Scroll, uncommon

This *spell scroll* contains a single *flame strike* spell. A description of spell scrolls can be found in the *Dungeon Master's Guide*.

Renown

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

Downtime

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

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

DM Rewards

For running this adventure, you receive **875 XP**, **437 gp** and **ten downtime days**.

DM Appendix: NPC Summary

The following NPCs appear in this adventure.

Sari Florica (SARR-ee FLORE-ick-uh). Female human. Lover of Benedek Durril and murdered by Regold in a jealous rage. Rises as a ghost. Possessive of the *Tatyana's gloves*.

Benedek Durril (BEN-eh-dekk DURR-ill). Male human. Lover of Sari Florica. Murdered along with his betrothed by his brother, Regold.

Regold Durril (DURR-ill). Male human. Brother to Benedek Durril. Deceived into murdering his brother by the Visitor, but killed his brother's betrothed, Sari Florica as well. Charmed by the Visitor and eventually sacrificed in an attempt to resurrect Sari.

The Visitor. Incubus. Became infatuated with Sari Florica and convinced Regold Durril that she was not a suitable match for his brother. Seeks to resurrect Sari using Regold as a sacrifice.

Graxxygak (GRAZZ-ee-gak). Ghost of a half-dragon troll. Offspring of the (now) dracolich Throstulgrael. Esmae Amarantha's Second Obsession charged with retrieving *Tatyana's gloves*.

Somoiog (JHO-moe-yohg). Male Vistani trouper. Stranded in his vardo when it sunk into the muck of the Glumpen Swamp.

Appendix: Monster/NPC Statistics

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 60ft., 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, ray of frost, shocking grasp*

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

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

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 10ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage plus 10 (3d6) poison damage.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 16 (+3) | 17 (+3) | 10 (+0) | 11 (+0) | 10 (+0) | 8 (-1) |

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an 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.

Ghost

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

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

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

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

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

Actions

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

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

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

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

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost

is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Orc

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 12 (+1) | 16 (+3) | 7 (-2) | 11 (+0) | 10 (+0) |

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Regold (Veteran)

Medium humanoid (human), lawful neutral

Armor Class 11

Hit Points 58 (9d8 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 13 (+1) | 14 (+2) | 10 (+0) | 11 (+0) | 10 (+0) |

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Actions

Multiattack. Regold makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Troll

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 18 (+4) | 13 (+1) | 20 (+5) | 7 (-2) | 9 (-1) | 7 (-2) |

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

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

Actions

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

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

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

The Visitor

Medium humanoid (human), neutral evil

Armor Class 13 (16 with *mage armor*)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 16 (+3) | 14 (+2) | 16 (+3) | 13 (+1) | 14 (+2) |

Saving Throws Int +5, Wis +3

Skills Arcana +5, Deception +2,

Condition Immunities charmed, frightened

Senses passive Perception 11

Languages Common, Giant

Challenge 4 (1,100 XP)

Spellcasting. The Visitor is a 6th-level spellcaster (spell save DC 13, +5 to hit with spell attacks). The Visitor has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, friends, shocking grasp*

1st level (4 slots): *fog cloud, mage armor, shield*

2nd level (3 slots): *blindness/deafness, crown of madness, hold person, suggestion*

3rd level (2 slots): *fear, hypnotic pattern*

Split Enchantment. When the Visitor casts an enchantment spell of 1st level or higher that targets only one creature, he can have it target a second creature.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 10ft., one creature. *Hit:* 5 (1d6+ 3) piercing damage.

Cape of the Mountebank (Special Equipment, 1/day).

As an action, the Visitor can cast dimension door.

When he disappears, he leaves behind a cloud of stale dust. The dust lightly obscures the space he left and the space he appears in, and it dissipates at the end of his next turn. A light or stronger wind disperses the dust.

Reactions

Instinctive Charm. When a creature that the Visitor can see makes an attack roll against him, he can divert the attack, provided that another creature is within the attack's range. The attacker must make a DC 13 Wisdom saving throw. On a failed save, the attacker must target the creature that is closest to it, not including you or itself.

On a successful saving throw, the Visitor can't use this feature on the same attacker again until he finishes a long rest.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|-----|-----|-----|-----|-----|-----|
|-----|-----|-----|-----|-----|-----|

15 (+2) 14 (+2) 16 (+3) 10 (+0) 13 (+1) 15 (+2)

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

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

Actions

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

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

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

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

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

Wraith

Medium undead, neutral evil

Armor Class 13

Hit Points 67 (9d8 + 27)

Speed 0 ft., fly 60 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 16 (+3) | 16 (+3) | 12 (+1) | 14 (+2) | 15 (+2) |

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages the languages it knew in life

Challenge 5 (1800 XP)

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

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

Actions

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Specter. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a specter in the space of its corpse or in the nearest unoccupied space. The specter is under the wraith's control. The wraith can have no more than seven specters under its control at one time.

Yuan-ti Malison

Medium monstrosity (shapechanger, yuan-ti), neutral evil

Armor Class 12

Hit Points 66 (12d8 + 12)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 14 (+2) | 13 (+1) | 14 (+2) | 12 (+1) | 16 (+3) |

Skills Deception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Common, Draconic

Challenge 3 (700 XP)

Shapechanger. The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.

Innate Spellcasting (Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:

At will: *animal friendship* (snakes only)

3/day: *suggestion*

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Malison Type. The yuan-ti has one of the following types:

Type 1: Human body with snake head

Type 2: Human head and body with snakes for arms

Type 3: Human head and upper body with a serpentine lower body instead of legs

Actions for Type 1

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

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

Longbow (Yuan-ti Form Only). *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

Actions for Type 2

Multiattack (Yuan-ti Form Only). The yuan-ti makes two bite attacks using its snake arms.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Actions for Type 3

Multiattack (Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.

Bite (Snake Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.

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

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

Player Handout 1

I still look at my hands and see the blood on them. The visitor's words still echo in my mind. He said it himself. She was a wicked person, and Benedek was too stupid and love sick to see it.

Watching them together every day made it worse. I tried to warn him. He wouldn't have it. The only way to show him is to take them from one another—forever.

I didn't do it because of petty jealousy. I did it because they deserved it. Love puts out our eyes and makes us blind. I opened their eyes.

I will never be free of this. I must be free of this.

Player Handout 2: Cape of the Mountebank

Cape of the Mountebank

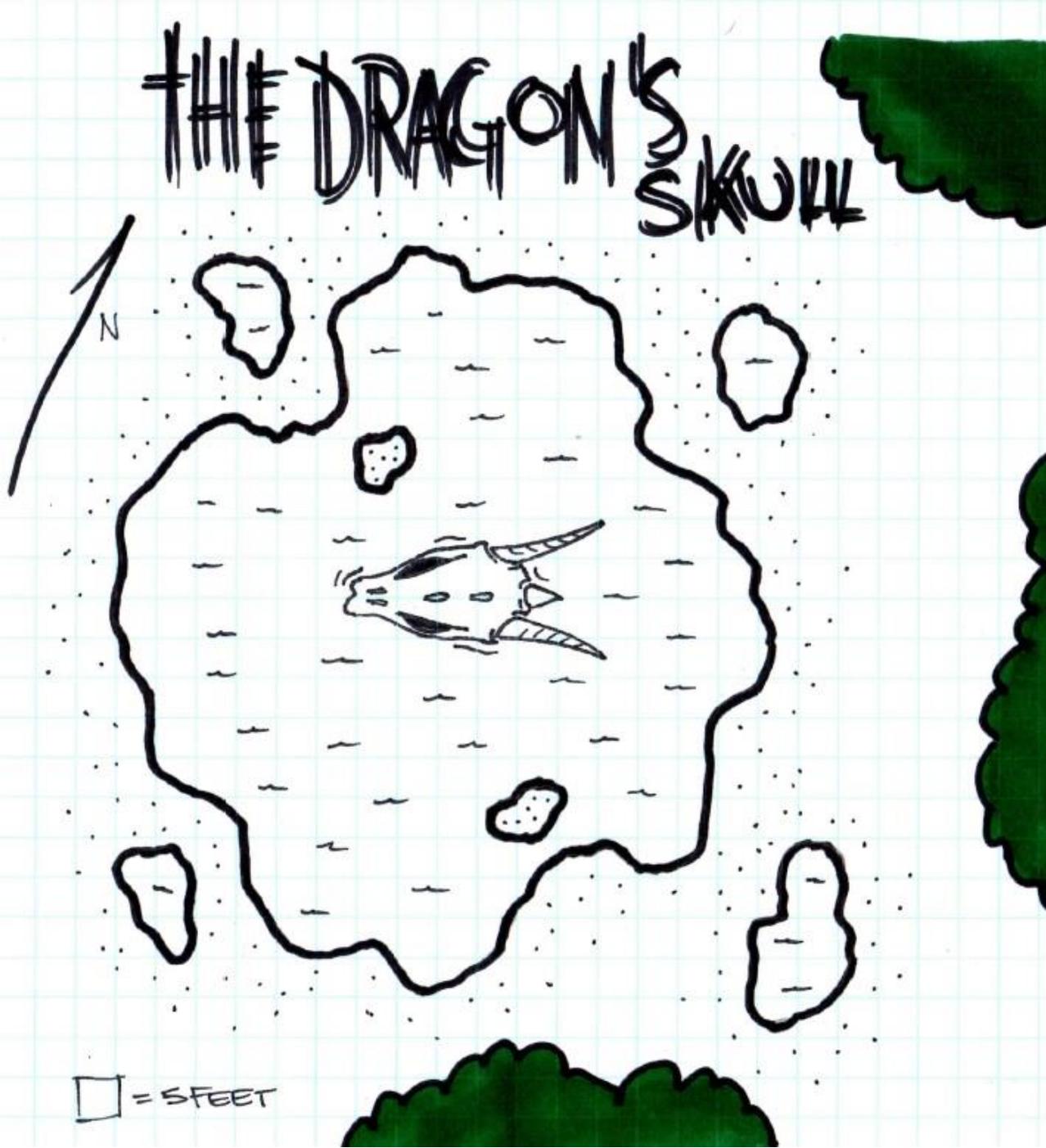
Wondrous item, rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the dimension door spell as an action. This property of the cape can't be used again until the next dawn.

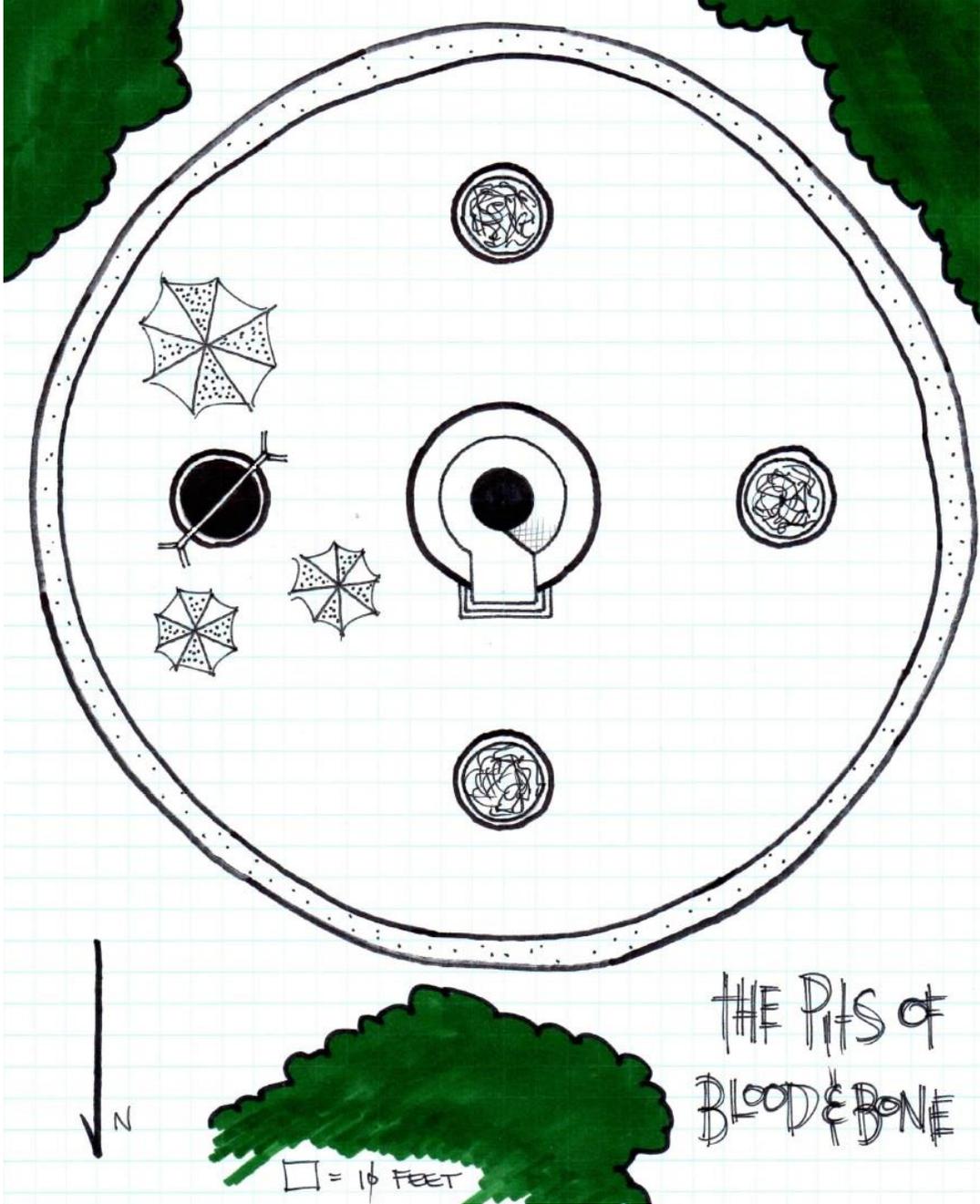
When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

This long cape is made of light-grey silk trimmed in coarse, black fur. Although it is obviously of high quality, it appears tattered and worn. Instead of smoke, a cloud of stale dust is left behind when the wearer disappears.

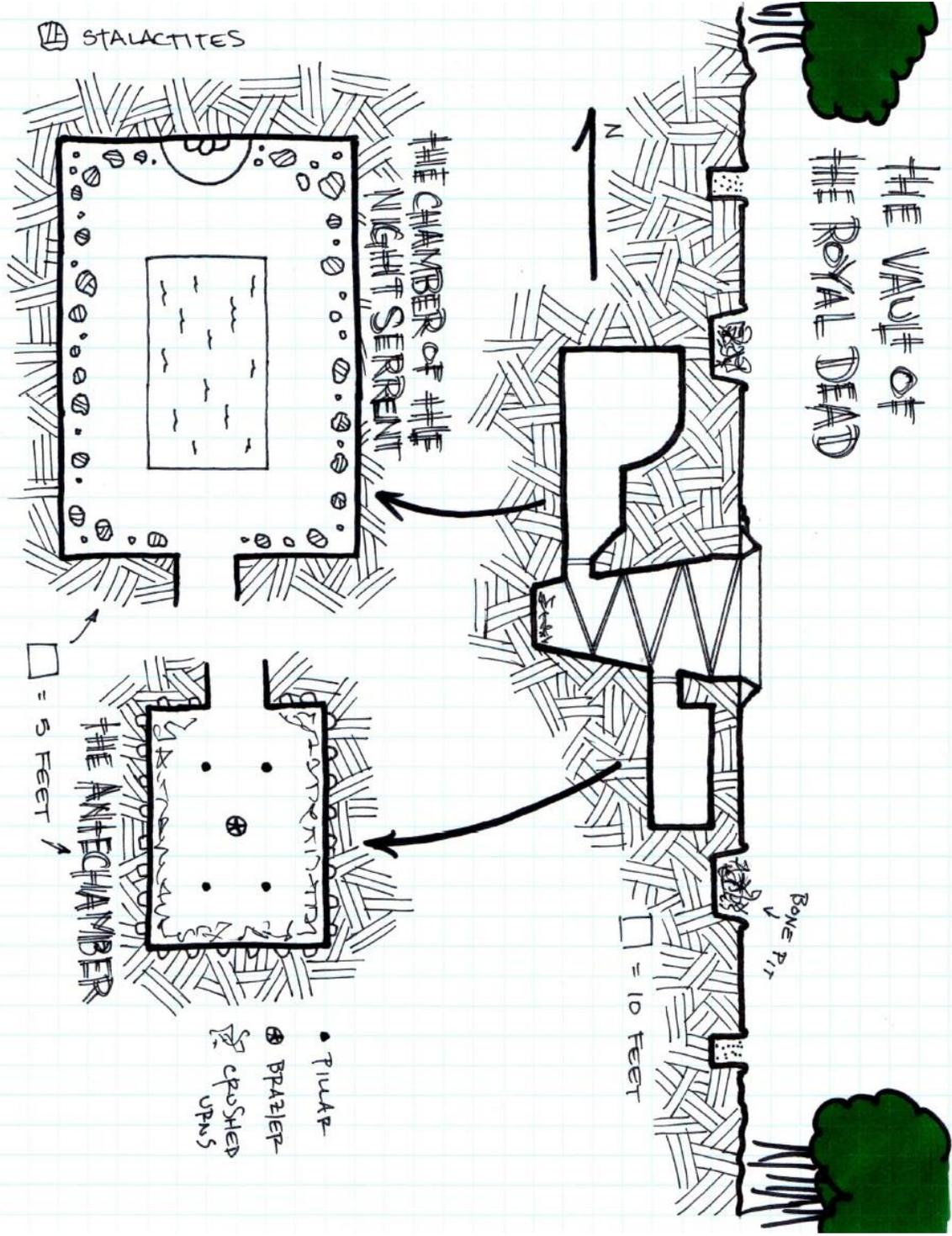
Appendix. The Dragon's Skull Map



Appendix. The Pits of Blood and Bone Map



Appendix. The Vault of the Royal Dead



Results Code: April - June 2016

If you are DMing this adventure during the months of April – June 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

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

